

Guild of Knowledge Library

Text saved from archives about the old Library of the Guild Of Knowledge. Keep in mind that this is information about the old game. Some of it may not apply to the new game.

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The Orders of Knighthood

Seven Noble Houses of Nexus:

There were seven, one the Baron's House Argaen, the other six lesser Houses, ruled originally by Knights of the Empire. Of the seven, only three remain.

House Argaen was destroyed some 40 years ago. There was usually a Priest (of Pandora) born to the family each generation. Their symbol is a Silver Dragon with a white rose between its foreclaws.

House K'tevrimon The House was founded 500 years ago, the title bestowed by Empress Tairyn herself. The founder was a loyal Knight of the Empire, given a landhold in the Nexus area. He was murdered, the "official" history says by Enemies of the Empire, but the thought even then was that it was by his wife's lover. She bore a son 6 months after his murder, and there were rumors that it wasn't of K'tevrimon blood, but he inherited the title, and from that point on the House was less than nice to it's peasants and the like. 250 years ago, Pylain K'tevrimon slew Raaelinus, Crown Prince of the elves in a "hunting accident". About 50 years ago, the elves, with proof of the murder, destroyed the keep and slew every being in it.

It was believed that the elves slew the adults to a man, and took the younger children with them to raise, but with the occupation of their village by the Hoards soon afterward, little is known.

The symbol of House K'tevrimon is a black panther with a sword in its maw, in front of the Imperial Crown.

Known vassals of House K'tevrimon

House Anubis The house founder was Dal'nar Anubis. The symbol of House Anubis is a copper dragon with a black background.

General Information:

The Imperial Crown was made of Platinum, rising to a central point which was embossed in gold and set with a single moonstone.

The symbol of the Knights of the Empire was a single broadsword down over the Imperial Crown. Those who were knighted, as opposed to Inheritors, had twin roses wrapped around the hilt.

The Knights of the Empire:

The Order of the Unicorn:

The Order of the Unicorn was considered the most elite of the Orders of the Imperial Knights. Its membership was composed exclusively of dedicated Paladins of Aalynor. Membership to this Order was not automatic, needing to be earned through deed, trial and quest.

Symbol: A white unicorn imposed over a rose, blood dripping from one thorn.

The Order of the Moonstone

The Second Ranking Order of the Knights of the Empire, the Order of the Moonstone was comprised completely of individuals who were marked as Heroes of the Realm. In fact, several Knights of the Unicorn were also Knights of the Moonstone. (Members of all other Orders were simply promoted to the Order of the Moonstone, although Knights of the Sword and Knights of the Silver Heart had also been known to carry both ranks as well.) The Name of the Order comes from the single Moonstone set into the Imperial Crown.

Symbol: A single broadsword driven clean through a moonstone, the stone wrapped in roses.

The Order of the Silver Heart:

The Third Order of the Imperial Knights was the Order of the Silver Heart, to which paladins of all faiths were admitted, after having quested to earn their place within it. So long as the Knight in Question was a paladin in good standing, the Order of the Silver Heart was available to them if they sought it, and could accomplish a quest to prove themselves. The Order is named after Dilanis, whom all the Knights revere, thinking that the hardship of the world was caused by her death in the Godswar.

Symbol: A black sword driven down, separating the two rings of Dilanis' symbol, the whole emblem was crimson to show the mourning. The rings are flanked on each side by diagonal broadswords, their blades twisted in white and crimson roses.

The Order of the Sword

The Order of the Sword is somewhat outside the standard ranking of the Orders, as its members were the Justicars of the Realm. As such, only the most honorable and just knights were ever allowed to join the Order of the Sword. The Order was largely comprised of Paladins, who accepted the fact that their admission into the Order would prevent them from attaining the Order of the Silver Heart, or the Order of the Unicorn (once a Sword-Knight, always a Sword-Knight). Still, the Order of the Sword was one of the most respected.

Symbol: The Sword of Knighthood over a set of balanced scales, the Imperial Crown on one side, and three roses, one black, one white, one red, on the other.

The Order of the Gryphon

The Order of the Gryphon was the fourth ranking Order of the Knighthood, and comprised the "aerial cavalry" of the Imperial Knights. Acceptance to the Order of the Gryphon was difficult, as was admission to all Orders above it, requiring quests to reach this level. Most Knights of this Order were given "bonded" mounts (Gryphons), from the Imperial stable, however some of the more legendary Gryphon-Knights went on long quests to find a bonded mount and return with it. Tales of Pegasi, Jungle Gryphons, and even Wyvern are told of some of the greatest Heroes of this Order. Unsurprisingly, the small number of Gryphons raised restricted membership to an elite few.

Symbol: The silhouette of a Gryphon swooping down, the sword of the knighthood, with its roses, in its talons.

The Order of the Silver Wyrn

The Order of the Silver Wyrn was originally created with good intentions, and is, in fact, the fifth ranking Order of the Knights of the Empire. Thinking that the children of Knights, or nobles, would be trained by their sires and environments, the Order was created to allow these already-trained knights to be elevated above those who lacked that training and leadership. However, as many have said, true nobility is not something that you have simply because you were born into a title, and as such, a bit of a stigma was carried by Wyrn-Knights, even amongst the Knights of Other

Orders - for the question of whether or not the individual was worthy of their rank always lingered. As such, the common people still sneer at the Order, with many expressions for describing uselessness or rank without ability being comparisons to the knights of this Order, even despite their fine performance as a cavalry unit.

Symbol: A great Silver Dragon, wings spread, holding the Imperial Crown in both talons.

The Order of the Shield:

The Order of the Shield is by far the most numerous of the Orders of the Knighthood, for it allows any member to join it, save those of Noble Blood who are started as part of the Order of the Silver Wurm. Many Shield Knights tend to sneer at the Order of the Silver Wurm, and although the Wurm-Knights are technically higher in the Imperial Knighthood, the bad blood and horrific tales of bad orders has somewhat diluted that power. Entrance into the Order is still by no means easy, all individuals must find a knight to sponsor them, and prove their honor and loyalty.

Symbol: A kite shield over the sword of the Knighthood, a single red rose on the shield.

Justice System of Nexus

Overview

The justice system is designed to uphold the laws of Nexus. The laws of Nexus and the authority of the Justice System come from the Nexus Guild Council. The Sentinel's mission is to maintain these laws for the health and prosperity of all Nexus' citizens. Into its hands were given the tasks of investigation of crime, judgment of guilt or innocence, and punishment of the guilty.

Sentinels of Justice:

- Derwyn
- Rapheous
- Dan'duka

Officers of Justice:

- Grissom
- Pious
- Sennaria
- Kalron
- Arwyn
- Noranne
- Vragdish
- Danilo
- Vesper
- Cailan
- Lyrasel
- Anterio
- Cromwell
- Dante
- Darkblade
- Nigel
- Wicked

History of the Justice System of Nexus

The empire was originally ruled by the emperor and empress. With the knights of the empire entrusted with up holding the laws of the empire. Judgments where held within the "Hall of Justice" within the royal city of Tholm. After the city of Tholm fell the knights took their orders from the

Guild Council of Nexus. The original Sentinels of Justice were chosen by Tilnar, the Lord of Justice and given the Precepts of Justice to guide them. He left the creation of policy and the addition of new members to this original group. Seeing the wisdom of Tilnar's wishes, the Nexus Guild Council quickly officially sanctioned the Sentinels as the will of the people as well as the will of the Lord of Justice.

New Sentinels are appointed by the existing Sentinels when they find an individual with the combined qualities they think are necessary to be a fair and impartial Sentinel. With consensus being a necessary condition within the Sentinels, new members were only appointed by unanimous decision.

This consensus driven by equality has been incorporated into all their major decisions. Originally cases were judged by a tribunal of Sentinels. IN recent times this has been changed so that only a single Sentinel is now required. While only one Sentinel decides a case the policies and procedures are unanimously endorsed by all.

The Precepts of Justice

The "Precepts of Justice" come from a obelisk which Tilnar took from the ruined city of Tholm. The obelisk had rested within the "Hall of Justice". Tilnar, displeased with how the laws where being carried out, hid the obelisk and charged the paladins with finding it and reading the words of the law in its pure form before it was changed by politics. After much searching by all the paladins a group of paladins, lead by Wicked, found the obelisk deep within the Blood Swamp. To this day they continue to be the rudder by which Sentinels guide Justice within Nexus.

It is important to remember that like many of the messages that come from our gods, the true laws have been lost, or misunderstood. We choose everyday of our lives. And the laws themselves allow it. That's why they were made, you know. Because if we weren't able to choose, why would we need our gods at all? The laws are there so the consequences of our choices are clear.

1. Nobility is a measure of the soul, and not of one's rank in guild, wealth, or birth. Only those of a noble spirit may interpret these precepts, and only one marked by justice may pass judgment.
2. All intelligent beings share the same Basic Rights, regardless of the nature of their creation, which can only be removed as the Consequence of their own actions, as per the divine laws of Free Will.
3. Offense begins when an act influences another in a harmful way. One's lawful right to swing a sword ends where the flesh of another starts. A being should always act to others as they would be treated.
4. All intelligent beings have the right to defend their Basic Rights, by whatever means are necessary, and the right to aid, or enlist the aid of others, in doing so.
5. Enemies of the people at large have, by their actions, given up their Basic Rights. This loss of right can be applied to a group as a whole rather than an individual, so long the individual members of the group are acting as part of the group, and not on their own

merits.

6. Individuals acting on their own merits must only be judged on those merits.
7. One's actions can only be judged on the knowledge and perceptions that were available at the time of their action.
8. Justice is Swift and Harsh, tempered only by the flames of Mercy. It takes but one who is marked in the Flame of Justice to judge, though it cannot be the one who accuses.
9. One who is marked by the Flame of Justice will be consigned to burn within it if ever a judgment is made for reasons other than the cause of justice itself.
10. Justice is hard and cruel, and above petty bickering or political interests.
11. It is an invasion of the Basic Rights of the accused to wrongfully accuse or unnecessarily detain them; It is an invasion of the Basic Rights of the victim to allow the offender to go unpunished; It is an invasion of the Basic Rights of all intelligent beings to abuse or manipulate the system of justice.
12. It is beyond the power of any mortal being to set all wrongs to right, as such, those marked seek only to deliver justice, and not mediate every conflict in the realms.

Officers and Sentinels of the Justice System

Originally all paladin were granted the powers of arrest when they reached the status of Holy Warrior. This system was easily implemented, but poor in execution. Holy Warriors with little or no knowledge of the policies and procedures of Justice were being asked to do their duty. These Holy Warrior had their honor questioned simply as they did not know what they should do.

To rectify this two tiers were established within the Justice System and paladin in general lost the power to arrest.

Officers of Justice:

The Officers of Justice were created and given the power to arrest and investigate crime. Officers are trained in the law, policies, and procedures such that they can execute their duties without unneeded arrests. They are part of most discussions of the Justice System, being excluded only from membership discussions. While their input is welcome and encouraged in non-membership discussions, they do not have a vote.

Sentinels of Justice:

The Sentinels of Justice act as Officers when needed but their greater duty is to act as judges for the cases investigated. They alone may appoint new Officers, advance Officers to Sentinels, or make policy and procedural decisions for the Justice System. They also have the power to demote or relieve Officers or Sentinels of their duties.

Appointment, Advancement, & Demotion of Officers & Sentinels

The Sentinels periodically add new members to their ranks. Any citizen in good standing may become an Officer of Justice. New Sentinels of Justice are chosen from the Officers, having proven themselves ready for the increased duties and responsibility. In each case a unanimous vote of the current Sentinels of Justice is required.

Demotion of a Sentinel or Officer requires a unanimous vote of the Sentinel, save the one being voted upon.

Crime, Trial, & Appeal Procedures

Crime: If you feel someone has broken the law or wish to admit to breaking the law.

- If you fear for your life, find sanctuary in one of the temples.
- Find a member of the Justice System and contact them with your complaint. If none are available write everything down, as the details will be important.
- An Officer or Sentinel will come to you, it may not be the one you called. Officers of Sentinels involved in the case should excuse themselves from acting in any official capacity. The responding Officer will act as the investigator. He/she will ask you and all witnesses a number of questions to establish what happened. If they feel they have enough evidence they will attempt to place the suspect under arrest.
- Fleeing from arrest is considered a sign of guilt and will be taken into account in the trial.
- The arresting Officer will immediately broadcast a quick explanation to the realm. They will compile a report of the event and investigation and mail it to the Sentinels within a week (in the real world). Officers failing to perform these notifications will be punished with monetary fines, per the request of the Guild Master Council for expedient trials and an informed citizenry. The arresting Officer may opt to release the accused until trial, but in doing so accepts equal responsibility for any additional crimes the accused may commit while out.
- A Sentinel will review the report and set a date for a trial within two weeks (in the real world), based upon the availability of those involved. The Sentinel may opt to question any witnesses, set the criminal free until trial, or even void the charges based upon the report and questioning she/he may do. If the Sentinel opts to release the accused until trial, he/she accepts equal responsibility for any additional crimes the accused may commit while out.

Trial:

- In the trial phase the arresting Officer will act as prosecutor and call witnesses if the accused disputes the charges.
- A single Sentinel will act as judge.
- The trials are generally public, but loud or otherwise disruptive observers may be told to leave.
- The Sentinel may impose additional rules of conduct for those present in the courtroom. Examples include bearing no weapons, not speaking, and no singing/spellcasting.
- At the Sentinel's discretion the trial may be closed to the public.
- A defendant may choose someone to speak for them or act as council.
- The defense does not have the right to endless time or questions and may be cut off by the Sentinel at any time.
- Disruptive defendants or council, like observers, can be excluded from the trial, though they are given more leeway than the observers.
- When all evidence has been presented, the victim and accused will be allowed a short statement.
- The Sentinel will then render judgment based upon the facts of the case. *It is of note that some cases have been ruled justifiable homicide.*
- The Sentinel will set the punishment for the convicted.
- A summary of the case, including the verdict reached (innocent or guilty) and sentence (if any) imposed will be published within days (in the real world). The summary will also be sent to the Guild Master and/or Emissary of the accused.
- Those found guilty have the right to appeal the sentence or verdict to the Upper Court. They must voice that desire immediately after the sentence is read.

Appeal:

- While the case is being appealed the guilty will be returned to jail or set free as a criminal at the judge's discretion.
- Those returned to jail who escape have their appeal automatically declined with additional penalties.
- The Upper Court is a panel of three Sentinel.
- They will meet privately and review the case for fairness of the sentence or the validity of the verdict.
- They may or may not call witnesses, but will defiantly call the Sentinel who acted as judge.
- Their decisions will be posted within a two week time.
- Those appealing without merit may incur additional penalties, sentences of final death and banishment are automatically appealed to the Upper Court.
- At this time decisions of the Upper Court are final.

Summary Trial:

- The accuse may also decide to forego a Full Trial and opt for a Summary Trial.
- Once a decision regarding which trial the accused opts for is made it may not be changed.
- An Sentinel CAN make a summary Judgement in cases where they arrested the accused.

- A Sentinel will weigh the facts of the case by interviewing the accused, the victim (if possible), and any witnesses (again if possible) and then make a summary Judgment.
- There is NO appeal of this decision. It is final and binding.
- There is NO defense council.
- A summary of the case, including the verdict reached (innocent or guilty) and sentence (if any) imposed will be published within days (in the real world). The summary will also be sent to the Guild Master and/or Emissary of the accused.

The Law of Nexus

At this time there are few codified laws. The Justice System as a whole has requested a codified law from the Guildmaster Council. Without such a guideline, the Justice System has been handling the following crimes.

- Murder and Attempted Murder: This crime includes malicious teleporting, direct assault, malicious stunning in the presence of enemies, and other actions where the intent was to cause harm.
- Treason and Attempted Treason
- Violation of the Proclamation
- Wanton Destruction of Property: This crime includes arson, tossing other's equipment, and other actions which result in the loss of property.
- Theft: Accusations of theft of property by picking pockets, stealing from corpses, stealing from a group's drops, stealing from someone's room, etc., are investigated by the Justice System, but are considered a guild matter. If a resolution can not be found in the guild system, the Guildmaster's, or emissary for clerics and paladins, should bring the matter to the Justice System for resolution.

Nexus Council & Guild

Notices

The Council Notice #1

The following Proclamation has been made by the Guild Council of Nexus:

Wartime Statement to the Citizens of the realms:

We stand in a time of siege, all citizens must be prepared to give their all to the war effort. Producers of goods, and every able-bodied person must stand unified, forgetting petty squabbles in light of Nexus' need. The recent attacks on the city have been severe. We must stand firm with all of our resources if we are to win our survival now. The threats, both subtle and military from Kyorl and the Hoard, who are now, at least partially allied, must be paid constant attention. Remain calm, act without malice or hatred, for those feed the enemy. You are called upon to obey the laws, aid the militia at every opportunity, and respond in an organized fashion the challenges that now face us.

Statement of resolutions passed by the Town Council:

These are statements put into law by a meeting of the Town Council; they are effective immediately. The resolutions listed below are not meant as punishment for anyone, they are meant to improve our chances of survival during wartime, and to provide security for loyal citizens.

1. Equal protection for citizens, regardless of class; acts of mayhem.

It shall be a crime to steal from or attack citizens of the realms, regardless of their social status. All citizens shall enjoy equal protection in this matter.

During times of war this crime shall be considered treasonous, as it profits the general disorder by inciting mayhem, and punished by summary banishment. Heroes and citizens requested to desist from such actions must by law comply.

During times of relative peace, this offense is prosecutable and may be tried by a Sentinel.

2. Thieves

Due to the inability of the Thieves' Guild to maintain an orderly relationship with the populace, it and its constituents are no longer welcome within the City walls. Thieves are hereby exiled, and prohibited from entering the city of Nexus. The Council notes the heroic contributions of certain members of this guild, and encourages its proper and expeditious reformation. Should the guild re-

form, and demonstrate cohesion, the Council will consider a petition for re-admittance.

Individual Thieves may request sanctuary with another guild, and with the approval of 3 council members, inclusive of the Guildmaster of the guild in question, be readmitted. Trainees arriving from Falcion have the same option.

3. Followers of Kyorl exiled

We will not tolerate followers of Kyorl within Nexus. All followers are hereby banished, never to return to the city, even should they lose their mark, or be marked false. No edifice dedicated to Kyorl shall stand within the walls. Followers of Kyorl entering the city will be slain on sight.

4. Exile

In all cases the penalty for breaking exile is death. Those exiled may not enter the city for any reason, else lose their life. A list shall be maintained of the names of those exiled, date and charge for purposes of record keeping and possible review. Should someone be charged with breaking exile, they will be arrested and tried.

5. Daily Scouting

Scouting shall be conducted daily along known Western and Eastern paths to keep us informed of enemy movements. Guildmasters are responsible for coordinating this.

The Council Notice #2

We of the Council have decided that the crisis that led to the need for thieves to be issued with passes in order to walk the streets of Nexus has passed as has the need for these passes. Those that train as thieves are again as free as any other to walk the streets of Nexus. This however does not excuse those who broke the now overturned edict. Also, the Council's stand on Kyorlites has not altered. They remain banished from our walls.

Nexus Council

The Council Notice #3

The exile of the Thieves from Nexus and their guildless return to the City has placed a great deal of strain on all of our Citizens. It has always been the hope of this body that the Thieves' Guild would one day return to the fold. We hope that the time away has allowed them the opportunity to rethink their position and role within our society and has made them open to the kind of change and restructuring that must occur in order for harmony to exist. The Thieves have made significant progress towards this goal since last they stood before this Council. This document seeks to set forth in writing both the spirit and letter of the Thieves' return. As such, it has four main sections:

I. Thieves and Nexus Society; II. Thieves and the Law; III. The Thieves' Guild and the Council; IV.

I. Thieves and Nexus Society

It is the expressed desire of the Thieves to find a unique niche in which to lend their services to the City and her cause while at the same time receiving her protection. They view themselves as urban rangers, solitary and moving in the shadows of the mortared forests, seeking to apply their skills to the greater good.

The Thieves hope to once again be accepted amongst the Citizens of Nexus. They understand, accept, and can move beyond the kinds of discrimination and stereotyping that those who choose their profession will often be faced with. In order to avoid confrontation, they prefer to operate from the shadows where their skills can be put to the most use.

The Nexus City Council is the governing body of this City. The Thieves understand the course of events that lead to the current situation and have moved to address the concerns raised by this body. Their main goal is now one of collaboration and cooperation.

The Sentinels are the enforcers of Nexus Law and are perceived as such. Those who have committed no crime should have no cause for fear or enmity. Hence, the new Thieves' Guild will work with the system rather than against it.

II. Thieves and the Law

It is the responsibility of the Sentinels to enforce Tilnar's Word of Justice, but it must be the Master of Thieves' responsibility to see that these offending thieves do not mar the true Guild. The Laws of Nexus and the proclamations of this Council must be respected. Those that do not do so will face the Thieves' Justice that must be swift and efficient, though not hasty or rash. We must draw a line between the Thieves of Nexus (the Guild) and those rogues that hold no alliances, so that history does not repeat itself. To clarify, if any thief of the Guild of Nexus steals, murders, or assaults a Citizen of Nexus or an Ally of Nexus or commits a treasonous act, they will not only face the Sentinels, but the Thieves' Justice as well. They will be judged by at least two senior members of the Guild - at least one of whom must be the Master of Thieves. The Master of Thieves will have the final say in the decision with the others there to observe and offer council. Punishments will range from fines levied (varying upon the severity of the crime) to banishment from the Guild.

Banishment is a serious punishment for a serious offense. The Thieves' Guild must work to separate its official members from those rogues who think only of themselves. To this end, the Master of Thieves shall be bestowed the power to banish guild members from the Nexus Guild, as other Guildmasters are able. Those thieves who show that they would place their own desires above the well being of Nexus, those thieves that actively work against the cause of the City, shall be cast out - marked as rogues as surely as their actions speak it. This banishment may be reviewed after no less than one year's time, barring some extraordinary actions on the part of the banished.

Finally, the power of the Master of the Thieves will henceforth be kept in check by his guild lest he or she harm the entire group with their actions. The Master of Thieves shall be held to the same

standards as other thieves, if not higher, so that if they too places their own goals above those of the Guild and the City, they may be replaced by their guildmembers. The Master of Thieves must not be allowed to bring ruin to their guild through their own actions.

III. The Thieves Guild and the Council

For a period of one year marked by the official passing of this document, the Thieves' representative will serve in an advisory, non-voting role on the Nexus City Council. This position will be identical in nature and influence to the ones currently held by the representatives of the Nexus Churches. At the end of this probationary period, the situation shall be reviewed with the aim of returning full voting power to the Thieves' Guild.

IV. The Thief Guild Hall

The Thieves' Guild does not wish to rebuild the old guild and hence do not wish to rebuild the old guild house. As such, they plan to build a new Guildhall on a new location within the city walls.

The Nexus Council

On this day, the Thirteenth of Torrents in the 1,229th Year of the Empire

The Barbarian Notice

Rules and Regulations of the Guild

1. A scribe will be available to teach those of you who don't know the Rules and Regulations of the Guild and of Nexus.
 2. Any Barbarian found using their guild powers to the detriment of the Guild or Nexus will be punished severely.
 3. Druids are off limits to all Barbarians.
 4. If Guildmaster is acting against the will of the Guild, a vote of no-confidence may be called. If more than half of the guild lack confidence in the leader, a new election shall be held.
 5. The guild chests are for your benefit. If you take an item from them, you have one week to place another item of like use in the chest. Any caught stealing from the guild by using these chests for personal gain shall face the full wrath of the guild.
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The Notice in the Thieves Corner

The Council of the Sovereign City of All Races has given its recognition to the new Thieves' Guild of Nexus. As such it is important for all Guild members, apprentices and graduates to recognize the privileges endowed and the responsibilities borne. All Guild thieves will respect and obey the laws of the City or face not only the judgement of the Sentinels of the Realms, but also the Thieves' Justice. It shall be swift and efficient, in an effort to prevent a select corrupt few from sullyng the

entire Guild.

Signed

Sirendele Olath'sol

Voice of the Guild of Shadows

The Attraction Notice

Mistakes are often made, in the line of war. Situations change, and what once seemed simply a harmless effect, becomes a dire result. Ignorance often causes these mistakes to go unnoticed for a long while. We refuse to acknowledge these mistakes, because we are stubborn, and cannot accept that we would make them.

When the spell attraction was designed, the sprite people had not joined with the allied races. We thought very little of them, other than their being cute little inferior people. But the times have changed, and many sprites now stand within the ranks of Nexus, aiding in the battles we fight. As such, the way this spell is used is to change.

We are not the goblins, and yet, there are those among us who think nothing of the sprites that are conjured up to serve this spell, and will slaughter them needlessly, should they refuse to do the bidding of the caster. They hide behind excuses when confronted, claiming the sprite should have simply acted as a slave, or that the sprites were illusions, and not real. All these lies, simply because people refused to walk away from the creature's anger, until it calmed, and left.

Hence forth, any member of the Tower who casts an attraction spell, is fully responsible for the life of the sprite they are conjuring. If those they choose to fight beside do not care for this creature's life, that mage will suffer serious penalties from the Tower, for endangering that life. I would openly invite the other Guilds in Nexus to begin enforcing similar penalties on those within their control that conjure this spell.

In her own hand,
Thelia, Towermistress

To date, the Churches of Aalynor, Tilnar, Dllanis, Erisar, Paelina, and Andaras, have agreed to enforce similar rules upon their members, along with the Ranger's Guild.

The Guide to Mages Robes

The following indicates the order of official robes sanctioned by the Mage's Guild. Depending upon your level of skill within the Art, you may wear the following robes... Other, non official robes are known to exist, however, their magic may interfere with the magic of lesser magi, preventing their use.

Rank	Official Robe	Max. Armour
1	Blue	5
5	Green	10
10	Red	20
15	Black	30
20	Purple	50

Despite the ability to wear other robes, Guild Members are reminded to wear the official colours at all times, for easy identification by other ranking guildmembers.... It is against the rules to impersonate a mage of a Higher Order, this offense punishable by being cast out of the Guild, and being manaburned.

The Notice of Sponsorship

The Sponsorship systems exist for a reason. It is important that each young mage that you sponsor understand the responsibility that Tower membership entails. This is not an issue to be taken lightly. Because of the great power that a mage's connection to the weave provides them, wisdom and understanding must be present in the individual who wishes to advance. It is not my place to tell you the questions that you must ask. It is just as, if not more, important that you who would sponsor know the kind of questions to ask on your own as it is for the young mage to answer those questions. I would simply remind you to not take the task lightly. Your decisions effect the entire Tower.

Tif'eret, Magus-Senatus

The Notice of the Social Weave

The relationship between the Tower, the Weave, the City, and the individual mage is often overlooked. The land on which the current City of Nexus is built has long been a center of activity both in social and magical terms. Following the God's War and the destruction of the Old City, the Tower was built and the New Nexus grew around it. There is a reason for this. The Tower serves as an antenna for the weave, a focus of magical powers just as the City now serves as a center for the Allied Races. These three entities: The Tower, The Weave, and the City, are therefore inexorably linked. And of course, the mage is likewise connected to each of the three. For this reason, each of your actions has repurcussions. Just as there is a magical weave, there is a social weave. When you act, you create a ripple in that weave that can easily turn into a crashing wave. Act accordingly. The power afforded the mage can be great and with that power comes great responsibility. It is not the job of the Tower to tell you how to act. This is meant to be a rather solitary process filled with hardship. Some may fail. This does not mean that if you have a question it will not be answered. We want you to ask. We encourage it. Asking means that you are thinking on your own, not simply being told. The process of asking is often more important

then learning the answer. Each mage must grow in wisdom just as their connection to the weave grows.

Tif'eret, Magus-Senatus

The Polymorph Proclemation

A gold lined parchment with silver lettering.

The polymorph spell is now on ban from the use of any mage. They are not to cast it in any form, from devices, wands, or invocation. They are also to not go on poly hunts outside of the designated shake for such found in Nexus. Any mage found guilty of such shall severally penalized, if such occurrences keep happening they shall be subsequently cast out.

The polymorph spell has been found to kill to many innocent bystanders in its use. The recent incident on Rymak is only a all to real reminder of how it can kill those not in the group. Another fact that is not taken into account is when polying outside the group tends to clear on things they do not with to take down. Leaving the monsters to wonder the area. As Thelia stated in her post clarifying the poly spell, the polyed creature eventually aligns itself with its new form, and has the skills of such. This in itself is a danger to nearby innocents. The Tower will not promote the use of poly spell when it posses such risk to others not involved.

This verdict shall stand until Either, Thelia, myself, or the council agrees upon with a unanimous vote on a safe use of the poly spell. If such a usage is agreed upon, then the guild shall adopt such. Until then, the Polymorph spell is banned in any use by the guild.

Zanifcs Rainbowleaf, The Rainbow Wizard.

The Book of Riddles - Old

Found in Aalynor's Temple:

You examine the portal of light. It's a large glowing portal of blue-green light. It stands as tall as a Stone Giant and as wide as the double doors into the Temple of Aalynor. As you examine the swirling vortex, you grow dizzy, and familiar words whisper in your mind:

- Before my birth I had a name, But soon as born, I changed the same; And when I'm laid within the tomb, I shall my father's name assume. I change my name three days together, Yet live but one in any weather.

You examine the exit from the labrynth. Hidden behind the ivy covering the walls, you find a smooth blue slab of stone in place of the regular granite walls which cover the rest of the labrynth.

- I am just two and two, I am warm, I am cold, And the parent of numbers that cannot be told. I am lawful, unlawful -- a duty, a fault, I am often sold dear, good for nothing when bought; An extraordinary boon, and a matter of course, And yielded with pleasure when taken by force.

You examine strange markings on the wall here. The markings are completely foreign and unintelligible to you, although you get the feeling at the back of your mind that they could be translated and are in fact an incantation of sorts:

- "questioN untO Lumini Ferric knoW Roses invitE lovE Ov The resT"

From the Jungle Temple:

You examine the Old Scroll.

- At first glance does one shy. But soon the art attracts the eye.
Strength surpasses that of steel. And skillful beauty obtains a meal.

From Falcion:

You examine the carving on the deck.

- Tired of sitting home all day. The fee's of travel are beyond my means. Therefore I've decided to...

The Tome of Ancient History

Taehris the Wolf's Bane

By Vryce, Gamemaster

My name is Taehris the Wolf's Bane and I am a devout Follower of Lord Erisar. My time upon Altin is close to an end but before I leave this coil, my Lord has geased me with one final task.

I am to share with you my knowledge of the Werebeasts that I have gathered through my years of research while hunting them, studying texts, journals and even through visions blessed upon me by Lord Erisar.

Between Erisar's death and subsequent resurrection, a legion of mercenaries became quite infamous during the War of the Races. This group had taken up using Erisar's name during thier battles and started calling themselves "Erisar's Chosen" and "The Beasts of War". The use of Erisar's name was used to inspire fear invoking the dead God's name. They had also taken up the fetish of wearing animal skins and masks, emulating the beast of their choice. And to further their nightmarish reputation they attacked only at night and consumed the flesh of their enemies after any of their "victories". They hired out to the highest bidder which almost always ended up being the Horde. When there was no work for the mercenaries, they kept in practice by raiding.

Soon after Erisar's resurrection, he learned of these mercenaries and their, what he considered, blasphemy. Erisar appeared before the gathering of mercenaries and cursed them:

Erisar declares, "As you have mocked the Hunt, so shall you now be hunted as the animals you disgrace..." Erisar continues, "And only during the night will you be strong."

And so the Werebeasts were created (Wolves, tigers, bears, rats and sharks). At first, the cursed legion still worked together but that soon ended as the animal instincts now within their intellect began to take root causing strife. The Werewolves became a tightly knit family and soon struck out on their own (They have been known to work with the Tigers, Bears and Rats once in awhile). The Weresharks found an irresistable call to the Sea of Tears and made their "home" there. The Weretigers, Bears and Rats continue to lair together to this very day (Some Wererats broke away and founded an exclusive lair in the sewers of Falcion. It is still unknown to how this happened or why). It is rumored that there are a few more Werebeasts that have become lost in the sands of time.

The Werebeasts were declared enemies of The Church of Erisar by Erisar himself. Over the following centuries the Erisarians hunted down the Werebeasts and it seemed as if they had almost wiped out the Werewolves. Most of this knowledge was lost and forgotten over time for

various reasons and the steady attacks upon the Werebeasts lessened as they were no longer considered a major threat.

All of the Werebeasts share some common traits:

1. Only magical weapons will be able to strike them.
2. All of the various Werebeasts have an intense hatred for Erisar and any of His Church.
3. The preferred diet of all Werebeasts is that of humanoid flesh. They in fact, crave it.
4. The Werebeasts replenish their ranks through spreading the disease of Lycanthropy. Infected persons survive the process and become a Werebeast, overcome it, or die.
5. During the day they seek refuge in human or animal form. Upon death, they revert to either form but never the hybrid.

As Wolf's Bane, I am an expert upon the Werewolves, I will list a few of their personalities and their role within the Packs and Tribes to help further understand their psychology and personality traits.

- Large Wolf: Werewolf in full wolf form. More animalistic in general but still possesses human intellect.
- Massive Wolf: Same characteristics as a Large Wolf, only enhanced.
- Werewolf : Typical half-wolf, half-human hybrid form. This is normally the "War Aspect" the Werewolf will assume. Human intellect but completely animalistic in actions.
- Frenzied Werewolf: A normal Werewolf who has become either enraged or is starving for humanoid flesh will assume this aspect involuntarily. The human intellect is completely obscured and they are completely savage in this form.
- Warwolf: A Werewolf that acts as an armorer for the Pack. The human intelligence is more pronounced while working, but their bestial side comes on full during battle which they love above all else.
- Raging Warwolf: A Werewolf in full battle frenzy. Its bestial side totally in control.
- Werewolf Ghost Dancer: They are the "magic-users" of the Pack. It is common that they act as seers and advisors to the Pack Leader.
- Werewolf Spirit Walker: Formerly Ghost Dancers, they have attained a higher mastery of magic.
- Werewolf Pack Leader: A powerful Werewolf that controls one of the tribe packs within a lair. They are able to control their bestial side a bit more than other Werewolves. This lets them best utilize their human intellect.
- Werewolf Paragon: An elite form of Werewolf that controls one or more Tribes. Like the Pack Leader, their bestial side is controlled to best utilize their human characteristics.

I hold hope that any who read this will find something useful within if they should cross the Werebeasts. Erisar be with you if you do.

The Questor's of Oblivion

By Sirendele,

The scents of wood, paper, dust, and candle smoke mingled with an aroma that could only be described as history. A gray-haired scribe gathered up a small handful of sand, grains that had been gathered from the Eastern Desert, and let them sprinkle onto the last sheet of parchment. The sand absorbed the excess moisture from the sharp black strokes of his practiced hand as Alduous returned his ever-slipping spectacle to their perch on his broad nose and began to look over the most recent of his historical annals.

* * * * *

" The Questors of Oblivion: An account of events described by Sirendele Olath'sol, as penned by Alduous Carpente' "

I was assembling the tools necessary to conduct my interview of one Nightblade of the Thieves' Guild of Nexus, a Sirendele Olath'sol, when I was abruptly introduced to his presence. He leaned casually in one of the armchairs of the inquiry room. I could not say how long he had been sitting there before the cold glint of his dark gaze caught my attention. Undeterred by his theatrics, I commenced the questioning. His soft voice echoed through the quiet room like the whispers of wraiths as he told his tale.

"It could be argued," began the soft spoken Drow, "that the most recent activities of the Cult of the Void were caused by a small group of adventurers of whom I was a member. I had been relieving some of the wandering Disciples of their goods and their ability to harm wandering citizenry when I was joined by Nethra the lady paladin, Rhelton (a fellow Nightblade), and a priest answering to the name Fafa. We were hard pressed as the Cultists began to come in greater numbers- packs of three or four instead of the loners I had been preying on."

Here the dark elf pursed his lips in thought. "Nethra led well, however, and we were able to keep our lives while taking theirs'. Things became considerably more complicated when a Cult Devotee arrived. He lay in wait, prepared to ambush us, but again Nethra was able to keep us clear of disaster. While we sat under the alley grating deciding on our course of action, several Disciples attacked us, coming from our flanks. Though we managed to fell several of the rabid cultists, there numbers eventually overwhelmed us."

I struggled to keep up with the Drow's words and he must have realized this. He held a thin-stemmed glass of wine in one long-fingered hand (where it came from I cannot say) and peered into its blood-red contents until I caught up. "Please continue," I bade him.

"It was decided by our group that our best course of action lay in dividing the things we had gathered up and then returning to the battle, perhaps with some reinforcements. The tolling of the Dark Brother's Bells told us we would not have the time for such luxuries. I prepared myself to go and scout out the area and made my way from Tiger's Pawn Shop to Market Street, near the magical shop there.

"I came across a large gathering of people. They appeared to have come across the Cultists in force somewhere in the streets of the city. There was no organization that I could discern, no leader, and no orders being presented. It was, I would assert, barely controlled chaos- clerics tanked and scouted, people wandered in and out of the group at random and without consent of the others, and the ranks of the would-be heroes grew so that we bumped into each other in the midst of the battle."

Though he managed to keep his dark face expressionless, I detected a hint of quiet annoyance in his voice. Before I could press the issue, he continued. "The Bells tolled several more times as the warriors of the Void continued to flood the streets. Through the skills of some powerful healers- including Ashen, Zharina, Kylia, and Ellwynn- we managed to press on, heading toward Maelstrom and the alley there.

"Unfortunately, during these forays I had come to discover that the cultists had grown in their mastery over the spells of displacement. While the large group forged southward on Maelstrom, I was sent hurling on the winds of magic. I barely had time to register that I was in the Town Square when a swarm of waiting cultists set upon me. I fumbled for the Misty Vortex at my waist that would carry me away but the disorienting effects of the bastard's displacement spell slowed my reactions.

"I felt the explosion of pain and smelled my own hair and flesh burning as flames erupted from within. It was like the embrace of a Demon of the Twelfth Hell." His jaw clenched slightly and dark eyes seemed to remember something. Whether it was the effects of the Devotees' burstflames or his analogy, I could not say. "The next thing I remembered I was in the Healing Hand, rising as though jolted from some nightmare laden sleep. Knowing I would be of little use to my companions or myself if I was unarmed, unarmored, and unable to heal myself, I quickly went to equip myself for the long battle ahead."

Occasionally taking respites to wet his mouth with his wine, Sirendeale went on to tell of his rejoining the group of adventurers who traveled the streets, beating back the Void's pawns. From his account, it would seem that they encountered and defeated at least two score of the Disciples and a half dozen of the Devotees, with an assortment of Guardians involved as well. One can never be sure of the accuracy of such numbers, though.

He told of group members continuing to come and go at random, some propelled by the teleportations of the cultists and some spurred by the taste for adventure and reward. His tone continued to hold mild... annoyance... whenever he mentioned this. His account was eventually

cut short, however, as he told me of being waylaid in the chaos of a battle.

"I was in the process of removing my blade from the spinal column of one of the fiends when I was struck a wicked blow from behind. My head seemed to explode and I dropped my sword, falling into unconsciousness as I felt several hands grab hold of me and drag me into a darkened alley." His recounting of his escape from the clutches of his nefarious captors was vague at best.

"Though I did manage to get away with my goods and life intact, I can tell that they had pillaged my mind. To what end? I would prefer not to speculate on that at this time..."

Attack on the Mages Tower

By Lyrasel,

The first fireball streaked across the early morning sky, its tail suddenly exploding as it burst against the wall of the Ivory Tower. In case there had been any mistake about intent, the familiar voice spoke through our minds, "Yes, that's what I was aiming for..." My first thoughts were thanks that I knew Faulk was safe, but immediately on its heels.. Fleia! Even as I attempted to reach her mind, though, her thoughts rang out, asking if the mages were well. So began the night. Not a mage, and not my Tower, but the magicks it holds help to hold the barriers that keep Nexus safe, so I gathered myself and my things, and made my way from Rymek as quickly as I could. Just as I reached the entrance to the Tower, where were gathered a number of people, Astaroth faded into view and hurled another fireball into the door. Without a second thought, the barbarian Karnok attacked him, swinging his warmace into the mage's face, but before I could even blink, Astaroth chanted a few words... and Karnok was a puddle of goo on the ground. Fleia's thoughts came again, asking all available to help put out the fire -- worse, the Tower itself shimmered eerily in the pre-dawn dark. I hurtled in through the doorway, noting from the corner of my eye that Hellfire was running in himself, arriving from the south. Before my foot hit the first step on the stairway, Hellfire's death was felt. I started to turn back at that point, but just then the Tower shimmered again, and instead, I raced up the stairs to find Fleia standing on the topmost landing, directing the efforts to save the tower from fire. In the hustle and chaos, I noted others standing with her, but my mind did not register who they were at first. As Fleia began to gather her energies to draw on the Weave and strengthen the Tower's defenses, I tuned my lyre, and quickly shifted into Draen's Tale, thinking to myself that a more appropriate song could not exist. As Fleia's energies flagged, Jewel and Hellfire supported her efforts with healing spells and blessings, and slowly, things seemed to right themselves and return to normal. Just as the song finished, Thelia came hurrying out from a side hallway, looking wan and drained herself. As they hurriedly conferred, the deaths began again...Astaroth had loosed his zombie creatures on the city. Thelia directed Fleia to lead the group on a search of the city streets, and we set off. I hesitate to name all those who were there, for fear of leaving out someone deserving of mention. The groups split and reformed as we broke off into smaller parties to move more swiftly and rid the city of the zombies. Fleia, Thelia, Larkin, Lucillia, Martax, Zakainen, Pralys, Jewel, Rapheous, Gallows.. one by one we hunted down the zombie menaces and dispatched them. Throughout all this, the Silver Alchemist continued to gloat, but when challenged by Fleia, by Sinister, by Hellfire, by Karnok to meet the Heroes face to

face he sneered that he would choose the time and place for that meeting, and that he was waiting for someone. We learned who that someone was when Ariel joined our small party. Astaroth thought out that he had a special gift for her, that he had been waiting for her. When Ariel teased him that he didn't want a silly old woman, he said that he would make her young again. As we were informing her of what had taken place, she disappeared from our midst, apparently summoned or transported somehow by Astaroth. Fleia and Faulk were able to clair her, and reported that she was in an elegant and luxuriously appointed room, apparently within Astaroth's tower. Attempts to summon her back were fruitless. The room is apparently warded against such magicks. From that point on, we were helpless bystanders to the drama that unfolded in snatches of thought here and there. First came Ariel's startled thought that 'he put it in the tea', followed by her thoughts becoming increasingly unclear and jumbled as she slipped into unconsciousness. The last we heard was her muffled attempt to resist drinking more of the tea, and Astaroth gloating that now Ariel was his through eternity. Further attempts to reach her were fruitless. I only pray that her faith stays strong while we find a way to retrieve her from Astaroth's clutches and destroy the mad power that daily creeps further over him.

Submitted to the Archives of the Bard's Guild
Lyrasel, Minstrel

Below may not be the correct story, but its what comes up in the archived website under this title by Pious..

The Battle of the Corynthian Wastes

By Pious,

I entered the realms on Dilur, the eleventh of the month of Blossoms, 1,644 years since the Godswar, and the 1,227 year of the Empire; two hours before dawn. I was at the Town Square, and with me (already there) were Darmis, Dean, and Tarkin. I smiled to see them there, curtsied to Darmis, and opened my mind to sense the presence of all others within the realms, but before I could sort through the multiple impressions my mind was receiving, I was interrupted by a sudden thought carried along the Weave to me by a certain wizard . . . Astaroth flashed, "So I could kill you and no one would care?". This confused me a little, as I had only just arrived and his sentence seemed to me like one to be used in the middle of a conversation. I wasn't sure if he'd meant to speak to someone else, but got the feeling that I was definitely missing out on part of what had been said. Still, a very powerful archmage had just threatened to kill me, and so I thought it best that since he had put it in the form of a question, I would try to convince him not to. In the physical world, I blinked, thought about it, and told Darmis and Tarkin, who had wanted to ask me something, to hold a moment, as someone else wished to speak with me. I then tried my level best to persuade Astaroth not to kill me, though hampered somewhat by trying to get out a convincing reason before he assumed I had none and killed me anyway. I told him "No, I have many friends. Why would you think that?", and he countered with, "Please, all of nexus and half the goblins want my head on a pike. Your friends are nothing.". Seeking to play for time, I asked him, "So why

again, do you think noone would care if I died?", adding "And by this point, probably half of Nexus wants me too . . . to take my (admittedly true) unkind words.". He told me, "If your guild will cast you out, others will have no pity if you were dead is my thinking.", and, amused at how easily even the powerful wizards could be fooled by propaganda, I told him, "Funny about that. I'm rather sure Dragonslayer did it as a face-saving measure -- since I left, he had to do something, and so he pretended I was back in it long enough for him to be able to say, we Outcast you! In other words, you can't leave because we threw you out. I actually left before being given that title.", sentence by sentence. He replied, "That is comical. The leadership of nexus always did have a supiority complex.", and suddenly I thought of something, and took a quick trip to the tavern to the south, to ask who Astaroth was; I found that he was about twenty-third tier of the mage's guild, called Weavemaster by some, and known more as the Silver Alchemist. (OOC: I found it amusing that, while he was a non-player character, he WASN'T a contributing player; most NPC's are.) I told Astaroth that "Sadly, not everyone will listen to me . . . So, few others get a chuckle out of it.", and he inquired "How could there be so much upheaval in a guild of bards?". I answered, That's one of the reasons I left -- the ridiculous idea that there could be a Guild of Bards.". At this point Tarkin was asking me about some kind of experiment, to see if my apprentice aura was still in place, and once I had ascertained he would not kill me if it was not, I returned my attention to the telepathic world and listened for Astaroth's voice; as he had not yet told me anything else, I felt it minutely safe to engage in an argument with Darmis, about training, and how not all combat was physical . . . I found him to be a surprisingly uneducated monk, for a Nexusian (a term commonly used in referring to one that had 'completed' their training), and sought to explain things to him. Partway through, I remembered that I never had seen who exactly was about, and reopened my mind to the impressions of who was in the realms (Astaroth was visible); and just in time too, for Darmis' comment a moment later. He said, "aside from Astaroth rearing his ugly head again"; I could not tell exactly what his comment was in response to, there was nothing in our conversation to which it seemed a logical response, so I assumed he was replying verbally to something Tarkin had sent to him telepathically. I did attempt to explain my rudeness earlier, in not speaking with him earlier, saying "Yes, that's what I meant when I said I had to talk to someone again. I thought speaking with the person who had the power to kill me with a thought somewhat took precedence over arguing with you.". He sighed, and Arkenon passed by heading to the west. I continued speaking with this stubborn young monk, gradually losing patience with his inability to see the simplest of points I presented; yet I was determined that reason would win the day. Unfortunately, I never had the opportunity to find out. From out of nowhere, a voice came, saying, "As you asked, I have come.", and then chanting "Thy blood become venom, and kill from within.". Some of you may recognize this as the chant to the Venom spell -- indeed, as the chant echoed in my ears, Astaroth faded into view and his Venom spell took effect on Darmis. As the cathedral bell tolled, sounding the knells of Darmis' murder, Astaroth chuckled, saying "Poor dead boy". At no point had I spoke to him requesting his presence, so I could only presume that Darmis had somehow done so; later I realized it was him referring to Astaroth as having an 'ugly head' that probably did it. Seeing him so easily strike down one more efficient in the arts of battle than I, I foresaw my own such doom in a few moments . . . he would say something akin to 'You don't find this amusing? I hate it when people don't get my jokes! Thy blood become venom, and kill from within!', so I drew upon my acting abilities and quickly forced out a chuckle. Some time later, he mentioned that the people of Nexus were a joke; my views upon this matter already being evident, I elected not to comment. Astaroth then commenced to chant again, invoking a magical cloak to obscure him from sight, and slowly faded from view. Thank the gods, he had spared my life! On the other hand, he might view

it as a personal favor... better not ignore it. I thanked him, and then Arkenon arrived, leading the way with a slap to the cheek (mine, not his). I felt a presence in my mind as Astaroth told me, "I could stand the fool no longer, I appologize for not staying to chat". I blinked at Arkenon; why slap ME? At that point he asked me, "an outcast and a murderer?", and I understood his reasoning . . . sort of. In a way, one wonders how he could even think that . . . true I had gained my fourth tier recently, but even so, how the heck is a fourth-tier bard with no weapons or armor or items, and one hurt spell, with mana to cast it only a few times, going to so much as put a dent in the robes of an (at least) tenth-tier monk? Never mind that a couple of blows from him would easily incapacitate me, but what about his healing ability, his devices, meditating, or just leaving? One looks at the scenario and can't place serious faith in the idea that I would have a chance. More likely, one dies laughing. (Hey, so that's how I would have done it. Maybe Arkenon wasn't jumping to conclusions after all.) I exclaimed quickly, "Not me!", and Arkenon asked me, "then who?". At this point I knew I was safe from an impromptu, Nexus-wide game of kick-the-bardling; I actually had PROOF that I was not responsible for imagined slights. Well, in this case, it was not imagined; but for the most part, I was used to being discriminated against for offenses that existed only in the minds of their avengers, or at least the idea that I had anything to with it being restricted so. I felt smug that, at last, it could not be fudged that my 'deceptions fooled noone, and anyone who was not an apprentice automatically defects to the Goblin Hoarde or Kyorl or someone', and that anyone who was hasty in killing me would be tried for murder -- at last, able to fight back with the city on my side! So, I told him to ask Darmis, and smirked with the knowledge that even the 'paladins' that had accosted me before, would have to take my side if I were murdered on this one. Arkenon told me, "you were the only one here", and, shaking my head, I hastened to explain that I had been -- "Now, yes.". Arkenon said, "then speak", and he asked me "who?"; seeing Darmis arrive, I decided to let him answer, and knowing that I had had plenty of time to flee if I really were the murderer, I stated that I had only stayed around to guard his corpse. I shrugged, thinking I had shown at least I should not be under immediate suspicion, and Arkenon said, "I just left and only the 2 of you were here". Nonetheless, his next question was not addressed to me, and he asked, "who did this Darmis?"; Darmis replied, "I would sure like to know why he thinks I summoned hiom...". Again, at this time I had not yet deduced the link between Darmis' comment and Astaroth's words. Darmis told Arkenon, "asteroth", and Arkenon replied "darn". I was curious as to how Darmis might have summoned him, and, seeking for clues, asked "Why would you think you summoned him?". Instantly realizing the answer (thought it turned out not to be the right one, I stifled a slightly hysterical giggle, and taking a deep breath to calm my nerves, tried to concentrate on the situation. Arkenon was saying, "darn darn darn", and asked me "were you talking to him?". I told Arkenon "I was talking with him, yes . . . trying to persuade him not to kill me . . . I guess he mistook it for a summons. I didn't object, though . . . ", and Arkenon apologized, saying "and I am sorry Lathet for the accusation". Darmis broadcast, "Asteroth, Why do you say I summoned you? You attack me without provocation or cause.. Why?", and I shrugged, both to Arkenon's apology (under the circumstances, what else might he have thought?), and to Darmis' question. At this point Astaroth told me, "They run around while detecting invisible, but fail to search for what is hidden. Fools.". And fools are killed, thought I. Well. I had best remove myself from their number, then, or join them in the Hand. I wracked my mind for a way to do this. In the meantime I reassured Arkenon, "I've come to expect it.", Arkenon was saying "darmis stop being stupid", then told us "he kills for the fun of it". Darmis protested, "but he took it out on me...", and, as if in reply, Astaroth broadcast "You think I was speaking to you?". Arkenon continued calming Darmis, "so what" he said, "he kills

for the sake of killing". Getting a slight feeling, not unlike that which climbers at the end of a rope must feel just as the last strands of it begin to snap and they have not yet found a stable handhold, I told Astaroth "Yep, that's what I was thinking . . . hehe, I tried not to laugh at them.". Arkenon said "he does whatever he wishes", and advised, "do not flatter yourself or give him ammunition". Darmis broadcast, "I died, so I assumed", and Astaroth broadcast in return "Assumptions get more people into trouble.". Arkenon growled, spit, and, as Paedric arrived, asked "what did you say to Astaroth Lathet?", clarifying "that brought him into town?". Ariel arrived and hugged everyone, saying hello; Paedric cast resist-poison upon himself. I told Arkenon, that I had told Astaroth that there were those who cared for me, and thusly yes, there would be those who would care if he killed me. When Arkenon again inquired of why I was speaking to him in the first place, I reiterated that the first words he spoke to me were asking why he shouldn't just come and kill me then. In the meantime, Ariel gave us some advice, "Just a word of warning though. I keep hearing Astaroth's name. Treat him with care. He's evil and will kill you for as little as glancing at him."; he arrived (I had not noticed him leave, but with Astaroth around and having just killed him, it was perhaps a wise strategy to adopt, sneaking around the city everywhere) and, sighing, kicked his corpse. I had not entirely given up on my talk with him, and asked "Well, think it would be tempting fa -- err, him; to continue our discussion?", but apparently he was not in the mood for resuming it anymore - as a return to that might incite Astaroth to come back for a repeat session, I realized that was a good idea. Arkenon asked, "he was casting venom?", and, as if answering his own thoughts, said "that sounds about righ". Darmis nodded in affirmation anyway, and then Ariel got there; Arkenon asked her "ariel", as Darmis continued with "that's what got me", saying "can you rp rd and rw me"? Arkenon was asking for rp rd and rw that is, not Darmis. Ariel started casting the requested spells, while I ran to the tavern again to find out a few things; when I returned, she was just finishing up, and Arkenon asked if she could try to Clair Astaroth again; she replied that this was doubtful, as he kept himself well shielded, but she would try. As she attempted it, I asked, "What's to stop him from just turning the spell back on her, so that she sees from her own eyes?". I was ignored, but then again, I'm not a mage, I suppose they knew better than me that it wasn't possible . . . Ariel said, "Oh aye. He's going to love me for that.", chuckled, and cringed. Arkenon asked, "is he in a shielded room", and followed Ariel. Ariel shook her head, saying "I just can't connect to him.", and Arkenon suggested that "perhaps it will bring him here". Ariel nodded to this, and Arkenon and Florian started using devices and spells to resist all the other elements. Ariel told us, "He wanted to know if I was trying to be noticed.", and what she had replied "I told him he couldn't expect to kill without at least someone trying to find him, without repercussions.". Arkenon said "neah just wanted to see his lovely face once more ", and grinned. Ariel looked around warily; I did the same, but saw only a merchant besides Ariel and Arkenon. Ariel also began to cast protective spells on herself, and, seeing that I could not help in this one, I decided to try to get an apple from this Merchant who, for some ridiculous (or insanelly brave) reason, was still here with Astaroth about, trying to sell apples. I stifled a giggle, and thought, might as well not disappoint her. Speaking to her, she said only "Care to buy an apple?"; Ariel looked around further. Florian tried to hide in the shadows, and grinned as we noticed him. After a moment's consideration of the Merchant's question, I said "Why not.", and checked my coinpurse. Ariel could feel her skin crawl, and I wondered if she was sensing Astaroth speaking to me, for at that moment he sent to me again, this time with "I am too powerful for her clairs to work. Only the mightiest arch-wizards might succeed and I have heavy wards on my tower when I am at home.". Finding that my coinpurse was empty, I asked the Merchant "Of course, I have no money with which to afford an apple, but how about a song?". She did not reply, so I began singing an

invigorating song. Ariel tried to think of a reply to the claim that Astaroth had friends, and Arkenon asked her "who said astar has friends?". Ariel replied simply, "He does.", and Arkenon said that "he only has people who are afraid of him so do his bidding". Ariel looked warily at the Town Hall, then slowly around the Square, trying to spot some sign of Astaroth. She also cast a detect-invisible spell on Arkenon. Thinking about the claim of friends, I asked, "Heck, I'm afraid of him. But do you see me obeying him?"; then, realizing how events might seem as they had already transpired that day, I said "Scratch that question.". I was just wrapping up the song then, letting the final tunes play slowly, and when I was done, I asked the Mrchant, "Well, acceptable?". Upon receiving no reply, I told her "Anyway... loved to bring some joy to your dreary life.". Arkenon whispered to Ariel, nodded, and hugged her; she said "Oh yes, Ark. Let me spar verbally with Astaroth and then desert me.", then tickled him. I waved to Arkenon, and he sighed, Ariel hugged his leg and then chuckled. Getting confused as to who was leaving, I hugged Ariel, and she tried to frown at big bad Arky but couldn't. Then she grinned and said, "He's just invited me to join him in his tower for some entertainment." Ariel chuckled, and I sighed, asking, "Did he mention what kind?", I readied my Crystal Lyre just in case. After a moment with no reply, I checked, "No?" and said "Hmm.", then sank deep into thought. Arshes arrived in the realms, and Ariel nearly had a heart attack as he suddenly appeared beside her, then hugged him anyway. Arshes said, "Hmm....didnt think I was scary" then continued "But ok.". He said, "Hmm...interesting. Astaroth not hunting Archmages anymore? Bah.." and concluded that "He must be getting old". Ariel said, "Not you, no. But when Astaroth is around, and someone suddenly appears beside me like that ... well ...", and I added "At this point, anything appearing out of thin air is bound to be scary to her.". I chuckled, and Arshes said "Hehhhh"; Stunz nodded, and Arshes exclaimed, "Boo!". Stunz commented that "old ladies scare easy", and Arshes giggled. I sighed, and Ariel looked at her fingernails and smiled a little. I shook my head at the thought of Ariel ever being 'old', and Ariel murmured to herself, "Now, what if I were to accept his invitation for tea in his Tower?". Arshes said "Uh uh", and asked, "Asta's inviting you for tea?". Stunz said "errrrr.....", and asked, "tea for two?", chuckling. Ariel continued to think aloud. "He promises he won't use me against Nexus. That I undersell myself.", and smiled to herself. Kierstin arrived, and Ariel absentmindedly hugged her. I volunteered to play the background music. Arshes told her, "Ariel.....you know, he had no intentions of killing my master either.", and said, "However, he aint with us no more.". Ariel nodded, saying that "As I said to Lathet, he will kill if he dislikes the way you smile.", and frowned suddenly. Arshes said, "So.....tea is fine.", and I nodded. Arshes clarified, "As long as you don't get tbolted along.", adding "Or disintegrated. I doubt you can stand it.". Stunz said to "please be careful Ariel", and I moved over behind Ariel, getting ready to follow her wherever she might go, and mentally reviewed all the songs I knew for one that might be suitable, just in case I asked Astaroth or Arielfor a choice in song and they both told me to pick something myself. But she moved aside, shaking her head, and hugged me, presumably goodbye. I hugged her back, and nonetheless continued to sort through songs, just in case I should suddenly find myself in a tower. As Ariel waited, I sensed Kanji, the Honor Bound, entering the realms. Arshes told Ariel, "Well, stay alive.", and she nodded. Stunz said, "we prefer you that way", and Arshes added, "You are no use to us dead.". Ariel said "Thanks, Stunz.", asking, "I spend half my life dead?". She chuckled to herself, and Arshes said "Well, yeah. But we sure would not want to see another grotesque creation of Asta walking around.". Ariel looked closely at each of the merchants and the Noblemen, but the hiding person was not there; Kanji suddenly made his presence known, bowing before each person present. Ariel murmured a swift farewell, nodded, and (as far as I could tell) was summoned away. At least, I've never known a mage to sneak around very well, she didn't cast Invisibility, and moments later she was no

longer there. I didn't have much time to worry about it though, as Kanji asked "What happened here?", and indicated the corpse. Arshes asked, "Hmm....isnt it always here?", and replied, "Seems like everytime I pass by, there is Darmis's corpse here.". Taking a moment to organize my thoughts, I answered "Hmm . . . Darmis got murdered. He rushed here, found me, and accused me of murder.". Kanji told Arshes, "No, I believe the citizens try to keep town square corpse free". I continued, "Seems pretty simple on the surface.", then amended, "But wait, there's more.". Arshes said, "Oh", and I assumed he was talking to Kanji, adding "And it gets worse.". I clarified "Or better, for me, depending on how you look at it. Astaroth could have killed ME.". Darmis arrived in the realms, and in the Town Square, and asked, "so... Anyone care to join me in wondering why he killed me?". Speaking of Astaroth still, I said "I think Aeris is having tea with now, in his tower."; I was not quite paying attention, and meant Ariel. Noone else was paying much attention though either, so for the most part it passed unremarked. Considering Darmis' question, I responded, "I can guesws.", and Darmis told me, "Ok, so share...". He whispered to me, "why did he come kill me when he claims you summoned him?"; as I had already said aloud that I could guess, I decided to save my breath, and said that "He was on his way here to kill me, but was speaking to me while he did so; I managed to persuade him not to. So as not to make the trip a wasted effort, he killed you instead.". I shrugged, not having anything else to offer in way of reason, and Darmis said "lovely.... thanks". I replied, "Makes the most sense I can think of.", then a sudden thought occurred to me, and I barely stifled a giggle. Darmis misread the cause of my humor, and said "yeah, really funny getting someone killed". I explained to him that, "Thing is, if I hadn't been so persuasive if telling him why not to kill me, he might have left you alone and poisoned me instead.". Kanji said, "One wonders how you persuaded him", and Darmis thought it was a "good question". I tried to catch up with the conversation, saying "And that's how I summoned him; I was someone to be killed.". To Kanji's query, I shuddered at the thought and said "No idea.". Darmis thought it was "by speaking to him in the first place", and remembering what I had said about not killing me, I replied, "Actually, I don't think I did.". I clarified that, "I think he's just letting me think I'm safe, to make it all the more surprising when he does come after me.". Eli eyed me suspiciously, and I asked, "He spoke to me first, remember? He mind-sent that, was there any reason that he shouldn't just come and kill me right now?". Kanji replied, "Perhaps he simply feels killing someone who was not faithful to their guild will not accomplish much"; a comment which insulted me, as, if anything, it was the IDEA, the very notion, of a Guild which I was not being faithful too . . . at least the other people who were being mean to me, got that much right. Darmis said, "I did not say you initiated it, but you kept the conversation up". I retorted to Kanji, "Actually, that was the stated reason for killing me in the first place."; he replied, "Really, interesting since he was not faithful to his". Unable to judge the accuracy of this statement to any degree (I was not sure whether it was the faith he felt or how others viewed it which counted), I countered "Well yes, I wanted to live . . . I thought I'd provide him with a reason or two not to kill me.". I then added, "He said noone would care if I died.", but Darmis said "and his exact words were.... "As you asked, I have come"". He told me, "so you asked him to come here", and I protested, "But I never did.". Darmis gazed questioningly at me (OOC: how else am I supposed to interpret some asking '?'), and said that "he said that, venomed me, then I woke up in the hand.... Those words echo through my head even after all of the trauma.". Kanji interjected, "Fighting each other for blame will accomplish nothing but furthering his goals", yet Darmis said, "I am not blaming..... Merly upset to suffer as a bystander", then asked, "What ARE you talking about?". Kanji replied, "We are at war, and Astaroth has long been an enemy, he likely would have killed you regardless if he was here". I told Kanji that "I was standing right there.", and Darmis answered, saying that, "I know you were, I

was in mid sentence speaking to you". Kanji said, "Well, I am sorry you died Darmis, such casualties are always painful", and then left the realms. Darmis shook his head and left to the east. I waited around for a bit, until there were a few people suiciding all at once . . . Ringo was first, and Firbolg, at the time the only one in the Town Square with me, frowned, shook his head, and said, "another suicide". He sighed, and Gacy soon followed Ringo into the Void. I sighed, as it was apparent the Cult had gathered another group of worshippers to feed the Void, and Firbolg asked, "what is going on?". Zum the Disciple entered the realms, and Josh broadcast, "what is this with suicide? Is it a new style?". Predicting who the next one would be, I said "And Zum.", to which Firbolg nodded and said, "I expect so". Zum committed suicide, and Paedric broadcasted, "It simply feeds the Void. In fact, I'm hoping it feeds exactly 3 Voids into this here machine.".

Reassured to see that even in the midst of sadness, some things stayed the same, I chuckled, saying "Ah, Paed . . . " Firbolg smiled, I sighed, and, as Purge committed suicide, I frowned, wondering why Firbolg would smile. Jewel broadcast, "Purge just purged himself", and Paedric broadcast in return that, "You couldn't resist, could you". Jewel merely replied, "And you could?". As I sensed Marcellus, the Immaculate, entering the realms, Paedric broadcast his answer "barely ;)". I sent Jewel a teasing remark that, coming from a priest, her comment was almost funny . . . she told me she was a priestESS, and, thinking that indeed these clerics were brought up without humor, I replied that, well, then it was even funnier! Marcellus arrived, bowing, and I smiled to see a friend around, curtsying before him. After one attempt to Clair someone, and some time passing which I assumed was him talking with another telepathically (I waited for Ariel to return), his features once more animated as he returned to life. He grinned and asked, "So, how've you been?". I replied, "Oh, usual day. Argue with Darmis, watch Darmis get killed by Astaroth, have Arkenon rush in and accuse me of murdering Darmis, have Kanji accuse me of being in league with Astaroth, wave Ariel goodbye as she goes off to have tea with Astaroth.". I paused a few moments to let him absorb that, and then added, "Yep, like I said, happens all the time.". We both chuckled, and he gave me a hug and then an Iced Tea to calm my nerves with, and pulled out his I.O.U. which he was saving for Astaroth; he admitted that he would then probably be Venomed or Combusted, but it would be worth it, and said that he had already teleported Astaroth once. Jewel tried a Clarivoyance spell; when Marcellus inquired if she was trying to Clair Astaroth, she replied in the negative, saying she was thinking about Ariel. Marcellus said he was pretty sure Ariel wouldn't venom her, but I warned Jewel that Astaroth still might, for interrupting her when they were having tea. At that point Ariel returned, and said that his tower was ... sumptuous. We talked a bit more about what had happened, and then she left with Dean. I also yawned and fell over... well, not **quite** that ungracefully, but I also fell asleep a short while later.