

Aeran'or Times

September-October 604

Volume 1, No. 4

SILVEREYE CREATURES NEARLY OVERRUN WYVERN'S WATCH

In early August, black creatures attacked adventurers in Wyvern's Watch. The creatures have been



given the name "Silvereyes" because of having one eye the color of silver.

The creatures descended in waves upon townspeople throughout a two day period. They caused disease with just their swing. Some were described as casting the "calm" and "flame bolt" effects as well. Each onslaught of creatures upon Wyvern's Watch seemed to become more powerful and weakened the adventurers' store of spells as they were expended in battle.

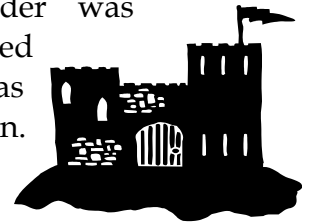
At one point, groups of Gypsies, Mystics, the Golden Unicorns, and others assaulted the fortress of the Silvereyes. Christos, Leviathan, and Seronia used spells, potions, and healing pools to backpack warriors like Cade and Sasha Blackbird.

When some of the front-line warriors were down, the Mystics Spice and Sugar stepped in with spells. Spice at an opportune moment destroyed

some creatures as she tossed some lightning and ice storm spells. Sugar was able to cure Seronia who then tended to Ozen Blackbird. The remaining Silvereyes in that room were then obliterated.

In the final room of the fortress, the powerful leader of the Silvereyes was encountered. His strikes caused a flame bolt of damage and could taint blood. He also had the ability to rift in among townspeople to attack them. Most of the fighters and casters became tainted and purify blood and dispel magic spells were already tapped.

Sasha Blackbird came up with the idea of having Seronia throw a disarm spell at the Silvereye leader. Once disarmed, the leader was crazily beaten. He managed to pick up his sword but was again disarmed and beaten. His sword was then shattered and the leader took a fatal mad beating.



The brave warriors, casters, alchemists and others that helped save Aeran'or from these creatures are commended for a job well done!

IN REMEMBRANCE

Brave Knight Captain Robert Smithton met his final death in Ebonvale. Arrangements are currently being made for proper services and there is little information at this time as to the cause of this sad event. Reports from those that were with him that escaped stated that they encountered a number of "dark" creatures on a routine patrol outside of town. Strange sounds and movements have also been reported by others, especially in the area of the large fields about town.



Knight Captain Smithton will be remembered for his valiant efforts in the continued defense of Aeran'or. His permanent end was met fighting ever strongly against this new enemy. His life was lived in service fighting all that have come before. It has been passed down that his final words to his men before he fell were "Do not fear, continue on in all duties set before you." All of our hearts and pride go out to his family and comrades during this time.

REST OF CRYPTIC MESSAGE FOUND

In a recent search of the area surrounding the tree where a strange message was recently tacked, the other half of the message has been found. Appearing as a shredded piece of

blood marked parchment, the two have now been merged to one and the full message is as follows:

*Beware the Allies Made in Times of Strife
Beware of those that do not show the light within*

What I have done cannot be enough

λξ

Much speculation has been made regarding the origin of such a message. It is asked that anyone who finds further information, please report it at once to the Guilds of Ebonvale.

DO YOO NO SUMVUN WHO VANTS TO LEARN DE REEDINK AN DE RITEINK?

Tell dem to come see Zook at de October gadder in Ebonvale. For de measly fee ov tree silverz dey can learn de reedink an de riteink from a real Grandmazter Alchemizt! Limited time offer. See Zook for de tailz.

THANKS TO ALL THAT ATTENDED MY WEDDING

I would like to issue thanks to all that attended my wedding. My beautiful bride wishes to extend her thanks as well. I'm taking the liberty, because currently she is sleeping off the exhaustion from the honeymoon. So once more I thank you all for coming.

I wish to extend my thanks and gratitude for all the gifts received.

What I didn't use on the final adventure to assault the 'Silvereyes' stronghold, I'm sure will come in handy in the future. So once more I extend my gratitude.

Now for those of you who couldn't make it... you all missed a wonderful party and for those of us who could be



there, we missed each and every one of you.

To all my cousins, and my new familia, the gypsies, thanks for all showing up on our most special day. To Cindar and Argent... the gifts were well received and well used. I think I have a little more, perhaps I'll save it for the next time we all meet. Leviathan, Sugar, Spice, Roxy, and Adrellis, your presence was most appreciated and I cannot wait until we travel, revel, and "adventure" with one another again. Blackbirds, Zook, Zartex, Evermores, Kymri, and Jess thank you for your attendance, it is always such a pleasure to fight beside you. Until we meet.

Golden Unicorns and all others, forgive me for forgetting you all, my mind is still a tad bit hazy from the after party. Thanks for sharing our day with us. I appreciate the gifts, the cards, and everything else. Until next we meet.

Last but not least, my friend Krossus, I'm sorry that we couldn't delay the celebration a little longer, it would have been a pleasure to have you standing beside me as well. But demanding brides and whatnot, we had to get to the honeymoon, you know how it is. Perhaps you will be able to attend the second celebration in October, Cindar and Argent, I'm sure would be honored to have you there.

Yes One and All,

You heard it from my mouth, I don't know if Rumor knows this or not, but there will be a second celebration in the month of October, do come to the gather and partake of a proper party. But I must end this thanks, for I can hear the bride beginning to stir in the next room, and the honeymoon has only gotten started. -Ash, DMG, Master Alchemist

A GYPSY'S JOURNAL- **By Grandmaster Alchemist, Clarion** **Zoucha**

About Dem Ebonvale Voodz...

Ebonwale, and dem voodz around Ebonwale are teemink vit de mozt unruly bunches of de monzterz dat yoo mite imagine.

Heerz vut I seen de last two timez dat I visited dere...

Spiderz, you gotta know dat de gazzez don't vork on dem tings. A sturdy svord iz yore bezt bet. Stik dem an

hack dem, but don't turn yore back on dem.

Giantz dat trow big rokz. Dere vuz all kintz of big nazty creeturez dat trew rockz at anybuddy dat moved. Dere ver sum giantz and some big green meeniez. I vonder if yoo cout uze eeder an oil of de slipperinezz or de pazte of da stickiness to make it so dey can't uze dem rockz? I didn't get de chanze before, maybe I see dem again an I try it out.

Lazt zprink dere vuz a big xplozyun in a crypd juzd outta Ebonwale dat sum gadje vuz bureed in lonk time ago. It chook de hole tawern, probly de hole town (an I vuznt dat drunk den ewen). Ven a buncha uz got dere at de crypd for fint out vut vent on, ve all fount dis veerd gray man type creetur dat vasn't ewen like any man nor gadje I ewer seen. It got de stranche markinks all ower him. He vuz stunt by de big xplozyun, an ven he came avake, he vas pizzdezz gadje I ewer put my Gypsy eyez on. He tell uz all to GET OUT, an ve did, but he not ansvr manee qveztyunz. Ven ve got outa de crypd, dat vun cazt I tink ten machik valls ov sum stranche forze dat novun cood go trew.

It vuz enough to make de gypsy drink vit de gadje.

But de spezial varnink I got to tell yoo is about dem grey tinks dat walk de chadow vayz. Juzt tinkin a dem make yoor nutzak chinkle. I seen dem in Ebonwale last fall, but not dis zprink. (Maybe dey zeezunul?) Dey can

appear out of noverez, but yoo see dem glowink eyes first. Datz vut I seen, den dey come at yoo in de bunchez. Derez usually a vun of dem datz really big an meen an goez rount killink people vit one blow vit like it zplit yoo in too an heez got too or more udderz vit him. De vurzt part I seen iz dat ven dem big vunz get to demselfs for a lonk enouf time, dey heel up like yoo never ewen hit dem vit yoor svord or nutink. Den dey come back az stronk as ewer before.

Anyvay, all yoo be carefull about dem dat valkz de chadowz, cause dey come out of nuttink, an disappear bak into de nuttink. An dey dancheruz.

By de vay, yoo need to lern de reedink or de writink? Come see me at de mizdick tawern. Zook teechez it all, from A to S!

AN ADVENTURER'S LAMENT

Submitted by Kymri Ramishk

(Heard in a tavern in northern Elysia in the foothills of the Windgarr Mountains of the return trip from Aeran'or.)



**There's a race of men that don't fit in,
A race that can't stay still;**

So they break the hearts of kith and kin,
And they roam the world at will.
They range the field and they rove the flood,
And they climb the mountains crest;
Theirs is the curse of the wandering blood,
And they don't know how to rest.

If they just went straight they might go far;
They are strong 'n' brave and true;
But they are always tired of the things that are,
And they want the strange and new.
They say: "Could I find my proper groove,
What a mark I would make!"
So they chop and change, and each fresh move
Is only a fresh mistake.

And each forgets, as he strips and runs
With a brilliant fitful pace,
It's the steady quiet plodding ones
Who win the lifelong race.
And each forgets that his youth has fled,
Forgets that his prime is past,
Till he stands one day, with a hope that's dead,
In the glare of the truth at last.

He has failed, he has failed, he has missed his chance;
He has just done things by half.
Life's been a jolly joke on him,
And now is the time to laugh.
Ha ha! He is one of the legion lost;
He was never meant to win;
He's a rolling stone, and its breed in the bone;
He's a man who won't fit in.

MYSTICS OVERRUN TAVERN

The Death's Head is taking over the Tavern In Ebonvale. Cooking by Argent.... Drinks will be of the variety all can consume.... The Meals will be served on the following schedule:

9:30 to 11:00 Breakfast: Breakfast sandwich with egg, cheese, bacon and/or sausage on a bagel or English muffin, and juice or coffee



3:00 to 4:30 Lunch: Grilled cheese sandwich, hot dogs, burgers (add cheese for 25 cents), pretzels/chips, and juice or coffee

7:00 to 9:00 Dinner: Chili or veggie lasagna with a hard roll and juice or coffee

The Cost for these meals will be five silver per meal, or if you pay in advance...1 gold for all three. See, we haven't even started cooking yet and here come the deals.

Drinks will be 1 silver apiece. Of course the Puréed Gator bits that aid in rehydrating you will still be provided free of charge.

(Out of Game Note: If you are interested in eating all three meals, the cost is \$8.00. If not, it is \$2.50 for breakfast, \$2.50 for lunch and \$3.00 for dinner.

NPCs will eat for free. Anyone else who needs to use the kitchen, please clean up after yourselves. Don't leave it for someone else to do.)

OUT OF GAME NEWS

REMINDERS

If you are not wearing a white headband while at any POLAR game, you are considered in-game.

SPECIAL THANKS

Special thanks are extended to this month's contributors:

John Ziegler (hope I got your name right)

John Tate

Chris Anderson

Bob Rugh

Joe Hisker

Jaime Jamriska

LOOKING FOR FUTURE CONTRIBUTORS

Starting with the November newsletter, up to five goblin stamps may be awarded for each non-plot submission **used** in the newsletter.

We are looking for original works (**full** articles and poems, not just ideas) to be submitted by the 15th of the previous month. So, submissions for November are due to the editor by October 15th. They can be e-mailed to Robin Meadows at [jessz04\(AT\)yahoo.com](mailto:jessz04(AT)yahoo.com).

Plot submissions from event directors and plot members are not eligible for the goblin stamps (though submissions for non plot-related items from them may be eligible).