

THE STONEGATE SENTINEL

News from throughout the lands of Dyllaria and Emuria

Issue 1 March 609

THE FALL OF ANOTHER NOBLE HOUSE?

Guest scribe Russell Tilley. In the employ of Pali Emilio:
Publisher of the Lumberton Eccentric Observer

Since the death of king Balladan, count DeGuz has not been seen by many people. He at first went to Stonegate City to confirm the rumor, and spent several weeks there before returning back to Silvertree. While he was in Stonegate City, Lord Azzaiak and Lady Aislinn relinquished their titles as nobles citing the lack of leadership as one of their main concerns and choosing to seek personal goals without the burden of noble rank.

When Count DeGuz returned, it is said that he locked himself in his study not to be disturbed by anyone. Lord Bolphur had seemed to take on the responsibility of the county until recently when he had gotten preoccupied in Mythamber. Now it appears as if Sir Mangus is heeding the call. He remains vigil by his grace's side or at least in the manor house. He takes all concerns and promises that if he can't answer them right away, he will find out the answer and send it as soon as he can.

And what about the other nobles? Viscount Slake Mordan, Lady Misha Catalina, and Lady Embeth? Well the Viscount has been keeping a watchful eye upon the county, but is taking more of a backseat role until his grace becomes to indisposed. Lady Misha is continuing her studies and looking for ways to help the Barony of Lumberton Shire improve upon its already prosperous outlook. Now Lady Embeth on the other hand has not been seen or heard from for several months. When asked about her whereabouts all we get is that she has gone to see family. Is this a ploy to cover up her leaving the county like the two before her? Is this the beginning of what is yet to come with the current nobles? Will this trickle down and infect the Baronial houses as well? All we can do is watch and hope for the best. Count DeGuz, a show of faith in your leadership and a walk through your lands so the people know all is well with you would make a difference in the morale.



Members of the former Lumberton noble house.

NOW HIRING!

The Stonegate Sentinel is hiring all manner of writers scribes and intrepid reporters. Our goal is to bring the news of the realm to all of our literate citizens. Please contact Senior Editor Lavender Quillpot for a listing of permanent positions. Freelance stories are also being accepted. Ms. Quillpot can be reached at the dove-cote dmbeucler at gmail dot com.



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MURDER IN THE SLEEPY VILLAGE

Sgt Alveron Kennet

Being on the edge of western expanses of the Kingdom of Stonegate as well as in a highly active elemental area, Ashton has always seen more than its fair share of death. However very rarely has villager taken up arms against another villager without provocation, until recently.

The past few public market days have seen a severe and concerning uptick in the number of murders in the sleepy little village. Details thus far have been kept close to the Baron's house, but what this reporter has been able to discover thus far is that one of the victims was the family of the deceased baroness Fiona Ravendale. By baronial order, after a short investigation the scenes of the crimes were both burnt to the ground for reasons undisclosed. Sources say that the identity of the murderer remains a mystery, and that he or she is still at large.

Fear has gripped the community, as the next market day approaches. Local citizens go about their daily chores with more trepidation as each day passes, not knowing if they are going to make it through their days. With luck, the person responsible will be caught and brought to justice before the next time.

HOUSE OF THE SINGLE STAR

Sgt Alveron Kennet

During the previous market day held in Ashton, an odd and somewhat disconcerting discovery was made. After wandering into town, a young boy led a hearty group of adventurers back to his home to save him from so called "monsters" that lived under his bed. What they discovered upon their arrival has sent shockwaves through the community.

In the investigation of the child's room, the unnamed adventurers discovered a hidden passage that led them down to a secret meeting chamber beneath the house. After easily dispatching the child's monsters, they looked around and discovered the unique decoration surrounding them. Several banners and tabards hung through the basement meeting area all with a single white star upon a black background, the common symbol of the forces of the New Empire.

Word of this discovery has begun to spread like wildfire through the frightened community. Is this a new attempt to resurrect the New Empire movement? Is Razik still alive, and leading a less direct takeover attempt on the town? What were the decorations doing down there, and did the family even know they were down there? As it stands today, with the death of the child's parents to the monsters that had taken up residence in the area, we may

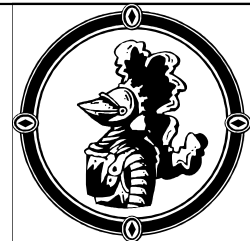
HONORING THE FALLEN

Sgt Alveron Kennet

A ceremony was held recently for the fallen First Knight of Oakwood County, Sir Aiden Shepard. Sir Shepard took his final death protecting His Grace, Count René Flestinsin from an abomination from the northern mountains that ransacked his home, and apparently pulled it to the plane of chaos.

The Count and the remainder of his house all successfully resurrected and directed Baron Gorloch of Ashton to take back the house. Baron Gorloch rallied the majority of the adventurers in town, and managed to come face-to-face with the abomination known as the Frostherald, and force him from the estate, eventually bringing the entire house back to Tyrre from the Chaos.

Sir Shepard's body was never found, and is presumed to be in the possession of the Frostherald.



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NEWS FROM AROUND THE REALMS:

Kingdom of Stonegate – In a late-coming, but well-deserved ceremony, Royal Steward Rage Scenarius admitted Alexi Shanodin and Dendro Goldentongue into the Order of the Golden Lion. Both are former squires in the Order who accompanied the late King Balladan in his quest to destroy The Overlord, Tilicaf. Dendro Goldentongue is the first Dwarf to be admitted into the order. Crown Prince Talumar was present at the ceremony, but did not make any public statements.

Rockcrusher Forge – The realm of Rockcrusher Forge has fallen to such a state that Royal Steward Rage Scenarius has proclaimed these once proud lands a Protectorate instead of a Barony. The town proper sees little traffic these days, and is being increasingly encroached upon by the surrounding wilderness. Several buildings have fallen to disrepair and ruin, and only the hardest of pioneers call the lands in this region home. The former Baroness, Jillian Rumfort has taken on the title of Dame Protector.

The Shadowlands – Since the independence of this infamous realm, Kingdom roads have begun to crumble and wild lands are overcoming local farms and outlying settlements. The old noble estates seem to be maintaining value at this point, but trade and travel are becoming increasingly difficult.

Remin – Under a state of Marshall Law since its sacking in 598, Remin has seen a recent revival. The streets of the small mining community have been relatively quiet under the watchful eye of the Knights of the Golden Eagle (of House Scenarius). Some say it is now safer to walk the streets at night than even prior to the Horde War, and all expect the Barony to be re-established within the year.

Prinnith – Stonegate troops protecting the Barony have advanced their northern line to within a few miles of Ironholm where they have held position since the summer of 508. Refugees from the former Imperial capitol city have trickled nearly to a halt in the last few months, prompting Sir David Loamann (son of the former Count Loamann) and Sir Bartholemew Cherot of the Order of the Weeping Rose to petition for a more aggressive stance, if not all-out aggression toward the anarchists in Ironholm. The Kingdom has not made an official deci-

sion on the matter, but House Clexan has been given special dispensation to grow its membership beyond the normal limits of a Baronial House.

Corliss – Negotiations between Lord High Diplomat Capilus Rensensus of Stonegate and the Corlissian ruler, Lofton Sargus have reached an uneasy treaty. Bereft of any military alliance or trade agreement, the two sides have agreed not to attack one another at this time, and to respect each other's territory while talks continue. The heart of the debates seem to center around the use of slave labor in the Corlissian salt mines, as well as the rumor that Sargus is a Necromancer of some repute.

Hammerhandt Citadel – The Stone Deep Dwarves, practitioners of strange and wonderful magic, have predicted a coming cataclysm that will affect most of Dyllaria and Emuria. They claim to have read this coming trouble in the stars, and have confirmed it through the use of mystical augury. Unsure of the exact date of the coming destruction, the Stone Deep scholars have declared that it will likely occur within the next five to ten years.

OUTSIDE THE REALM

King Mykel Endarr II has raised Lord James Richard Buttons the Fourth to the vacant position of Prince of Greenmarch. The former Princess of Greenmarch, Lillian Annilureth Rotari, Lady of Evendarr, and Lady of Quentari passed to her final death on June fourteenth of last year.



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WILDERNESS SURVIVAL TIPS

**or, How Not to
End Up in the
Earth Circle with
Bite Marks on
Your Spirit Butt**



by Pinecone Thedral

Being as the Kingdom of Stonegate is located in a temperate climate full of oaks (and the occasional maple), it is likely that adventurers will at some point venture into the woods. If they wish to travel between towns, they may even need to go out into that great kitchenless monstrosity we call the wilderness. This has the potential to prove challenging; as the old Vargus proverb goes, *Adventurers are idiots.*

In light of this fact, I hope to provide the less treehugging-inclined among us with a few simple suggestions, which may or may not keep them from dying horribly.

Going Undetected

The primary wilderness skill to be learned is the ancient art of "Hold Still and Shut Your Freaking Mouth." Mastery of this skill allows you to use the woods to your advantage; you can hide from pursuers, observe enemies unseen, or simply gather more information about a situation before making your presence known.

Fortunately it is a skill which requires no teacher; it is easy to practice by oneself or in a group. If you desire a real challenge, practice it during the dinner rush in the middle of a tavern. The exercise is simple: don't move, and don't make a sound. For added fun, try making it into a game with friends. Many regional variations of this game exist, but the most common version is called Don't Move, Don't Make A Sound, Or I Will Stab You. For more detailed rules, consult your local barbarian.

Advanced students may also wish to practice the art of "Don't Step on Brittle Sticks or Dried Leaves, Stupid."

Stomach Integrity

Don't eat anything you find in the woods. Ever. I don't care if you learned which plants are poisonous and which

are not. Don't eat them. Don't eat *anything* you find. Not mushrooms, not berries, not pheasants, not beautifully iced cake. *Especially* not cake.

If you are in danger of starving, just fall on your sword (knife, axe, club, nearby sharp stick). It will be quicker, less painful, and assuming you resurrect you'll do so without any lasting effects.

Wilderness Diplomacy

You're not the only one skipping about between the tree trunks. If a person or creature you don't know approaches you in the woods, and the skills outlined above in "Going Undetected" do not help you to avoid a confrontation, you will need to utilize a bit of wilderness diplomacy. First, you must ask yourself a few questions. Well, one question.

Can I (or we, if you're in a group) kill this person/creature? If the answer is *yes*, you may wish to engage in conversation, or at least wait to see what the person or creature wants from you. If the answer is *no, maybe, I'm not sure, where did all my friends go, or what in Tyrra IS that thing*, you should use a gesture which is universally recognized by man and beast alike. RUN.

Don't argue with me. Just run.

Safety in Numbers

Safety in numbers is a concept many adventurers like to incorporate in their daily work, and in many cases, it can work in their favor.

In the woods, numbers can be something of a detriment. It is a proven fact that any one person's skill at "Hold Still and Shut Your Freaking Mouth" is inversely proportionate to the number of other people present. That is to say, if you go in large groups, you will all make a lot of noise and something will come and kill you. If you feel you have mastered the skills outlined in "Going Undetected," it is best to go alone. One person can hide and move undetected far better than a group. If you are concerned that your abilities are not up to par and you need allies in case of hostile encounters, make sure the group you choose is small and competent*.

*competent: A word meaning do not bring along anyone who could not beat a human's ailing grandmother in a fight.

In Conclusion

On second thought, just stay out of the woods.

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NATALIA'S CORNER

By Natalia Romanov

A gypsy is rarely lonely on the road, but should they find themselves separated from good company, or, more dire still, fine spirits, a keen ear and a sharp eye are the instruments of amusement. I am rarely surprised by the things that I hear in my travels as the life of the average adventurer is far more lascivious than they often let on. If you've got a title or a reputation to precede you, well, I'm tripping over gossip even when the wagon wheels have rolled still for the night. My deepest and humblest thanks for your wicked ways, gaje.

Dozy Appleseed has, I have heard, been known on occasion to cozy up to a bowl full of steaming broccoli florets without even a side of dessert to tempt him. Shocking, I know, but not so much as the flattering eye of the pretty Ashton taverness who serves them. I don't need to travel to Ashton to spy base seduction.

Bathing daily in hooch has, thus far, failed to secure Penfo Kytarm the hand of Delfina Kytarm in marriage, but I support his continued efforts.

Cade does not carry that bow to compensate.

There is trouble in paradise for Christo Berylstar and Daisy, as her race change has doubled her appetite for hooch *and* for pie, and poor Christo is going dry. Remember cousins, marriage is about sharing. With Natalia.

Taatu has a tattoo, and it'll take a good frolic to find out where.

The best gossip is had over a mug of hooch, and I find I grow thirsty. If you've a good story, come and join me.



LUMBERTON, A GYPSY TOWN OR A BARONY OF STONEGATE?

Guest scribe Russell Tilley. In the employ of Pali Emilio: Publisher of the Lumberton Eccentric Observer

Don't get me wrong for I work for a Gypsy and respect the Gypsy people as a whole, but for a Barony within the kingdom of Stonegate to move around like a band of Gypsies, that is uncalled for. Once again Lumberton Shire has moved, this time north into the foothills of the Green Mountains. How long will this once renowned retreat for nobles on a hunt outing remain in its current location? Thus far it is proving to be a fortunate location with the crops yielding much in return from the rich soil that is regularly watered from the water that drifts down off of the mountains. On the other hand this move also put it much closer to the Orcan Lowlands where we have seen regular attacks from those creatures who inhabit that region of the land. Even an old enemy of the lands returned and was defeated, but was it final? We don't know. No one ever recovered the body. We can only hope that the nobles know what they are doing and continue to protect us from the daily threats with the help of the traveling adventurers that frequent the market days. As the noble house has increased in number even with the loss of one of the knights this past summer. We should be considered fortunate. Also rumor has it that a new Squire or two have been taken. Perhaps the knights will make this announcement public so that we may address them as such. With the increased security to the Barony, I for one foresee us staying here for quite some time. Although learning how the Gypsies travel was fun, I am tired of having to pack my belongings every couple of years.



WAR NEWS

The OOG section

Issue 1 March 609

FREE EVENT!

As of April, 2009, WAR has been around for 15 years! In April, 1994 we ran our first event at a Boy Scout Lock-in, and a few months later we started running regular events (Lumberton Shire) at Lewis Arboretum. To commemorate this landmark occasion, we are proud to present a FREE EVENT!!! That's right folks, the AUGUST 7-9, 2009 LUMBERTON SHIRE EVENT WILL BE ABSOLUTELY, 100% FREE TO ATTEND!!! We thought it only fitting that we should offer this opportunity for our players to come back to Lumberton Shire to experience our longest-running town in the chapter. We hope that everyone can make it to the event, and help us celebrate 15 years of great fun, great events, and great friends. More details are available at <http://warweb.org/>

FIFTEEN YEARS

Fifteen years is a long time. That's how long WAR has been around. We started out with sixteen people at our first event, including staff. Since then we have entertained thousands of people at over 150 events, and we continue to get new players every year. We have had over a dozen owners, used over a dozen different camps, and had exactly two names, both of which have gone by WAR for short. We were the 13th chapter to ever purchase a charter from NERO International, and many (if not all) of those that came before us have folded since that time. Our longevity is entirely due to the perseverance and passion that so many people have poured into our organization over the years. I am proud to have known so many great owners, staffers, and players, proud to call myself one of the founders of this organization, and most of all proud to still be an active member of WAR. I can't wait to see my old friends, meet some new ones, and most of all, feel the thrill of WAR again in 2009!

- Mike Ennis

UPCOMING EVENTS

Ashton March 27-29 Camp Oyo

Vargus April 10-12 Camp Myeerah

Rockcrusher Forge April 17-19 Sandcrest Reservation

Vargus May 22-24 Camp Myeerah

Lumberton Shire June 12-14 Camp Giscowheco

FROM THE EDITOR

This newsletter is for you. Yes I do mean you. That means if you want to see more of something let me know and I will try to oblige. A big thanks to everyone who contributed to this issue.

My goal is to publish this at least quarterly however.... I will publish as many issues as I am able to compile. So if you would like to see your name in print, if you have a good story to tell or point to make or IG ax to grind, send it in. All articles can be sent to dmbeucler@gmail.com. I hope you enjoyed this issue and here is to many more to come.

Love

Nise

