

# Aeran'Or Times

Summer 605

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## Drac and Silver Eye Minions Defeated

Early in May, a group of traveling heroes in the Dwarven trading post of Kor, defeated the dreaded silver eye creatures and their leader that had plagued many towns in Aeran'Or since last summer.

The long battle started early in the evening on Friday. Two gypsies, Clarion "Zook" and Jessenia Zoucha, and two elves, Decoy and Echo, were alone in the tavern when the first wave of creatures came with their disease attacks. When Jessenia threw binding magics at the creatures, the holds would not contain the creatures for long, as they easily ripped free. The creatures did seem to take damage from celestial caster Echo's magic and the melee and gas attacks of Decoy and Zook.

The first wave was defeated, but it was not long before the second came. Decoy used a horn to call for help, and it was lucky that he did. Soon, three dark elves, Shimpan Tenuviel Marchant Toshori, Sorn Del'mara, and Moondora, came to aid those in the tavern. They were also accompanied by the mystic wood elf, Dancer Ahora, and a human, Mehira.

The initial four heroes appeared to be down, and Moondora and Mehira helped to heal them while Dancer, Tenuviel, and Sorn fought the silver eye onslaught. To Tenuviel's delight, the creatures seemed to be easily blown up with her celestial magics.

The attacks from the creatures left the warriors diseased when they hit. Soon, efforts to cure the disease became futile as cure disease spells were quickly used up.

The Knight Lieutenant Joshua Pritchard, nephew of Duke Marius Pritchard, and his healer soon arrived as the waves of attacking creatures continued their assault. It moved out onto the porch of the tavern and the battle continued through town to a point where the group was

taken into a planar bubble to attack the minions' leader, Drac, in his foggy lair.

The creatures killed several adventurers as they entered the lair, only to have their bodies tossed out the door. Luckily, they could be healed or given life spells. The battle raged on as the healers Mehira, Moondora, and Jessenia fought to keep the others and themselves alive.

Ultimately, Tenuviel, Sorn, and the Knight Lieutenant used magical flame damage to kill Drac, with backup from the Knight's healer. Unfortunately, Zook died just before Moondora got to him with a life spell. He later had to resurrect in the town's Earth circle.

The Clans and Guilds of Kor offer their gratitude to these brave heroes.

## Warnings for travelers

Word coming from the Wyvern Wood is that a strange breed of Wyvern was spotted earlier this afternoon. This rumored creature has not been reported to have attacked anyone, but those traveling in the Wood should exercise caution.

Also, reports have recently come in that a number of ogre attacks have occurred over the past few evenings. These attacks are mostly concentrated on the road between Freeton and Wyvern's Watch. All travelers are encouraged to remain alert.



## XUN'S FORCES ENGAGED IN BLUEBROOK

The last known member of the Iron Triad appears to have been trying to reestablish his power base after the defeat in Freeton. Several small outposts have been raided and it appears that Xun-Uth-Tol has taken up residence in Bluebrook. His forces have already tangled with the local Guilds. Xun's forces were allegedly trying to extort money and components. On several occasions the shakedowns turned violent, resulting in several apprentices being robbed. The Local Guilds in Bluebrook, along with the nobility are looking for any information and help in locating Xun to bring his organization down, once and for all.

## HOBGOBLINS ON THE MARCH?

In recent weeks, Bluebrook has seen an increase in activity from its local Hobgoblins. According to the town guard, something is stirring them up. "Usually, all but the very dumb ones stay away from the main roads, but recently they have been worse than lice. They attack anything entering and leaving Bluebrook with little fear, and there seems to be no end of them," said one guardsman.

Most of the local Guilds assumed that the Iron Triad had hired the creatures. Yet, on several raids of the Triad's outposts, they were found already destroyed...apparently by Hobgoblins. Who or what is causing them to be so aggressive remains to be seen, and all travelers near Bluebrook are warned to be careful, even on the main roads.

## BROWNIE REPORTED MISSING

Bluebrook's resident Brownie, Little Poug, has been missing. The Dryads that live in the forests outside of Bluebrook have approached several hunters. They have been asking them for help, stating that "The Night Sky came and took him."

The Guildmaster of the Healers Guild has once again made the claim "that Little Poug does not exist, and that the Dryads are simply trying to lure the Hunters into folly. We will not waste any resources to find a child's pipedream, when we have real problems such as the Iron Triad, the Hobgoblins, and the bloodsucking mist."

## CRIMSON MIST TERROZING LOCAL FARMS

For the past several nights a creature that has become known as the Crimson Mist has been attacking outlying farms. It has killed several individuals as well as taking a large chunk of their livestock. All are cautioned to stay indoors at night, as this seems to be the only time this creature hunts.

## NEWS FROM THE KOR

### *Portal Opened and Closed*

During the last gathering, a portal was opened and a number of creatures never before seen in the Kingdom of Aeran'Or were encountered. After rallying a large force, Lord Fataxe's men were able to assault the creatures and locate the majority of the missing Stargazer Clan members. The portal has since been closed and security measures are on full alert until more information can be found regarding this new threat.

### *A Thank You*

Thank you to the adventurers who lead the successful assault on the one known as Drak during Friday evening of the last gather. It was a pleasure to work with all of you in destroying such a great enemy and your bravery was greatly admired by myself and the Knight Leftenant Pritchard.

In Service to Aeran'Or  
Dame Anne English  
Personal Healer to Knight Leftenant Pritchard

## RUMORS

*~There are big changes coming to the Gypsy tribes of Aeran'Or. The queen will not long tolerate their thieving ways.~*

*~Xun-Uth-Tol may be the last "known" member of the Iron Triad, but rumors persist that Diablo Evermore is wanted for questioning for being the silent force behind the Triad. Perhaps, he is the one hiding Xun.~*

*~No one who has applied to the Academy of Arcane Arts has been heard from again. They all simply disappear.~*

*~The last gathering in Aeran'Or at the Kor was deadly to many seasoned adventurers. The following heroes had to go the Earth Circle at least once: Clarion Zoucha, Dancer Ahora, Shimpan Tenuviel Marchant Toshori, and Sorn Del'mara*

*Of course, many of these deaths are whispered to have occurred because a certain major member of DMG tucked his skirts between his legs and ran like a little girl, abandoning the people who were trying to save the Kor from what was coming through the portal!~*

## LETTERS TO THE EDITORS

Deer Aeran'Or Timez Editorz,

I fint yoor publizhink of da Malvunr vun bote dizturbink, ant alzo dizgrazevul ov too of da vundervul tinkz ab out da vunderful lant of Aeran'Or - da Gypsy an da Barbarianz of da lantz.

Vut anee vunz ov da Gypsys or Barbarianz doo Malvunr?

Deze akyoozayzhunz are not in da reel vorlt! My tribe never do nuttink dat hurt no vun ditdent hurt uz firzt, nor enee udder Gypsy for dat mattur. Ztop dat crayzee ztuff.

I envite enee vun to vizeit vit me at da tavurn at da nexd gadder an fint owt dat I'm vun ov da nizezt peepul yoo get too meet eneevare. I even teech yoo da reet ink an da rite ink for tree little zilver. Vut a deel!

Reelee,  
Grantmazter Alchemizt Clarion Zoucha

*(Editors' note: The following letter is in response to last issue's letter from Mr. Duckbill, an offended Platypus scavenger, against Mr. Malvern.)*

Dear Aeran'Or Times Editors and the honorable Mr. Amadeus Duckbill,

Mr. Duckbill, I have no argument against you, nor any other law-abiding citizen of Aeran'Or. I am simply educating our fair citizens to be diligent and exercise extreme caution when dealing with gypsies and barbarians.

I have no argument with any scavengers, nor humans, nor elves, nor dwarves. I do question your sensibilities regarding lizard men, and beg you to be cautious with them as *well* as gypsies and barbarians, though it should be far less common to see lizard men lurking about the town.

As far as what you wish to know about me, I sir, am a Marmot! I come from a long line of Marmots, and I am proud of my heritage and my people!

Be sensible Mr. Duckbill! Do not threaten *me* in these pages when you are so clearly confused. *I* do not steal from and murder the fair citizens of Aeran'Or like some petty gypsy or barbarian. I am a businessmarmot! When Aeran'Or thrives, I thrive! When our citizens are robbed and murdered I am greatly saddened and distressed to no end.

It is not a time for us - the law-abiding citizens of Aeran'Or - to be divisive. We must be decisive! Support our local guilds and guardsmen in every way possible! Avoid the gypsy rapsallions and barbarian vandals at all cost, and report their presence to the guild and guard officials who are best equipped to deal with them.

Do *not* attempt to deal (or treat) with these dangerous felons alone! Mr. Duckbill, the head you save, will be your own.

Diligently,  
T. Cornelius Malvern  
Malvern Textiles and Sundries

## Attenzhun all travellerz goink to da Kor:

I juzt vant to varn yoo all dat daKor iz da mozt dancheruz lant dat I haf been to. I zhoud no, I die dere tvize.

Iv yoo get killt dere, pleze, "ztay away frum da light". Cauze if yoo don't, next tink yoo kno iz yoo vake up in da Ert Zircle. Yoo don vant doo dat cauze zumtimze dat hurtz a lot. It bezt if it zumvun dere dat no yoo good like yoor vife.

But even iv all tinkz zeem hopelez, like yoo gonna die an never zee yoor tribe an yoor friendz ever agen, remember diz little zong dat keez all da nazty ztatue monzterz away...

"Da Zunlight vill  
come out,  
tomorrow,  
Tomorrow,  
TOMORROW,  
TOMORROW!  
bet yoor bottom  
zilver dat,  
tomorrow,  
de'll be Zunlight  
tomorrow,  
Tomorrow,  
TOMORROW,  
TOMORROW!  
juzt tinkink about tomorrow  
clerz away da ztatue monzterz an da ruzt dvarvz  
frum da Zunlight  
tomorrow,  
Tomorrow,  
TOMORROW,  
TOMORROW!  
TOMORROW!  
TOMORROW!  
TOMORROW!

Zorry, I juzt can't take it nemoore. Yoo let me kno at next gadder iv yoo neet to kno da rezd da zonk dat keep away da ztatue monzterz. I zink vor yoo, ok? Vun zilver.

Bezidez da ztatue monzterz and da ruzt dvarves, dere vere alzo da fire giantz and da



bird brainz in da area of daKor. Dem bird brainz vit da viggie armz paralyze yoo if dey hit yoo, kint of same vay like da paralaziz gaz poizon, but not kvite.

Alzo ve fite vit da zilver eyez dat come to daKor, but ve fite dem on zum udder plate thru gate. Den, vurzt of all da monzterz vaz da vunz dat got no faze. Dey come tru plate dat da ztatue monzterz zeemed to gard, but it not luk like plate, it zum kinda tink vit da ztickz yoo pull make it do vun tink and da rount tink yoo turn make it do an udder. Don be mezzink vit da ztickz an da rount tinkz. Yoo go boom like da trap den da vunz vit da no faze come tru.

Alzo, tankz to da Dark Elven Contingent ov Sorn, Moondora, ant Tenuviel alonk vit Mehira ant Danser vor travelink vit me an Jessenia.

Decoy an Echo it vaz good to zee yoo, maybe next time yoo in Aeran'Or, yoo ztay lunker? Decoy, I got id ya to fix yoor problem vit vun ov yoor lezzer DFMz.

Zartex, let me an Jess kno ven yoo goink to an udder gadder. Maybe ve get togedder for zum hootchin and carrink on. Maybe lezzer DFMz can fix yoo too, azk Decoy for by vun.

Giltmazter Krossus, yoo veren't kiddink ven yoo zed how dancheruz deKor vaz. I shoood kno better dan to tink yoo vaz kiddink...

Travel Zafe Everyvun,  
Grantmazter Alchemizt Clarion Zoucha

## RECIPE

### *Savory Toasted Cheese*

1/4 cup butter  
1/4 cup cream cheese  
1/4 lb. Brie  
2 Tbsp. whole milk  
1/4 tsp. white pepper

Melt butter. Melt cream cheese in butter once it is melted. Add milk. Cut up the Brie and stir it into the mixture over low heat. For best results, use a whisk to blend the two together, though a

spoon will do. When you have a uniform, creamy sauce you are done.

## OTHER NEWS AROUND TYRRA

### *Journal of gathering at Adron, Elysia June 10<sup>th</sup> thru 12<sup>th</sup> 605*

The first night started off well for the first three minutes or so, until the undead started their attack. There were some random adventurers: the nobles of Adron, The Blackbirds, The DMG, and a few GU. The Blackbirds along with The DMG seemed on edge from the get go. Shortly after the gadder had started and the first waves of undead attacked, the whole town wondered down the hill to the mainstay of the town known as Southgate. The town was currently being built so there were workers around the building hauling things around.

The waves of undead seemed to be growing bigger, stronger, and coming quickly, until finally the adventurers followed the trail of undead to one cabin. They found what seemed to be a death elemental or death knight of some sort along with a necromancer. The battle started at the door as usual, as adventurers tend to think door battles work. Well, seasoned adventurers know otherwise.

Cade Blackbird soon said, "Forget this!" and looked at Ozen, Krossus, Diablo, and Gehenna while doing a three count. This initiated an all out attack on the two enemies in the cabin. It seemed to work other than Cade being deathed down, which Gehenna almost instantly brought back up, as if there was some kind of mental connection there. I guess the gypsy blood flows thick in Gehenna. A trapped box was found and soon disarmed by a silenced Ash. From there, more hordes of undead came out of the woods as some adventures rushed to fight them.

Meanwhile, Baron Mikael ordered Lord Zeal to issue a decree, stating Diablo Evermore has served his punishment of Obliteration and was free to walk Tyrra again. Others suffered deaths. Ozen Blackbird was killed, turned

undead and sent to walk in the woods. Baron Mikael also was killed, turned undead and sent into the woods to die, along with Cade Blackbird. Baron Mikael was found in time to be lifed, but sadly Ozen and Cade did not. Ozen was never found, but Cade was discovered behind the cabin, about 30 feet in the woods, undead. He crumbled in Krossus' arms as the dwarf tried to save him. The two gypsies soon resurrected in the earth circle. The night seemed to go on like this continuously. Adventurers were killed and became undead, sent to the woods to die.

The following day started off with the normal gadder baddies, like goblins, trolls, and other crunchies, not much of anything. There was some activity with the native barbarian tribes. Gehenna met with a barbarian chieftain, a shaman, who seemed to fix her spirit while summoning a giggle blitz, which ate everybody's but the Blackbirds' ward. It seemed a little strange. At this point it seemed that there was a lot of talk and rumors that everything happening was being caused by the Blackbirds in some shape or form.

Well word has it the Blackbirds and DMG found a large obsidian square building with a grate on top of it that could not be opened. It seemed that maybe vampires were in this thing and awakened by someone or something because there was blood everywhere on top of it dripping down through the grate. On the second trip to this building, four large and powerful undead creatures greeted the adventurers. Battle ensued, and the DMG and the Blackbirds were victorious (it seems that Krossus had taught the Blackbirds a little about battle tactics). Maybe he is their new bandoleer, or leader of some sort. Who knows, who cares, they're just gypsies. A search of the debris of the undead revealed a flower that was needed for a ritual the shaman said would make six adventurers into vampire hunters. But before they knew it, it was time for the vampires. DUSK! No rejoicing was made, only running for the town's protection.

Upon returning to town there was food and discussion to be had. I spotted Cade Blackbird speaking with Baron Mikael, Lord Dathras, and

Lord Zeal. He seemed very on edge and upset. From what I heard and understood is that one of the Blackbirds must have told them the whole story of what is going on. Cade was extremely irate that the "gadje" knew gypsy business.

Well here's the low down. The vampires are supposedly the Blackbirds' true family, led by Ozen's brother, Cade's great uncle, and Sasha's uncle, Rae Mierlaishte, who is a day walking vampire. Which if we put two and two together we get that Cade is Ozen's Grandson and Sasha we know is Ozen's son, which would probably make Cade be Sasha's son. Yet Cade is older than Sasha??????

Well rumor is that Rae is coming to kill Ozen. If Rae succeeds and Ozen perms than supposedly Rae transforms into some ridiculously strong creature. Yet, if Rae perms first, does Ozen become this thing??? Only time will tell.

At this point, the town all knows what is going on and are talking, talking about wanting to be one of the six hunters. Cade chooses his six: himself the leader, followed by Krossus, Gehenna, Diablo, Christos, and Alladar. However, right before the ritual begins, the shaman says that no celestial magics can be involved, so there goes all but Gehenna and Cade. Cade then chooses again: Pouch, Mikael, Dathras and Ozen. He practically had to drag Ozen out from under his bed where he was hiding since the night before. They perform the ritual; and it was a success. Now they have great powers to fight vampires.

Night falls and vampires are pouring out of the woodwork. They start picking the town apart, kidnapping people, killing them and creating undead from them. When Boris Blackbird is turned undead, he steals the only stake of woe and blows it up. The vampires keep picking townsfolk off one at a time, until finally there are maybe twenty of them left.

Just when we think everything had calmed down, Rae comes all of a sudden from the shadows, followed by Gehenna, Illesh Blackbird, Karsis Blackbird, Stella Blackbird, many other adventurers, and lots of undead. Rae calls out to Ozen, who is again hiding in the middle of the

group. Cade calls him to the front and says, "Ozen, come fight your battle, lets end this, NOW!"

The battle starts, many fall and are brought back up, but a lot stay down. All of the adventurers turned undead are killed and sent to the circle. Ozen gets taken and has yet to be seen. All the Blackbirds were resurrected except Cade, Dain, Cassandra, and Sarin who were lucky to escape death.

So as it sits now, Ozen is captured and probably being tortured. Rae still walks Tyrra. Word has it that Cade is leaving the tribe and starting a new familia under his real name Mierlaishte. He is also going to try and rescue Ozen himself, stupid gypsy.

That is the story from these eyes, yet whose eyes are they...

"R.M."

...It's not who you think it is.

## OUT OF GAME

Special thanks to this issue's contributors:

Bob Rugh  
Joe Hisker  
Jaime Jamriska  
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Robin Meadows

## 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**