

# The Cherrindry/Blackstone Emerald

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## Advice for Adventuring

*by Sir Merritt*

Instead of looking at a scenario, today I am going to try something a little different. My friend Kivuli suggested that I write a guide for newer adventurers on how to find their place in a field battle based upon what their skills are, and I think that such a treatise would be a very good idea, and as such that shall be my subject for this week.

To begin with, the stock and trade profession around which every field battles revolves is the fighter. The purpose of the fighter is to stand on the front line and meet the enemy in battle. Typically, the fighters with the most experience stand toward the center of the line, a process which is known as "anchoring the line." Baron Zug De'Kiernan is probably the most famous line anchor, but others have been known to do it effectively as well. Typically, the best place for a newer fighter to stand is toward the flanks of the front line. This is not in any way to disparage a younger fighter, as the flanks are vitally important to the town's defense in a line fight. In some ways, the flanks are where most of the strategy of the battle takes place. If an enemy manages to get around, or "turn," the flank, then they will be able to

start attacking the back of the line, where the healers and casters are, and from there things start to go downhill very fast. Thus, the responsibility of the younger fighter on the flank is to make sure that he always knows where the end of the line is, and to make sure it doesn't get surrounded. It is also extremely important that a newer fighter on the flank call for help if he finds himself in trouble, because the key thing is making sure the flank stands up.

Moving on, let us discuss the unique role of the healer or earth scholar in a line fight. Typically, healers should be situated immediately behind the front line. It is usually good for each healer to choose a fighter that they specifically intend to heal and stick with that person for the duration of the fight, as that fighter can keep the healer out of harm's way. Some healers, however, do better as wandering healers, moving around behind the town line and making sure everyone is up and healed. In general, being an effective wandering healer requires healing pools or a wide bottom spell tree, and anyone without these attributes is probably better off sticking to healing one

fighter until they acquire them. One often overlooked attribute that healers need to have during a line fight is situational awareness. They need to be aware of where they are on the field, where their fighter is on the field, what hazards are presented, and then they have to be able to communicate all this to their fighter. Healers are ideal for this role because they are not actively involved in fighting and they are in a set back position, which gives them wider range of vision.

The next profession worth mentioning is the earth templar. The earth templar must decide whether they consider themselves a fighter, a healer, or a mix of the two. If they consider themselves a fighter, then everything that I said about fighters above applies. If they consider themselves a healer, then everything that I said about healers above applies. If they consider themselves a mix of the two, then their best role is probably to fight on the front line, but step back every now and then to heal those fighting around them, and occasionally throw a healing spell at a fallen comrade who is out of touch casting range.

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### Caption Competition

What is the fire elemental saying?

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### FOUND

ONE OBVIOUSLY ABANDONED YOUTH MY WIFE AND I TOOK IN, BUT WE CAN'T AFFORD. IF ANYONE KNOWS WHO THIS YOUNG PERSON BELONGS TO, PLEASE LET US KNOW! HE APPEARS TO BE FAIRLY YOUNG, BUT THE ORPHANAGE CLOSED WHEN IT FLOODED LAST WEEKEND. THERE'S A GUY SAYING HE'LL GIVE ME MONEY FOR THE FOUNDLING, SO MAYBE YOU WILL WANT TO TALK TO HIM TOO.

~ FARMER SCOTT

vóór volgende daling zal de maan, onder de open hemel, ik en mijn mensen ons komen wreken bretheren. U kunt aan het gevecht deelnemen als u en na de regels van Wapens aanwezig bent. Als u de wetten van Wapens overtreedt, zullen wij om met u weigeren deel te nemen en u zal tot de voltooiing van het gevecht worden gehouden. Iedereen wie op de faebomen met agressieve of contemplatieve bedoeling postten, kent dit: u hebt niet meer recht onze



manieren te kritiseren dan u om het even welk ras moet kritiseren. verwijder uw arrogantie alvorens op het gebied van slag te stappen en misschien u goed zal doen. Met genoeg, zij die van Duisternis is.

### Report from the Village of Persivus

*The village awoke this morning to find all of their children dead in the streets. Their blood had been drained from their bodies and they had died slow deaths. If anyone has any information about this occurrence, please contact us (or a vassal of Count DeGauss) immediately.*

*The Parents of Persivus*

### Report from the Village of Scantian

The town flooded this past weekend. While the crops were saved, the housing has been severely compromised. We are seeking anyone with equipment and a strong arm to assist in the reconstruction.

Unfortunately, we are not rich, and can pay little in compensation for any help, so we are asking for any altruistic help we can get in the way of reconstruction, materials and/or temporary housing to get us back on our feet.

The People of Scantian

## Rumor Has It...

- ... that the newest lycanthrope to make its debut in Dalken is the were-octopus.
- ... that **Keno** is **Garendor**.
- ... that **Dame Parthynia Domamore** plans to take **Tovolia Aberdeen** as her squire.
- ... that **Darius** is in love.
- ... that **Pumphier Jongleur** gets really upset when people refer to him as Thumper. He says it sounds like a rabbit's name.
- ... that **Cedric** needs a new 'good weapon.'
- ... that **Viscount Delwyn Mithrilmist** is planning on making his squire, **Caliphar Belmont**, cut his hair so that he looks more professional. **Beryl Qain** plans on enslaving the Viscount to force him to change his mind.
- ... that **Angus** has a destiny - currently it appears to be "I'm that guy that talks smack to the bad guys"
- ... that **Culain Winterbourne** has taken a job as bartender at a tavern in Myanthea.
- ... that **Seronia Merritt** has contacts of which he is unaware.
- ... that **Kestral De'Kiernan** fell off a cliff while scouting. Reports say that she was following the tracks of a mosquito at the time.
- ... that the **Gorbé** are taking over.
- ... that the spirit of the long dead **Pai Zhi** has recently been seen floating around Therendry.
- ... that the village of Tradonton is missing. All of it.
- ... that **Baron Baldur Moonshadow** misses being a Quentari elf, and has been assembling a race change set to change him self back into one. **Sathen Gor** has been aiding him in this effort.
- ... that you're never really anyone until your name has a sub-title.
- ... that **Lady Finna Moonshadow** has been communing with the spirit of the larch tree. No one knows why.
- ... that **Anthony Darkforge** is going to race-change to ogre.
- ... that the human **Roland** is set to duel the wolvern **Taylor** for a place as **Ember's** champion in Blackstone.
- ... that the motto of **Kes'** new rogue's guild is "Take that, you big meanie!"
- ... that **Tygil Stonebrook** is so subtle that there aren't any good rumors about him.
- ... that **Poppy** is a stone elf waiting to happen.
- ... that **Baron Kyth Wild** is training his squire, **Roc Solud**, in the ways of ballet. He says it's for balance in combat, but most believe there it is because there is a lack of good entertainment in Richland.
- ... that he's back.
- ... that the human **Angus** now makes his home in Dalken. Thus far, he has only been bitten by werewolves thirty-three times. Oh wait, make that thirty-four.
- ... that there are a total of no less than 34 scurvy pirates in the adventuring populace. Is it someone you know?
- ... that the mystic wood elf **Spice** is trying to cast a great formal that would overlay the plane of reason onto Tyrra. She believes that doing so would eliminate all charming magics. She might be right.
- ... that **Julia Juste** was spotted in Doby Creek last week.
- ... if a shady looking character walks up to you and asks for your name, the correct answer is, "I'd like fifteen bottles of the blueberry wine."
- ... that someone is paying for the harvested, ground bone of goblins.
- ... that **Howl**, the Arch-Wizard of Tools and Trade, is missing.

## AM

Adventurers have their embarrassing stories, some more than others, here's one of mine, so read, and enjoy a chuckle at my expense:

(So no crap, there I was) It was day two of the gather for the month of May. I had spent the night before hacking through trolls and undead. The Company had holed up in a building along with everyone's favorite purple mystic, Hooch, we were warded and we all slept soundly.

As usual, as soon as the sun rises and the birds start singing, any further sleep for me is usually a lost cause, so I got up, wrapped myself in a blanket, went out on our porch, and enjoyed some early morning troll-weed.

I was still covered in the gore that comes with a good fight, and now my blanket was too, it was time for a trip to the bathhouse.

So, I washed my bedroll in a nearby stream, hung it out to dry, tossed on some sandals and then wrapped a towel around my waist and headed for the bathhouse. The tensions (and sticky nastiness) from the night before were washed away and for the first time this gather, I was able to relax. So I closed my eyes and let the water roll off me (scarf was a little drenched, but that's okay, it NEVER comes off, that's just my thing, okay).

So I toweled off, feeling fresh and squeaky clean once again, and I headed back to my cabin to gear up and start the day ahead of me.

"Am!"

Such a strange sound I had never heard before, so I looked around, gripping my blade tightly (also,

always comes with me, no matter, again, one of my things), and my eyes fell upon a little bush that was speaking out to me... somehow. So I walked over closer.

So it was a talking bush, no big deal. When you're a world-traveling mercenary, and you venture from city to city, country to country, after a long trek across terrain, no bush is too intimidating to dive into, so I got a little closer.

"Am! Am am am!"

This little bugger was trying to communicate with me. So I replied back "am am?"

"Am am am am am am! AM"

"AMAMAMAMAMam?"

"AM"

Anyhow, picture a conversation like that going on for a few minutes you'll get the idea, curious, but none too exciting.

I will say that it's good that I answered natures call back in the outhouse next to the bathhouse, because this leafy little thing was really starting to piss me off, and I wouldn't have felt bad answering it right there on this little bastard's trunk. So he was spared retribution by my golden stream of justice.

"Am am am!" he extended out a little branch pointing off at something, than waved it violently. So this little guy was hungry for a rock or something, okay, I can deal with that. So I pointed to the same direction with my hand and asked, "Am am AMam am?"

"AM" it answered excitedly Apparently we had made some type of connection here! He

needed something from a nearby log, figured he'd leave me alone if I helped it out, I went ahead and turned around to investigate.

Stupid...

Soon as I turned my back I felt a massive vine lash out against my back! I yelled loudly, and almost immediately felt woozy as my vision began to fade. Just as I hit the ground, slipping into unconsciousness, my spirit leaving my body, my head was tilted at such a direction as I could see that little bastard trodding away on branchy little feet chuckling "am am am am am am am am am am".

And then I blacked out.

I came to a few moments later, blinking groggily, to see Hooch and one of my mercs, Benjamin, standing above me laughing uncontrollably, I could still taste a bit of healing potion on my lips. I sat up best I could to see what was so funny, and looking down, I could see it was me, laying there sprawled out from the "Am-bush's" assault, stark naked and wearing nothing but my birthday suit and the scarf around my neck.

A bit indignantly, I quickly gathered up the towel that had come off and wrapped it back where it needed to go, even though he had just saved my life, I couldn't help but shoot a glare at Hooch, who was still laughing uncontrollably at this whole, embarrassing affair at my expense, and very rightly so, I imagine.

But I know this much...

I'm pissing on every "Am" bush I come across from here on out.

~Kale Rend



...Continued from Front Page  
 However, they must be careful to do this without putting their sword and shield in the same hand for long periods of time, where it could be hit by an enemy for a great deal of damage. Earth templars are also ideal for casting harm and destroy undead spells at undead enemies from the front line.

Moving on, we come to celestial casters. Celestial casters in a line fight should usually be positioned immediately behind the line of healers, but be ready to step up at a moment's notice. As soon as a hole appears in the line due to a fighter being dropped or the line drifting apart, there is the potential for an enemy to step into that hole and do damage. In fact, holes in the line are usually the way that enemies manage to turn the flank and get in behind the line. The celestial caster's responsibility is to stop this by unloading damage into whatever enemy attempts to step into the hole in the line. The celestial caster should defend this hole until such time as the hole is filled

by a fighter or the line closes again. This same principle applies to the back of the line. If a monster manages to circle around the back of the line, it is the role of the celestial caster to take it out quickly, because the celestial caster is in the best position and has the best ability to do so.

Similarly to earth templars, celestial templars need to decide whether they fit in better as fighters, casters, or a mix. The advantage that celestial templars have is in being able to cast their damage from the front line. However, it is best that they have scabbards to keep their swords in, so that they do not have their sword and shield in the same hand, or they can end up taking a lot of abuse.

Lastly, we come to rogues, who have arguably the most difficult time finding a place in a line fight. The typical role of the rogue is to attack an enemy from behind. However, in a line fight a rogue can easily get dropped while attempting to do so, and if they are, they will find themselves down behind

enemy lines. Being dropped behind enemy lines has arguably killed more adventurers than any other single method of death, and so it is certainly no laughing matter. In order to avoid this, the best attack strategy is to get in behind an enemy, swing two or three times, and then run away again. If a rogue stays and fights, then he/she will likely end up being dropped. After all, if the enemy did not fall down in two or three swings, then oftentimes one or two extra swings is not going to make a huge difference. This is compounded by the fact that rogues tend to be less damage capable when an enemy turns to face them. In general, rogues are best suited to operating near the flanks, using the threat of them getting behind an enemy line to turn flanks in the town's favor, and aid the fighters in rolling in enemy lines.

I hope that this basic strategy overview has been helpful, and I look forward to any questions that anyone might have on it.

**Schedule of Events:****METRO****Date:**

August 18-20  
 September 1-4 (3 day)  
 October 13-15  
 November 3-5  
 December 1-3  
 January 5-7  
 February 2-4  
 March 2-4  
 April 13-15

**Location:**

Prince William Forest Park Camp 1  
 Prince William Forest Park Camp 1  
 Prince William Forest Park Camp 2  
 Prince William Forest Park Camp 5  
 Prince William Forest Park Camp 5  
 Prince William Forest Park Camp 5  
 Prince William Forest Park Camp 5  
 Prince William Forest Park Camp 5  
 Prince William Forest Park Camp 5

**IG Location:**

Lyonesse/Stormhold  
 Lyonesse/Stormhold  
 Lyonesse/Stormhold  
 Lyonesse/Stormhold  
 Richland & Environs  
 Richland & Environs  
 Richland & Environs  
 Richland & Environs  
 Lyonesse/Stormhold

**VALOR****Date:**

July 28-30  
 Aug 25-27  
 Sept 22-24  
 Oct 27-29

**Location:**

Pocahontas Ecology  
 Pocahontas Ecology  
 Pocahontas Ecology  
 Pocahontas Ecology

**IG Location:**

Whitestaff  
 TBD  
 TBD  
 TBD

**Contacts for METRO (Therendry):**

Website: <http://www.therendry.com>

*Pre-registration:*

Gateways, 2350 Soft Wind Court, Reston, VA 20191

Mike Smith: [illuminating1@hotmail.com](mailto:illuminating1@hotmail.com)

Logistics for METRO: [characters@therendry.com](mailto:characters@therendry.com)

**Contacts for VALOR (Blackstone):**

Website: <http://www.valornero.com>

*Pre-registration:*

VALOR, 4709 Guinea Road, Annandale, VA 22003

Chris Hill: [valornero@aol.com](mailto:valornero@aol.com)

Logistics for VALOR: [valorlogistics@yahoo.com](mailto:valorlogistics@yahoo.com)

**Costs for Events:**

2-Day Event:

\$55 at the door, \$45 pre-registration, for PCs.

NPCing is free.

3-Day Event:

registration, for PCs.

\$75 at the door, \$65 pre-

NPCing is free.

Those with a good NPC/PC ratio may be given a discount.  
 Logistics must be contacted for pre-game production prior to event.

**WANTED**

People to distribute and send pictures for the flyers to be used to advertise METRO and VALOR and get some cool new players in!

Please send to Amy DeVan at [rhyce@juno.com](mailto:rhyce@juno.com) if you want to distribute and include where you're willing to do it!  
 Thanks so much!