

The Mystic Quill

Printed on this day, the fourteenth of April, in the year one thousand eleven

Nightbourne and Yarik taken

By O. Mergenthaller

The following was smuggled out of Nightbourne some two weeks after the city fell. To protect those involved, names have been changed or omitted, and the original copy of this missive destroyed.

-O.

They came in that deepest of darkness - the darkness that just precedes the first rays of dawn. Men in black and gold, well armed and armored. Some few of us on the walls noticed them just before they reached the gate and shouted warning, but it seemed to no avail - those manning the gate threw it open and welcomed them in. It was over before it began; i turned to shout a warning to the next watchpost down, only to find (name removed to protect the writer) there behind me, sword drawn. They led a dozen of us to the Watch's jail, and there, we learned what had happened.

Aaron Gregory, the captain of the City Watch and master-at-arms to the Count, had turned his coat. It turns out most of the Watch, other than those considered... too loyal, i suppose, like myself, were in on it. The city was taken without a fight. I now wonder if the murder of Geoffrey Maxwell, our old Captain, wasn't part of this somehow. Hard to think that this had been going on for almost five years right under our noses!

In the morning, they released us, after stripping us of our uniforms, arms, and armor. When i got home to (names removed to protect the family of the writer), i found out that there was some fighting, right at the end; Sir Calendar, the Count's companion and friend, fought his way clear of the castle with a band of loyal men, carrying the Count on his shoulder. I hope they made their escape.

The next day, word reached us that the men in black and gold had taken Yarik, and that the bridge between Yarik and Pleasant Creek had burned. With the bridge destroyed, there is no way that Baron Brisbane could come to our aid, even if he knew we needed it.

They wont let us leave the city, but they aren't hurting the people unduly. I want to fight. but i've my wife and children to think about. For whoever reads this, know this: not all of us have turned. When the time comes, we'll fight.

Disappearing

By Lohtarn Bluequill

First it was in Crossroads now small farming community's all over the country side surrounding

Crossroads people are disappearing. No one knows how, why or where these people are disappearing to but it is starting to worry the nobles. Whole families will just vanish into the night. They leave behind everything they own at farms that have been in their family for generations. All of these people are good law abiding citizens. Their farms are well kept and doing well and they pay their taxes. So where are they going? Richard Macon caption of the Crossroads guards reports his investigators can find no clue of foul play or murder or of any kind. If anyone knows anything about these disappearances please contact Richard Macon in Crossroads he is offering a reward for any good lead.

Trade grinds to a halt in Novashan

By Benny Knack

With the fall of Nightbourne in the middle of the third month, what little trade that remained in Principality has almost completely ceased. The continuing loss of cities has forces what's left of the Prince's government to focus wholly on this threat it existence and has left no resources for maintenance of general law and order. This has caused the few remaining merchants to either withdraw to the kingdom or cease traveling to sell their wares. It is almost impossible to find non locally made goods anywhere in the realm.

Heavy Rains in Epping Wood

By Jordan Fallowhitch

I aint never seen anything like it in all my days. I tell you it looks as though the road was wash away sideways by rain or a wind storm or something. Except it hasn't been bad weather round here for some time. I don't ever remember the spring thaw flooding nothing round here either. It will take the villagers of Epping Wood and a few of the engineers from the army a couple of days to fix this damage. Bad omen if yah ask me. I been hearing things at night but people round here just bolt their doors tight after dark. So far the Stormlord has been keeping to his lines and we haven't had the men to take them back. Sure hope the merchant travel picks up as the news around here is slow and I can always use a change of scenery of the pretty sort. Gypsies may not stay long but they sure can make a man want to give up farming and dance their lives away.

My studies of Dragons

By Ciruelo Cabral – Historian, Researcher, and Story Seeker

~ *The Home of the Earth Dragon* ~

If we were to enter the spacious cave complex of an Earth Dragon's abode, we would first come across

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a crudely excavated entrance. From here, a narrow corridor with high, polished walls lead to the inner cave. The bedroom usually composes the central cave, where the treasure that serves as the dragon's bed is carefully arranged. This room – considered the principal quarter – is always kept clean and tidy. It is often adorned with beautiful and rare objects, tastefully arranged by the servants. These include luminous mosses, strangely shaped roots and stones, sculptures, and artifacts of gold and silverwork – the spoils from the dragon's lootings. The servants' bedrooms are usually located behind the main room. There is yet another cave beyond, which is much smaller, where the dragon pages have their own sleeping quarters.

The common belief that dragons are dirty and unkempt and that their homes are full of leftover food is completely unfounded. Like all animals that live in caves and burrows, dragons like to maintain clean and tidy homes.

My Adventures in the North

By Owenn Lark

I think I've been lost in what used to be the Bayomal Divide, now the Bayomal Woods, for over a month. The trees are new growth, tightly packed, and even the forest animals seem confused by the changes. The paths are all twisty and the dappled sunlight is extra dappled. Fairy magic at work if you ask me.

Me da had a saying about the fey, "I don't trust anything with wings, poisons, or magic." He often ran adoul of the village alchemist, who had all of those things, but in jars. Cwn Pecl was a small, rustic, smell burg, but it was home, and home is where the heart is.

Oddly, when he was still an animate undead, Marcus Tenebron told me the same thing, but he meant, "I keep my heart in a jar, safely hidden in my home, along with the hearts of several people I didn't like."

Until next month, may wind be always at your back, your back facing the place you least want to be, and a warm sun shining upon your face... if you are heading east or west.

CLASSIFIEDS

Wanted: Legends and stories of dragons to add to my collection. Those with unique or especially intriguing stories will be paid handsomely. I will be studying at the library in Brenn. - Ciruelo Cabral

Wanted: A middle-aged Halfling woman with a peg-leg.
Purpose: To Cook! See Grumsh in Wyndover

Missing: Large orange tabby with white paws and brownish stripes on neck and back.. Answers to Sasha, but not often. Last seen in Lazon family barn. Old Man Lazon is an unfriendly drunk, with a rusty pitchfork. If found, please bring to Darla in Crossroads for tea and mudpie rewards. Thank you.

Selling: Masonry stones for curtain walls. Bulk discount. Some fire damage. Contact Yorgan of Wyndover at the Blue Bottle Inn

Wanted for study:

Live Auromvorax

Dead Basilisk

Displacer Beast Tentacle

Dhol fangs or claws

Gargoyle horn

Giant Octopus Ink

Heart of the Forest shaving or leaves

Ice troll part in strong, locked box

Jester's Cap Mushroom

King Snake venom

One live sample of Loblolly Pine, under 18 inches

Hydra head, deceased

Moon Dog saliva

Purple worm tooth

Rocks of Lapis Crucifer

Occam's Razor

Quietus Sebelus Exsanguius

Roc Hide, nine square feet

Wyven blood, careful, it's poisonous

One hair from the tail of a Unicorn, freely given

Oricite Alchemy

One pound of Ravensteel

Paying five to ten pieces of silver for each

-Master Dale of Grey Haven Sages Guild

EDITORIALS

It's good to be back. I expect a great year. Thank you for all of your continuing support of the best broadsheet in the Princedom, The Mystic Quill.

-Ottmar Merganthaller, Editor in Chief

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Out of Character Section

By Craig Jarvis

Sign-outs

Starting in January 2011, the deadline for turning in your GM Sign-out and Item Creation Forms will be 15 days after the end of each event. The GM Staff members need the time between day 16 and the start of the following event to email responses, write modules, print tags, and brief NPCs. Anyone that does not submit a GM Sign-out is assumed to spend a quiet couple of weeks in or near Ilvaresh.

Player Banks

Players may make one withdrawal from and one deposit to their Player Bank every event. Eligible players may also make one withdrawal from and one deposit to group or unit funds every event.

Enchanting Materials

Raw materials for enchantment-grade and demi-enchantment grade items can no longer be purchased in Town. This includes enchantment-grade steel, silver, and gold.

Crafting Time

The time between events that crafters use for item creation has changed from a flat four weeks to however many weeks are actually between each event. This change may be reversed at a later date upon the whim of the Econ Marshal.

Parking Lot

I can't stand it when people mill around in the parking lot for an unnecessary amount of time. I will not be imposing penalties or inflicting punishments on players that may be legitimately waiting for a party member to arrive, or too excited about catching up with a friend to possibly drop into character, but please try to hurry onto the field as quickly as possible.

Fleeing the land, part one

Don't.

Fleeing the land, part two

When part one no longer applies, use the following rule of thumb. If attempting to evade pursuit by getting off Kanar property, you (as a PC or NPC) are considered successful if you have a broken light of sight with your pursuers and have achieved a lead of at least one hundred paces. If you dive off the land without satisfying both of the above conditions you are considered to have been captured by your pursuers and will be subject to the appropriate consequences.

Evacuating town to the parking lot

While this may seem like a good idea at the time, in truth, Ilvaresh is the most defensible location within a day's ride. Fleeing from Ilvaresh is asking me to run modules of small bands of refugee PCs being attacked on the road, immediately, or at the following event. Tradition makes it unlikely that NPCs will attack you in the parking lot, or in your cars, but that tradition is not part of the rules, and encounters have spilled out of the field, down the lot and onto Planck Road in the past.

Many thanks to our contributing writers

Joe Guy
Travis Hamill
Dan Holland
Tim Schafer
Fred Sher
Robin Trombley
Dan Walker

Feedback

If you have any questions, comments or concerns, please visit www.kanar.org and participate in the discussion on the Forums, or email the Boardmembers and Staff listed on the Contacts page. We are available 24 hours a month, 7 month a year to help you with your KGE-related problems.