

# The Inquisition

## Nobody Expects Us!

B O O M E R P O W D E R B A N G A N D M A V E N G O O D B A R R E L

### OUR MANY SERVICES:

- Be the first to shop at Midway's new **Kave of the Ancients** and other fine new establishments by Boomer and Maven!
- Want to advertise your services? Inquire with Boomer and Maven as to how you can get **YOUR Ad** in this publication!
- **Looking for love?** Write us to have Tabbitha Meowmix answer your love questions!

### INSIDE THIS ISSUE:

Protect Your Baby With Baby Armor	2
Inside The Adventurer's Studio: Daniel Lockheart	2
Inside The Adventurer's Studio: Daniel Lockheart	3,5
"Demotivations"	4
Dear Tabby: Bearded Love	6
Atrum Sinocard Wanted For Tax Evasion	6
New Invention: The TX9000 Ultimate Baby Stroller	6
MISSING: Elthinwho Calaway	8
Magocracy: Alleria Has One, But What Is It?	8

### B A B Y M A N C E R F E A R S I N C I T E P A N I C !

First Necromancers killed our babies, then they started eating our babies, and now in this newest trend, they are WEARING our babies! "This is preposterous!" states Chet Fields of Miller's Down, "How can I tend my fields when there's some baby-wearing psycho out there? I ought to just throw down my hoe and give up."

Allana Buttinski of Port's End shared with us that "I can't believe it, but this guy has started a new trend. Men and women all over Port's End are now wearing their babies with sacks. I don't think they are trying to mimic him per-say, but rather keeping their babies close in case he shows up and tries to snatch em up."

Reportedly, this Necromancer is not only wearing the babies, but he uses them to fuel his powers. We'll be following this story closely folks and will update you as soon as there are further developments. Hopefully the heroes of the realm can come up with a way to defeat this formidable foe without harming the babies. For now, we recommend keeping your babies indoors and if you see a guy walking around covered in babies, stay out of his way!



### N E W B U S I N E S S E S F O U N D E D I N M I D W A Y ! B U S I N E S S " B O O M I N G " ?

Several new businesses were founded in Midway this month by entrepreneurs Boomer Powderbang and Maven Goodbarrel. You can find these new businesses inside the Kave of the Ancients!

Among the goods and services

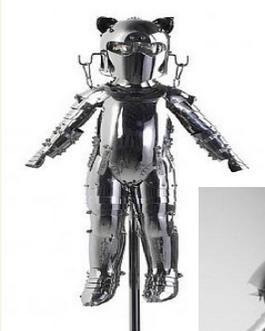
being offered are Food, Drink, Potions, Potion Research, Healing, Lottery/casino, Sock puppet and stick puppet theatre, Lore, Scrying, Scry shielding, News publications, Advertising, Odd jobs, Writs, Ledger keeping services, Inscription, Consignment, Service consignment,

Jokes, Rumors, Advice, Bad singing, Translation, Transcription, Stationary messenger services, Teaching, Teacher/mentor finding services, a Bath house, Party planning, and more!

Come check us out today!

## PROTECT YOUR BABY WITH BABY ARMOR

A source anonymously reports that a Smithy in Port's End is now building the ultimate in anti-babymancer weaponry: Baby Armor for your baby. This new baby armor is primarily made up of plate and comes with an optional chainmail face-guard. The armor comes in a variety of sizes and can be tailored to the latest fashions including animal ears such as a cat's or those of a



mouse.

This latest advancement in baby armor technology is just one take on protecting that which is most precious to you. We expect to see them in a Smithy near you soon!



The baby armor comes in a variety of styles, even with animal ears!

## INSIDE THE ADVENTURER'S STUDIO: DANIEL LOCKHEART

*"Oh I have such humble beginnings."*

*"Heck you could say I'm addicted to winning"*

**Tell us a little about yourself: Where were you born? Where did you grow up? Hobbies & favorite pastimes?**

Oh I have such humble beginnings. You see I grew up as little more than a street urchin in Silverthorn proper. Of course I was noticed and as with all things in life I lived the Silverthorn dream! Through hard work and steadfastness I advanced through a military life to become a commissioned officer.

My hobbies are simple: a good leather bound book by a roaring mahogany built fire, honestly you cannot beat the scent of burning mahogany. I enjoy the slaying of various beast or evil doers just like anyone else. Am I good at those things? Sure, but I just let my past deeds speak for themselves.



**How many books have you had a hand in writing, what were your roles, and are you currently scheduled to participate in any upcoming books?**

Oh, good question. Actually I've published quite a list of self help and guide books. I really think everyone can be a winner you see. Heck you could say I'm addicted to winning. I'm sure you've seen such titles as:

What am I? The Story of Daniel Lockheart, Year of the Goblin, Break with a Siren, Divine Me, Dan's Simple Tips to Household Vermin, Holidays with Halflings, and Voyages with Zombies.

And of course my personal favorite and latest new release about the trials and tribulations that led me to become 'the Dragon Slayer' as some people have begun calling me Wondering with Wyrms - I especially enjoyed the part about how I, with my team of course, was able to sneak into the Red Tear's very base of operations in order to get at the undead behemoth!

**How many battles would you estimate yourself to have been in at this point?**

Well now there's a question that may even stump me!? If I had to guess, maybe 10,000. You see I've been in battles and fighting almost all my life. *(Please note that we have been unable to independently verify the statements in this article.)*



**DON'T LET THE ORC FOOL YOU,  
WHEN YOU WANT IT DONE RIGHT AND  
ON THE LEVEL, MAKA'S BLUDGEON  
AND BREW. WE DO THE JOB FOR YOU!**

**FEELING ADVENTUROUS?**

**BUY ONE OF MAKA'S MYSTERY POTIONS. NO TWO EVER ALIKE!**

*How long have you been an adventurer? How'd you get interested and/or where'd you get your start?*

Oh I've been an adventure for many a year now. If you count Gromm's war I'd say I've been an adventurer for at least 20 plus years. I got my start with the war you see. A lot of us joined up to help win that one, nasty bit of business that war was. Orcs as a general rule are almost as hard to kill as well, me.

*I know you started out and continue with the Silverthornian Army, so tell us about war – in your opinion, how is it different from your non-military adventures? And is it easy to go back and forth between the two?*

Ah, yes, war. Well it is what it is I suppose. There's no getting around it. We must fight for what is right and defend our King. Alas, with all things, especially war there is great loss. I've personally lost so many men charged to me. I can only hope that they rest in the cycle. As for going back and forth, I find that a lot of my duties as an officer are very similar to being an adventurer, while the adventuring

tends to reap better rewards money wise. I typically start my day out by hunting down undead, in both groups, seeking out necromancers to destroy, again both groups then I like to have a nice breakfast. Really for me going back and forth is done with ease.

*How do you feel about hearing stories about yourself months, and sometimes even years, after you were involved in the tale being told? Do you ever think that you could have done better, or are you mostly content with your work?*

Well now, hearing stories about me is sometimes more flattery than someone as humble as I can take, but I persevere and I'm normally able to take them with pride in my work. I've lived a very full life. Looking back, and reading through some of the books I've written, I realize that I've been very lucky to be in the light. No, I have very few regrets.

*Since you've been involved in several wars, can you give us a few tips/pointers on how to survive in the military? Where should one start? And how do you hold yourself together during war?*

Well personally I refused to give up. I always kept going. Once I had a sword go clear through me and into a tree. I was left hanging 5 feet off the ground by an Orc, pinned up like an after dinner snack. I, by sheer force of will, pulled that blade free and crawled two days to a medic. Months later when I awoke in the military healing camp they told me I must be destined for greatness having lived through that battle. I was thirteen at the time. I've never really feared death since then. You see, I shouldn't have lived. Once you've been through something like that, living through war is simply something you set your mind to. I now believe in letting the other side die for their leaders, my men and I will be happy to send them on their way.

*How does Daniel Lockheart fit love into his life? How many women's hearts have you broken and is there a lady at large you are currently courting?*

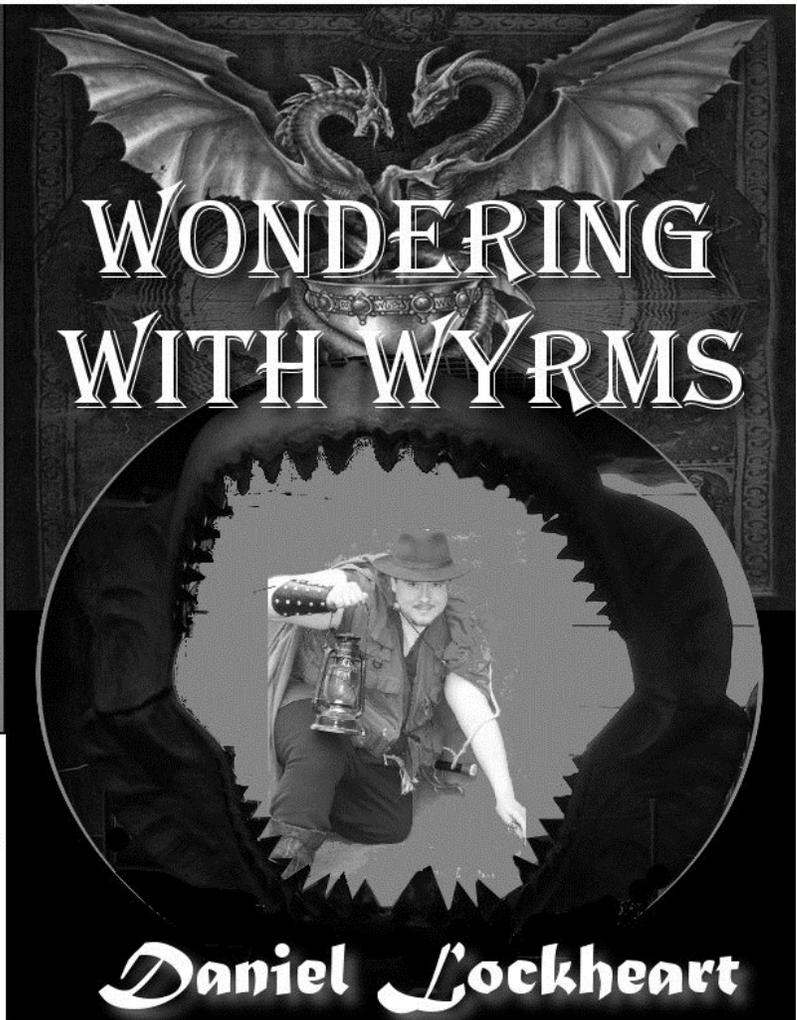
Oh, well I don't like to get into details being a good man and all. Needless to say I've wooed quite a few lovely women's hearts. Why not more than a few months ago I beautiful exotic young woman came to me and begged me to marry her. This

"I've personally lost so many men charged to me. I can only hope that they rest in the cycle."

**Now Available:**  
**The new book**  
**"Wondering With Wyrms"**  
**by best selling author**  
**Daniel Lockheart**



**"This book changed my life.  
My turn-ons? Anyone who  
loves this book as much as I did."  
Tamira Deepwaters,  
House Jakoric - Norillon  
Adoring Fan**



is just the sort of thing I have to live with. I told her as I'll tell you now, my heart belongs to another. She will remain unnamed. Needless to say the first time I heard her voice I knew I could love no other. It was like my brain said "Good morning Daniel", and from that moment on all I've ever dreamed of was having her say that to me each day for the rest of my life when we wake up together. No, I fear there is now and shall be forever only one true love for me, requited or no.

***How do you deal with being in a leadership role where things are always so rushed? How about with a cranky superior? Or, more importantly, what do you do in those weird situations where you are with another adventurer and that person doesn't know what they are doing, or sometimes even what they got themselves into?***

This happens a lot to me. You see I am a man of action. I don't subscribe to the thought of sitting around endlessly planning while the enemy digs in. I'm all about charging the archers and fortifications. As for adventurers finding themselves out of their depths when they run with me, well I am always thinking you see. I like to place people no matter their skill level where they can best serve the whole. I am certain if you wish to come quest with me that I will do my best to find you a role.

***Who was your favorite partner to date, in either war or adventuring? Why?***

Well that is a very hard question my friend. I've had many a great partner for my quests. There are so many and I'm sure I'll offend for leaving someone off but there's the great bard Wren, whose voice could move an army. There's the Avyana swordsmen Nyrhtak who could get the drop on anyone. There's the armored battler Kathryn would could stand with the best of warriors. BUT... if I had to choose one and only one, I believe I'll miss Sir Llyshon. He was brash and courageous. He was a man of unyielding principals. But most of all, he was a man of action in a world filled with hesitators. I believe I will miss him. My greatest regret is that I was unable to say good bye to him. Good bye my friend.

***A portion of your answer to the last question brings up one more question of great interest. You listed Nyrhtak of Mahuru as a contender for your favorite adventuring companion. It is my understanding that you two have a history that goes all the way back to when you were fighting for Silverthorn against Gromm and when he was fighting for Gromm against Silverthorn. Why don't you elaborate for our readers on that relationship a little bit?***

Yes, it is very true that Nyrhtak and I have a very strange history. He was a champion of Gromm after all and I am a soldier of Silverthorn. He and I did indeed cross blades, once. It was only once and it was near the end of the war. It didn't go well for my squad. Only myself with an apparent mortal wound and my second in command sergeant Quinn, short a leg, survived. No, in fact our first post war meeting was not what one would call a good meeting. He was pardoned for his part in the war in exchange for vital information which helped in the end to turn the tide of the war. There were a lot of folks who believed he should still have been put down, but then he saved my life. And out of that we, old enemies, learned that we were not all that different. He was fighting for his country as was I. A friendship grew. I will say he is one of the best warriors I've ever met.



WIZARDS

They know magic.

NEWS  
BULLETINS



COMPROMISE

I enjoy jazz. She's a demon temptress from Hell. I'll make it work.

DEAR TABBY



Tabitha Meowmix is our resident Felenos Love expert. She is here to answer all your questions

Dear Tabby,

I am a male elf looking for love, but I have a problem...I'm in the closet and am afraid to tell my parents. I can't stop thinking about female dwarves. Something about a woman with a hairy face drives me insane. Is this lustful longing for a female furry face wrong?

Sincerely,  
Lex

Dear Lex,

Meow. Meow meow meow meow meow meow meow, meow meow. Purrrrrrrrrrrrrrrr, meow. RAWWWRRRA-RAR, HISSSSSSSS, meow. Meow meow, meow. Purrrrrrr, purrrrrr, meow. Meow? MEOW!!!!

Meow,  
Tabby

ATRUM SINOCARD WANTED FOR TAX EVASION

Atrum Sinocard is wanted by House Mandalor for owing over 75,000 nick in back taxes. According to the house, Sinocard has not filed a tax return in five years.

The penalty for tax evasion is typically one year in prison for each year evaded, with a maximum penalty of death. Sinocard currently faces at least a three year sentence. He is also

being charged with more serious charges of tax fraud and conspiracy.

"This should send a message to everyone who thinks they can get away with tax evasion," said William T. Skress, Assistant Devris council to the Mandalor Royal Tax Division. "He thought he could get away with it if he did it with a fake writ. No dice Mr. Sinocard, we WILL catch

you, and we WILL find you."

Atrum Sinocard was last seen in Suspin, but is suspected of fleeing to a remote land such as the Corsair Isles or Alleria. Search teams have been dispatched to both locations in order to seize him.



"Something about a woman with a hairy face drives me insane."

NEW INVENTION: THE TX9000 ULTIMATE BABY STROLLER

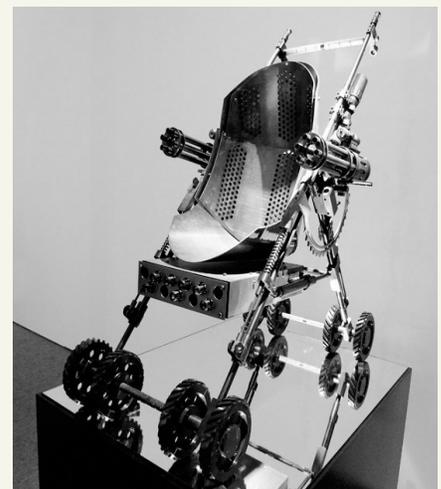
In addition to the new Baby Armor protection system, the guys over at the Gnomish Engineer's Union Local 112 have come up with a brand new total-package Baby Defense System called thae TX9000 Ultimate Baby Stroller. The TX9000's all-steel frame, steel spiked wheels, and overall sturdy carriage gives your baby the ultimate in structural support. In addition to the sturdy design, the TX9000 comes equipped with a new invention called "Gatling Wands". These wands come

equipped with charges to keep the chances your inner mind will be able to handle interfacing with the sheer willpower that will be required in order to operate them. Each Gatling Wand is capable of firing 6 fireballs and the TX9000 comes equipped with two of them!

In addition to the Gatling Wands, the TX9000's undercarriage is equipped with an auto-tracking Undead-destroying personal missile system. It will fire blunt bolts that explode with the power of light when they make contact with the

dead.

While the TX9000 may truly appear to be the ultimate weapon in defense of your baby, we here at The Inquisitor must recommend against using it on the Baby-mancer. In doing so you risk killing the children his armor is made out of and you don't want that blood on your hands.



Pictured Above: The TX9000 Ultimate Baby Stroller

**Bounty hunters and mercenaries needed to fill the ranks of the organization known as "The Long Knives".**

**Experience with weapons, tracking, and survival suggested.**

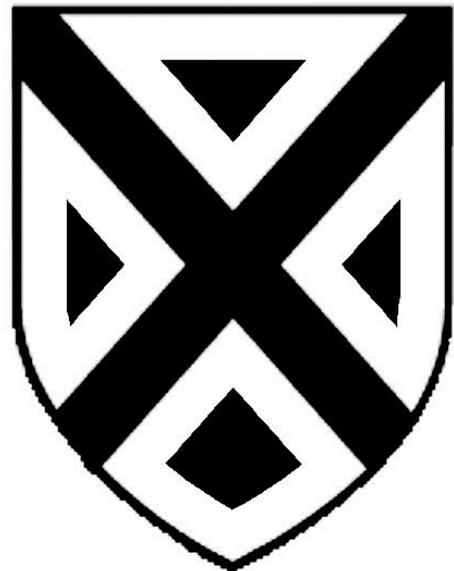
**Pay based on performance and contracts completed.**



**Funeral arrangements covered if necessary.**

**Exclusive contracts required for employment.**

**Inquire with Jack Maxwell, Master of the Long Knives.**



# FIDELIS PRO AURUM

If you require a simple task, find simple people to perform it. If you require a task to be performed to your EXACT SPECIFICATIONS and with UTMOST DISCRETION, then hire Fidelis Pro Aurum. Our services include, but are not limited to investigation, information collection, rumor control, obtaining of items or persons, bodyguarding, life insurance, and threat neutralization. We are also in a position to lend money and perform as a bank for the right customer.

Our reputation has not been built one job at a time, but ten jobs at a time as only one in ten of our jobs ever reach the ears of the public. One failure will always reach many ears quickly, but failure has never been an acceptable outcome for Fidelis Pro Aurum. In fact, we have yet to fail. Our prices are reasonable for the high standards they carry. You are getting the absolute best that money can buy and you are hiring an organization that demands discretion from anyone they deal with.

**ALL OF THE ASSISTANCE YOU REQUIRE IN ONE PLACE FOR ONE PRICE**

**GET THE JOB DONE RIGHT THE FIRST TIME — EVERY TIME**

Fidelis Pro Aurum members are allowed by Silverthorn law to take their own lives rather than divulge client secrets to anyone, including House DeVris. This choice has been made on multiple occasions, and that level of dedication is expected and required of any who would be members of Fidelis Pro Aurum.

When you require the absolute best and have the coin to pay, speak to the Ducal Head of Fidelis Pro Aurum Darthesis Tal'Sadaar, currently residing near to Midway.

## MAGOCRACY: ALLERIA HAS ONE, BUT WHAT IS IT?

A magocracy is a form of government in which society is ruled by Mages and Wizards.

In a magocracy, only those with ability in Arcane Magic have a voice in government. Power is limited to the few who have the wealth and education, or magical heritage. Typically, Arcane Magic users will have privileges, and the citizens will live in fear.

After the essence wars at last ended with the near total annihilation of both sides, but the preservation of the world, a new faction seized power.

These were the elemental mages, who used the raw force of the four primal strengths to achieve their magic. They

wielded power like an iron gauntlet and marked all who opposed them magically so no descendant would ever escape their eye.

Mankind revolted after more than three centuries of abuse and took the power of state back into the hands of the ungifted. No man of magic has been permitted within office of political power since these dark days passed.

Obviously, this is not the case in Alleria. Alleria is indeed a Magocracy,

but is viewed as an ally to Silverthorn in the war against the Necromancers.

**Pictured Below: Mages at war.**

