

Aeran'Or Times

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VALACAR THE RED CAPTURED!

By Jonathon Whitley

On the second night of this past Freeton gathering, Valacar the Red apparently wandered off on his own, and was sideswiped by a vampire. He was taken into the sewers where he was put to sleep in a coffin. One of the vampires, cattle wandered through town to the tavern. Along the way, he was approached by Diablo Evermore and one of his Evermore friends, who I might mention did not lift a finger to aid, other than point him in the direction of Dalen, whom the cattle was searching for. The man stumbled into the tavern whimpering the name Dalen, holding two pieces of paper and a necklace of some sort.

Dalen came to the man who had two very apparent tooth marks on his neck, and the man stated, "The master would like you to have this." He handed the necklace and two pieces of paper to Dalen and wandered off on his stumbly way. Instantly, there was an indescribable look on Dalen's face, the look of "...Oh darn, I must first attend to some personal business." After taking care of this business, Dalen explained to everyone in the tavern that he had to save Valacar, with or without the aid of his friends.

One of the pieces of paper was a map and the other a note saying, "You have exactly 30 minutes, or your friend shall die." Well, Dalen the Brave ran into the sewers. He made it to a room where there were very many humans, seemingly charmed. They all attacked, yet Dalen swept

through the first and second wave of people with a flurry of blows in a matter of seconds. The others soon caught up, just in the nick of time, because in the next room was Valacar surrounded by more charmed humans, and the vampire.

The battle was quick. The vampire got cut down and turned gaseous; however, he also escaped. The humans were all lured and sent back to the surface by the adventurers.

Valacar was saved quickly. It took exactly twelve minutes and thirteen seconds to save

him, from the time the note was received to Valacar being saved. Wow, that Dalen is good! Yes, but not that good. The adventurers could have very easily disposed of the vampire. The coffin was right there, the vampire has to go somewhere right??? Eventually, he would have come back. Just shows that sometimes it takes more than a sword to win a battle.



FREETON WRAPPING UP XUN'S TRIAD

The Scavenger town of Freeton has seen its fair share of troubles in the past few years. One of the worst plagues it has endured has been the ever-present threat

from Xun's Iron Triad. Xun and his Thieves' Guild have been connected with the assassinations of several key Guildmasters and the Baron Tch'Kit. Many brave adventurers have aided in dragging this Guild out into the light. Following up on information gleaned from their actions over the past two years, Ducal and Baronial Forces have raided several Triad hideouts in the past few days. With each success, Freeton takes one more step to freeing itself from the terrors of this Guild. One guardsman said, "We got his thugs on the run...it's only a matter of time before we find that murderous scum Xun. Guildmaster Kern and the late Baron will be avenged."

Also note that the outlaw Xun has been convicted by the Aeran'Or nobility on multiple counts of Theft, Assault, Murder, and High Treason. He is to be killed on sight until permanent death, and has no protection under the law.

FORMER SILVER FOX MEMBERS STILL SOUGHT

Those of the Silver Fox Tribe who lead open rebellion against tribal elders in the month of August are still at large. By order of His Grace, Sir Marius Pritchard, any coming into contact with these individuals should incapacitate them if necessary and bring them directly to the authorities for questioning.

STRANGE LITTLE HOBLING MYSTERY SOLVED

By Scave, the Rat Scavenger

You may remember last month's exclusive about the mysterious and powerful hobling. The whole hobling issue is solved! Apparently, his name is Joseph

Wardrick. He appeared at Freeton's last gathering late Friday night/Saturday morning, storming out of the sewers chasing four deep trolls and calling them cowards. I have never seen monsters flee in such terror! He soon gassed them into the dirt, and stabbed them over and over again.

The hobling then came over to the Evermores' cabin where he was greeted by all. Everything seemed to be going well, until the hobling offered Arandel Wildfire a gift. The wild elf did not like the gift and got extremely angry when Wardrick tried placing it around the elf's neck. He threatened the hobling with Imprison if he came near him again. So, the hobling said, "Wouldn't that be assault?"

Del replied, "You touching me is assault."

Joseph was quick to reply with, "A gift is assault???" Del soon quieted down. Joseph had a back pack, a side bag, a hood, and was dressed in all black. He had a hand full of glow, many gas globes, and swords on both sides of him. Well, he used to have two, but the other got lost in the troll battle earlier. The backpack had a large leg bone hanging out of it, which of course everyone asked about.

Joseph replied, "What leg, quit pulling my leg. What are you talking about?" Finally, he explained he was a collector of what he kills; he collects parts of them and some of their belongings, almost like trophies. He had the leg, some fur, a necromancer's head, an illithid's tentacles, and a candlestick holder. While showing these items off, the candlestick holder went missing, and was soon returned by someone, whose name shall not be mentioned.

The hobling told this individual, "Wow you're just like me, take what you want

and return it when you're done." Followed by "Do you like to be bad? I like to be bad, but Thomas doesn't let me. Thomas says being bad gets you in trouble"

Evidently, this Thomas is Joseph's best friend, and Joseph is a feral hobling that has been taught by this Thomas the ways of our society. Weird, huh? Joseph says that Thomas is old, very strong, and can be mean. From what information I have gathered from the adventurers in town, Thomas and Joseph have approached the queen about starting their own guild, an adventurers' guild of some sort.

Also, Joseph and an elf named Tracker have been investigating the sewers, killing whatever monsters they can and searching for gold to fund this guild. These two are very brave to be wandering around alone in the sewers. Well, at least they are all peaceful and friendly. Very friendly actually-Joseph was taking adventurers into the sewers to areas of trolls that hold treasure. He seems to always know of something to do. When asked how he knows this he says, "Tracker finds things out, and so does Mitsu, then they tell me and Thomas." I cannot wait to meet this Thomas character; he seems like he is going to be a real treat.

I have noticed some new faces hanging around with the elf and hobling, another elf that walks around like his dung don't stink, maybe this is Thomas. There are also a very large half-orc with a giant two-handed sword that says "Peacemaker" on it, a dwarf with a giant scar running down the side of him, another hobling with hands that glow greater than most, a dark elven female who is a real how do I put it b.. b... not so polite person, and a human that loves fire. These guys must be the other members of their group. Only time will tell.

THE ORACLE

Elves are starlight,
Dwarves are steel,
when they're mixed,
are woe and weal,
Two times disaster,
Ten thence delight,
Both whence mixed,
Are war and fright,
Half since peace,
Half hence disruption,
Fullstop twas,
last war's destruction.

So said the oracle...

GUARDS FIND STRANGE FLOATING FUNGUS

This past weekend several of the Freeton Guardsmen conducting a sweep through a possible Iron Triad hideout stumbled onto strange floating fungi. All of the guards resurrected, and Gog of the Mog Family, was the only to retain his memory. He described that his crew found what looked like several small floating "eyeballs". When they struck them with their blades, they exploded...and then he woke up in the Healer's Guild Circle.

A Magus, on retainer from the Academy for the Ducal Forces, noted that what Gog described was probably a special magical fungus. It resembles what some in the Region call "Orbs", powerful magical creatures bent on dominating those they consider inferior. However, if struck this fungi explodes, infecting those around it with their spores, slowly killing the infected person. A short while later, several spores sprout from his or her

corpse, continuing the cycle. Fire or ice is believed to be the best way to deal with the spores safely.

A NOTE OF CONGRATULATIONS

Congratulations to Krossus Blackhammer, Chancellor of the Death's Head Mercantile Guild. During the last gather in Ebonvale, he successfully completed his final testing for the rank of Mage within the Academy of Arcane Arts of Aeran'Or. He is officially afforded all rights and privileges of one recognized by the Academy and is henceforth encouraged to pursue the title of Arch Mage.

There are currently three positions open for testing should any qualified applicants wish to apply. Please send word to the Academy before the first of the new year.

Alexandra Monet
Arch Mage of Time and Piece
Academy of Arcane Arts, Kingdom of Aeran'Or

My eyes have followed those who attempt to Keep what is mine, they know no bounds within the Dreaming

THANKS EXTENDED

A thank you to the adventurers who headed off the Frost Giant advances during the last gather in Freeton. Your swift response and subsequent completion of the tasks set before you regarding the

fire elementals and the upset of the seasons are greatly appreciated.

Elcyion Shidhidane
Earth Guild Mistress, Crimson Springs
Court Healer to His Grace Sir
Marius Pritchard

BRIEF REST IN EBONVALE

Within recent days, the onslaught of attacks led by creatures of the plane of dream have ceased. The reason for this brief respite has yet to be discovered, but citizens are



breathing their first sigh of relief in well over three months.

Left: Decoy, one of the last adventurers to fight the dream creatures in October in Ebonvale.

HOROSCOPES

By Julius Skygazer

January

Danger looms on the horizon, dear January. A warning from a friend shall save you from this peril. Heed their words and pay close attention to the details, because their prophetic words are about to come true.



February

Mighty February; I see travel in your very near future, but you shall not travel alone. Be kind to your fellow wanderer, as they may very well become your navigator.

March

I advise you tread lightly and with caution concerning matters of the heart, dear March, for your words shall land like arrows. You do not wish to pierce, with that wrathful arrow of spitefulness, the one you love.

April

Light hearted and free spirited April, for you I foresee trouble brewing on the horizon. Do not let this wearisome burden dampen your spirits, for once you conquer it, you shall relish in a period of exuberance.

May

Expecting bad news again? Think not, dear May, for glad times await you. Do not be fooled though. These joyful times come at a price, and that price is hard work. So, do what you can to persevere and you shall not be disappointed with the outcome.

June

The dark mists that obscure my mind's eye have cleared and I foresee for you, dear June, good luck and easy times. Lucky you.

July

Powerful July, you, much like the majestic llama, there is an obstacle you cannot overcome. Watching you work at what you are good at is truly remarkable to witness.

August

Dear August! What ever shall I do with you? You need to wake up and get with the program quickly, or you will be left behind in the dust wondering what happened.

September

Games of chance favor you this week, dear September. Take that extra risk and shoot for the moon. It could pay off, but also, keep in mind the idea of moderation. Nothing lasts forever, even a winning streak.

October

Vivacious and lively October, you are the life of the party! When a social event occurs, do what you can to help ensure it goes off without a hitch, for you shall reap the benefits of a good party.

November

You November are about as subtle as a rhino in a glass bottomed boat. Although you may think that you have just gotten away with a grand scam, know that you have not, and be forewarned for the consequences.

December

Stubborn December, when will you ever get it through your thick skull that you can not win friends, only earn them. Be cautious and practice precision when choosing your words.

~OUT OF GAME NEWS~

ATTENTION ALL PLAYERS

To all POLAR home chapter players: if you have a character in the POLAR database, you must pay your insurance fee of \$12.00 for 2006 before January 15th or you will be asked to transfer your character to another

chapter. Payments can be mailed to us or made at events. If anyone has any questions, feel free to contact me via e-mail or talk to me at the event in December.

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Putting the arm over the head is only allowed for resetting NPCs.

THIS MONTH'S CONTRIBUTORS

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CURRENT PLAYTESTS IN USE AT POLAR

Additional Spells Volume 1
Archery Aura
Base 5 Alchemy/Harmonics
Base 5 Damage/Healing
Cantrips
Carrier Attacks
Critical Parry Modification
Critical Slay/Assassinate Modification
Magic Skills
Magic Spells Volume 2
Master Craftsman
Mind Effect Restrictions
Modified Detect Magic
New Character Rebuild
New Player Deaths
Physical Attacks
Staff Thrust
Stopthrust
Storage Locker

REMINDER

You are considered in-game if you are not wearing a white head band.