

# *Aeran'Or Times*

April 605

Volume 2, No. 3

## **TREASON IN FREETON**

On the night of March 31, 605, a massive uprising occurred in Freeton. Initially, it seemed like a small incident. A fight broke out in the local barracks, and the Town Guard was sent to settle it down. At this point, several members of the Baron's personal guard led by Guildmaster Kern entered the Baron's sleeping chambers and killed him. Kern claimed that the Baron had come under the influence of the Flayers and had to be eliminated.

Shortly thereafter, Guildmaster Gar arrived with a contingent of Ducal Troops, with a Ducal Writ to arrest the Entire Guild Council on charges of Treason. Guildmaster Kern refused to leave the Baronial household, so Guildmaster Gar then ordered the troops in. During the battle, the Manor House was destroyed by fire, and most of those inside never escaped.

As this was happening, several journeymen of the Earth and Celestial Guilds arrived at the Guild Circles. They attacked the Guards and tore down the Circles. Among those guarding the Circles that night was acting Guildmistress Suzie Platypus. She has not been heard from since. It is believed similar attacks were made on

the Guild Workshops, but nothing has been confirmed at this point.

Fighting is still going on between Ducal Troops and the Baronial Guard. Both sides are claiming the other to be under the influence of the Flayers. What makes it even more confusing is that some Ducal Guardsmen have switched sides, and the same for the Baronial Guard.

Soon after the fighting spilled into the streets, Manfred and his Mole scavengers sealed several key passages into the sewers of Freeton and have not been heard from since. It is unclear if this was done under the direction of the Flayers, or as a way for the scavengers to protect themselves from the fighting.

Currently, all that is known is that both sides claim they are serving the Crown and the others are servants of the Triad. Also, Guildmaster Kern, Guildmaster Gar, and the Good Baron are still missing and have not been seen since the Manor House burnt down, nor has a resurrection been confirmed for any of them.

## **FLAYER SIGHTING CONFIRMED**

This past March, heroes gathered to combat the growing threat of the Iron

Triad. After fighting through what seemed limitless groups of enslaved trolls, gnolls, and other creatures, they found themselves confronted by a creature known as a Gatekeeper. It refused to let them pass, unless they carried the correct items and used them to play its nefarious and deadly box game. None of the heroes were happy about leaving the Triad Fortress intact, but resolved to find the items and return.



What followed was a full assault on the Triad through Friday Night and into Saturday. The heroes destroyed several of the Triad's illegal workshops. In the process, they discovered how to get past the Gatekeeper and found three of the four items they would need to do it.

The heroes decided they needed to make one last attempt. However, the hour was late, they still needed a golden flower, and several former strongholds

had already been found abandoned by the Triad.

A group from the southern lands that included a Mystic named Verbal and a Sarr named Pyroxia, joined forces with Guildmaster Krossus Blackhammer and Journeyman Gehenna Evermore. Also along for the ride were a group of newer adventurers led by none other than a Half-Orc named Ruku, and an Elven mage named Echo. They resolved to attack deep within the caverns below the sewers of Freeton. They rifted with the Venshi, and caught the Triad Hideout by surprise. Still the fighting was intense, and the Guilds' worst fears were confirmed. The heroes killed several Flayers, but still found no golden flower. After the raid, the heroes discovered that the Gatekeeper had left, and the Fortress had been evacuated.

The Guilds warn that there are probably even more powerful Flayers working with the Triad, and its members are still at large. With the confirmation of Flayers in the area, the local authorities believe that even members of the local population may be enslaved. Everyone is warned be very careful who you trust in Freeton.

## LETTER TO THE EDITOR

Dear Aeran'Or Times Editors:

The only thing that has proven itself to be a more dangerous and grisly threat to our fair citizenry, are those fur wearing primates, the barbarians. They rob our caravans, murder our honest and hard

working guards, usurp our peace, and have deplorable mannerisms. They would as soon eat you as sit at table with you.

Shall we tolerate this sort of behavior from those who have barely just begun to speak in partial sentences? Nay say I, and neither should you. Say nay to the fur bedecked pre-literate invaders! Let them go back to dirt floored caves in far off hills where they can roll on the ground like the *beasts* they are.

Do not trust to be in their company, especially at night. They are cannibals preying on the innocent. If they light a large fire, it is probably with the thought of cooking you. Their only real motivation, after all, is just their stomachs.

If you should see one of these barbarian beasts committing crimes in our fair kingdom of Aeran'Or, please report it at once to the authorities. The authorities are best equipped for dealing with such creatures but by **no** means present it with an opportunity to attack you and feast on your flesh. Especially if it has other barbarian creatures with it, or perhaps *other* misguided allies.

Enough of our fair Aeran'Orian citizens have been disappearing from around their dinner tables at night. It is most likely that they have fallen prey to barbarian machinations. Look for the skin of your missing loved ones in barbarian company, as the most we are likely to find of them has become a wardrobe.

Diligently,  
T. Cornelius Malvern  
Malvern Textiles and Sundries

## VAMPIRE SIGHTED IN FREETON

Late Friday night, a small group of four people led by Ozen of the Black Bird Gypsies investigated a cave where some suspicious wolf activity was occurring. They got more than they bargained for. Apparently this den was actually a breeding ground for Storm Wolves. They were being bred by what appeared to be a human at first.

After an initial introduction, the fighting began in earnest. The group became worried and suspicious of the "human" when he ordered Ozen in the middle of Combat, to "Throw me your Sword." Which he did, despite another group member's attempt to stop him. This "human" took Ozen's magical blade and fled deeper into the caverns.

What followed was a rather nasty battle, as the four Heroes, void of a magical weapon, pursued this individual deeper into his caves, and deeper into the Den of Storm Wolves. Finally, they caught up with the "human", and through a little luck, several life spells, and quick thinking on the part of Guildmaster Krossus, they killed the man. He then turned into mist, confirming their belief that he was a vampire. Whether this vampire has ties with the Triad or is merely a rogue creature preying on innocents has yet to be determined. All

are cautioned to be wary of humans after dark in Freeton.

## HOROSCOPES

### January

Good news for all you born in January out there. Luck shall rain down upon you in the form of a thunderstorm. When it begins to pour, know then that your luck is about to drastically improve.

### February

I see travel in the near future for you born this month. As you venture forth, beware the color blue, as it could spell disaster. Heed my warning and all should be well.

### March

Romance abounds all around you. Seek out the one you desire and let them know. The stars are telling me that the time is right for love.

### April

Always the center of attention, dear April born, this week shall be no different for you. You shall find yourself at the center of a conflict of some sort. Know that your advice will be taken to heart, and guide with a gentle hand.

### May

Poor unfortunate May born; what did you do to anger fate so much. I see hard times ahead. Try hard and fly right because any deviation from the straight and narrow could spell disaster.

### June

Romance is pounding down your door. Do not barricade it, but rather open the door to this new romance. Otherwise you may only anger love, and have to replace a broken door on your heart.

### July

Focus is needed in the coming week. You, dear July, are far too flighty. Pick one thing and stick to it. You are a powerful force, but only when you are focused, much like a wizard's lightning bolt.

### August

The moon seems to favor you for some strange reason. Use it to the best of your ability. Seek it out and go with your strengths. Also, do not be afraid of adding a little change into your life.

### September

Romance beckons your name. Seek out the source of this call. This could be your one true love that you have always dreamed of. Let the color black be your guide.

### October

You seem to thrive in the chaos that sprawls out all around you. Use your chaotic but good hearted tendencies to serve as your guide in the coming week. If the world around you seems too chaotic for you, do not resist it, but rather, go with the flow



## November

Good luck shall follow in your shadow like a sneaky little kitten, always just one step behind you, but just out of line of sight. Pet the kitty. The kitty likes you. More importantly the kitty is a metaphor I just use to personify luck.

## December

Financial good times are headed your way. Prepare yourself for this, for if this wealth is squandered, it shall yield nothing, but if wisdom is used, you stand to more than double your riches.

## DECOY'S GUIDE TO FREETON

Ah, Freeton, a beautiful gem of a town. I visited this northwestern village within the kingdom of Aeran'Or a few years back with my militia shortly after the disposal of the lich king. Scavengers and adventurers solely populate this lovely town. The scavengers were once enslaved by the lich king but now are free and love their freedom just as much as any "mystic" that I have ever had the pleasure of knowing. The scavengers take kindly to most of the adventurers who pass through their town, due to the fact that they bring gold and security with them. The town operates under the laws of Aeran'Or and the watchful eyes of the Guilds.

Before traveling to Freeton, you should familiarize yourself with the laws of the land since the town is part of the kingdom of Aeran'Or, and travelers from other lands may find themselves in breach of the local laws. Be it well

known that ignorance of the law is no excuse for its violation.

You should visit several sites upon arriving at Freeton. First and foremost, become familiar with the tavern. It is a great gathering place, albeit a bit small. It serves some of the best food and drink I have ever had the honor of partaking; and that is saying something. Furthermore, it boasts the honor of being the warmest tavern that I have visited. It has, by far, the most comfortable seats that I have ever seen in any tavern anywhere. The hearth along the back wall often holds a raging fire whose warmth is augmented by a strange box that hangs on the wall directly to the left of it. As nice as the tavern is, it is not always fully operational and staffed. I recommend bringing plenty of your own food, but allowing the cooking of the tavern to hold preference over anything you drag along with you.



The second place I recommend visiting is any guild establishment. They can provide membership to some travelers and goods to all who are willing to pay. Between the wonders of the guilds and the foods of the tavern, I would recommend bringing much money with

you when you visit this town. Additionally, remember to bring a bit extra to help pay for your training; since in this land, it will cost you a fair amount.

Upon arriving and getting a good idea of what is where, I suggest securing lodgings. You can not sleep in the tavern and it is far too cold to make camp in the wild. Dangerous creatures roam the area in droves as well; therefore, I advise securing a ward for your housing. Most buildings in Freeton can house a good number of people. They are spacious, warm, and well outfitted with bunks. Bring a pillow and blankets, but leave your mattresses behind. Most of the beds have fairly nice mattresses, leaving you well rested for more adventure after a good nights rest. A good nights rest on a good bed is a hard thing to find in most Elysian towns, with the noticeable exception of Drakenhelm. Still, which sadly, and contrary to its apparent name, has no still and an appalling shortage of intoxicating drink.

When I stayed in Freeton, the building I stayed in was large enough to house myself, the Stonewood Militia, several of the illustrious Blackbird gypsies, and a good handful of other friends, most notably Lord Zeal of Adron, who generously provided us with our ward. Another nice facet of these lodgings is that they are all well heated and come equipped with two chamber pots, two wall-mounted washing basins, and even a place to wash more than ones face with a cascade of flowing water.

Another feature of interest that is worth noting is the local topography. The land is very mountainous and dangerous. Steep cliffs lurk in the woods and are a major threat. I would advise getting a good evaluation of the terrain during daylight hours, for safety's sake. Also, being as far north and as high as the town happens to rest, it often finds itself completely snow covered. Roads and steep hills can quickly turn to ice slicks, while fields become frozen deathtraps. The snowfall in this area tends to be much greater, and you could be wading through knee to waist high snowdrifts. I advise bringing warm clothes, good boots, and plenty of socks.

The last thing that I have to warn you about in this manner happens to be entrances to the sewers. All sorts of abhorrent filth crawl about down there. Beware of the sewers and avoid adventuring down into them alone at all costs.

And now, I will discuss on to the dangers of Freeton. This town is fraught with peril. When I last visited Freeton, my associates and I encountered a number of dangers.

First, beware of the minions and former disciples of the lich king. I believe there may still be a few of them lurking about. Secondly, beware of the gnolls, trolls and bandits. Aeran'Or seems to be completely overrun with these hyena-like beast-men, powerful trolls, and deceptive human bandits.

The sewers hold their own problems all together. Spiders of incredible size and

potency lurk in them. The sewers also happen to be the home of strange beings called addercobs, which are some kind of man-spider hybrid creatures. Avoid the poison of the spiders and addercobs as they can easily kill one or sap your other talents. Bring lots of antidote and thick armor with you, should you happen to decide to venture into the sewers.

Also beware of traps. Find your self a good trap rogue should you decide to go into the sewers or after any bandits. A rendered pouch is an invaluable resource while adventuring within Freeton. Traps set in the sewers and elsewhere by bandits often destroy large sums of treasure, potions, alchemy, components, and even weapons and armor.

Well, until I can gather the resources needed to trek back to Freeton, this is all the information I feel that I am capable of relaying to you. I wish safe journeys

to you dear readers, and thank you for taking the time to edify yourselves by reading my scribing.

~Decoy