

# 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:

- Find the best food and drink in town at the **Two Guthrie and a Gnome** Tavern, run by the **Kave of the Ancients** Caravan Company!
- 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 Tabitha Meowmix answer your love questions!

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### SPECIAL CAVE OF THE ANCIENTS EDITION OF THE INQUISITION!

This edition of The Inquisition is a very special "Cave Of The Ancients" edition. With a number of stories focusing on both the "Cave Of The Ancients" Dungeon and also on the "Kave Of The Ancients" Caravan Company.

Join us in this issue for the latest, greatest, and best news outlet in the area!

### BABYMANCER DEAD!

First Necromancers killed our babies, then they started eating our babies, and now in this newest trend, they started WEARING our babies! Thanks to the heroes of Midway, this trend has hopefully passed! With the Babymancer dead, parents can now rest a little easier at night.

It was late on a Saturday night when the adventurers of Midway were preparing to venture into the dreaded Cave of the Ancients in order to retrieve a special flower needed to detach the Babymancer's armor. There was an incident in town where the Mal'Ka'Tai's flying boat was placed into jeopardy, causing the adventurer's transportation to become suddenly unavailable. There was apparently a back-up plan and through some political contacts they were able to obtain the flower through other means.

It was then that the heroes hurried off after their foe. The trick they needed to solve was how to apply the poison to the necromancer. My sources state that Darthesis Tal'Sa-daar was hired to apply it. He got tricky when he did so. Rather than hitting the Babymancer with a deadly blow, he purposely barely scratched him, causing him the Babymancer to not concern himself with avoiding it. That was his fatal mistake and the armor fell to pieces. Around 50 or so babies burst from the armor and the Heroes rushed to rescue them. The Mal'Ka'Tai, Fidelis Pro Aurum, The Order of the Dawn, and other townsfolk rushed after the Babymancer and defeating him in a deadly battle between Necromancy and Heroic prowess. Noone is certain who struck the killing blow, but he was surrounded by Darthesis and the Mal'Ka'Tai at the end. Darthesis himself stated "Both Klogg and I had our blades in him at the time he fell and Rooks was chanting and pointing at him as well. It



could have been any of us, and I care not who." Paid merc, or modest hero? We'll let you decide!

But is there unrest? Was there miscommunication after the fight? It has been said that one of the Merc groups found treasure, but kept it all to themselves. Is this true?

While some integrities may be in question, the people who AREN'T questioning integrity are the parents of those infants which were returned to them. THANK YOU Heroes of Midway, THANK YOU from all of us here at The Inquisition and from the parents of those lost children.

It was also said that the Orcish Hero-in Vanak sliced off the Babymancer's head after he was dead, and then played a rousing game of Orcball with it. While I would normally be taken aback by something like this, but in this case it seems strangely...agreeable.



MAKA AWESOME.  
YOU BUY MAKAPOTIONS.  
OR NOT.  
EITHER WAY.  
MAKA STILL AWESOME.

### KAVE OF THE ANCIENTS A HUGE SUCCESS!

The Kave of the Ancients opened in June to a huge crowd of residents waiting to see what this new business had to offer. Maven and Boomer were caught completely by surprise in what came next. Not only was the crowd unexpected, but the fact that the Kave was busy non-stop the entire opening weekend made its owners completely overwhelmed, yet completely overjoyed. The residents of Midway were more friendly and more accepting than Boomer and Maven could have ever imagined.

The Kave of the Ancients Caravan Company's primary business the Two Guthrie and a Gnome Tavern sold almost all of its food and drink stores. While the Caravan's other businesses weren't quite as busy, an interest was definitely shown. A huge part of this though is that the primary business was so busy that Boomer and Maven had little time to advertise their other services. That will change this coming moon as they will begin advertising the other goods and services, starting with this article. While not ALL of these services are available ALL of the time, the majority of them are available most of the time.

Just some of the goods and services which can be found being offered by the Kave of the Ancients Caravan Company include, but are not limited to:

- |  |                          |                                   |
|--|--------------------------|-----------------------------------|
| • Food   | • Scrying                | • Advice                          |
| • Drink  | • Scry shielding         | • Bad singing                     |
| • Potions                                      | • The Inquisition        | • Translation                     |
| • Potion Research                              | • Ledger writing service | • Transcription                   |
| • Healing                                      | • Odd jobs               | • Stationary messenger services   |
| • The Buried Treasure Casino                   | • Writs                  | • Teaching                        |
| • Sock puppet theater                          | • Scribe Services        | • Teacher/mentor finding services |
| • Lore   | • Consignment            | • The Tiny Bubbles Bathhouse      |
|  | • Service consignment    | • Party planning                  |
| <b>NEW this moon:</b>                          | • Jokes                  | • Item and service acquisition    |
| • Audit Protection Insurance<br>(FKIC Insured) | • Rumors                 | • 3rd Party Item Sales            |

With all of these goods and services now available to the residents of Midway, The Kave of the Ancients Caravan Company hope to turn Midway from a simple halfway point into a bustling attraction, drawing people from all over this portion of the Kingdom. It is our understanding that never before has Midway seen this many offerings in town. While in the past TKotACC has moved from town to town, Maven and Boomer feel that they may have finally found a place to call home. Business is booming (pun intended) and the residents have been so receptive that Maven and Boomer have never been in another town where they have felt quite so accepted.

While being this close to the front lines of the war is dangerous, Maven and Boomer have decided to take their chances and set up shop. As taking this chance has paid off in dividends, you can expect to see them around town for some time to come! If you have an idea for a good or service you would like to see offered, please do not hesitate to make your request and the folks at TKotACC will be happy to see what they can do to fulfill your request.

## CAVE OF THE ANCIENTS A HUGE BUST!

After weeks, perhaps even months of heavy preparation, the Cave of the Ancients run scheduled for June turned out to be a huge bust. The run, which originally appeared to being organized by Daniel Lockheart, was to be comprised of two or three teams. The first team was to clear the first and possibly second level. The second team was to clear level two or level three, depending on the success or failure of the first team, while the third was set to clear the fourth level. The first groups were to be comprised primarily of the Company of the New Dawn, while the third was to comprised primarily of the Mal'Ka'Tai.

It was Saturday evening that the groups all met together and began to discuss the upcoming mission. Apparently there was a falling out amongst the ranks in how treasure was to be distributed. One group questions what was previously stated regarding treasure distribution. A bit of turmoil broke out amongst the ranks as a result, but eventually subsided. There was some commotion during the meeting, but it was ignored by most. Once the group makeups were decided, the town began discussing buffs and other preparations. It was then when some further commotion started and confusion broke out.

Many were in the dark and had no idea what was happening. They weren't under attack, but something was definitely amiss. The town was full of dread, wondering what was happening. They knew the cave run was of the utmost importance. This was no simple treasure run, this was a quest for a flow that would help them defeat the dreaded Babymancer. Anything that got in the way of their mission could result in the deaths of innocent children. It was a short while later that the heroes found out that their transportation had been confiscated. Someone had come in and taken the infamous "Skumm Boat", the Mal'Ka'Tai's flying transport.

This new development hurt the mission in two big ways. First and foremost, the Skumm Boat was supposed to transport the heroes to the Cave's remote location. Secondly, the Mal'Ka'Tai found that they may have a small window in which to save their boat. Losing the Mal'Ka'Tai in this Cave run would be a huge disaster. The flower was believed to be on the 3rd level or lower. Without the Mal'Ka'Tai, even if they could find their way to the cave, there would be a much lower chance of mission success.

Luckily, the heroes of Midway were able to find another manner of obtaining this magical flower and subsequently defeated the Babymancer. At this time, the current status of the infamous Skumm Boat is unknown to us at The Inquisition. It has been said that the heroes of Midway will be attempting to attack the Cave of the Ancients again this moon. This time however, it will not be for a flower, but for the thrill of the fight and for the treasures held inside.

SILVER  
THORN  
UNITED  
FOR  
FREEDOM



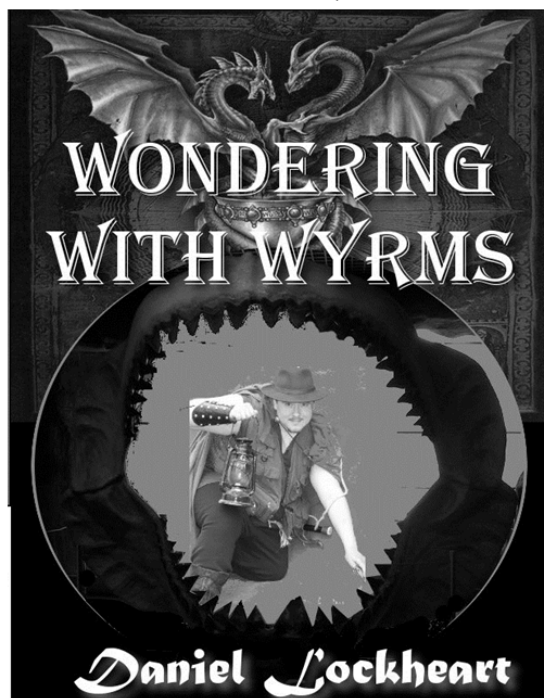
EQUALITY  
FOR  
ALL  
SILVER  
THORN!

**Please note that the advertisements found in The Inquisition do not necessarily express the views of those of us here at The Inquisition.**

**SUNDAY,  
SUNDAY, SUNDAY!**

**ONE NIGHT  
ONLY!**

**LIVE AT THE SILVERTHORN  
EXPO CENTER: DANIEL LOCKHEART,  
AUTHOR OF THE NEW BESTSELLING  
NOVEL, "WONDERING WITH WYRMS"  
READS EXCERPTS FROM HIS NEW BOOK AND  
FIELDS QUESTIONS FOR HIS DEDICATED FANS!**



**WITH A SPECIAL PERFORMANCE  
BY MUKA MUKA AND HIS  
BRASS MOUSE BAND**

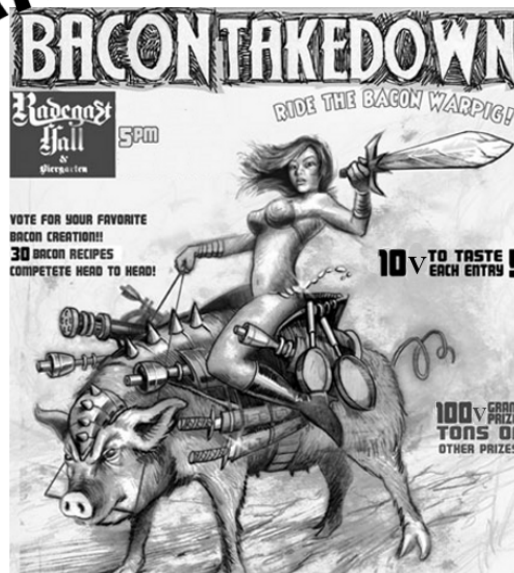


**COME SEE DANIEL  
"THE MAN HIMSELF"  
LOCKHEART**

**40%  
off**

**ALSO FEATURING:**

**THERE IS AN  
AFTERPARTY!**





## MIDWAY'S NEW MANAGEMENT

There have been several recent management changes in the town of Midway which its residents should be aware of.

### NEW THANE

The region has a new Thane named Tristan Silvervane. Lord Silvervane, the third son of a noble, is well known for his human-centric politics. He is a progressive and likes to run a tight ship. He is a no-nonsense noble and seeks to get his Thanedom in order quickly. His first most visible acts as

the region's new Thane was to allow construction of new buildings in Midway and increase merchant taxes by 5% and house taxes by 10%.

### NEW MAYOR

Midway has a new Mayor, however his name is currently unknown. He was not elected by Midway's town council, but appointed by Thane Silvervane.

### NEW HEADS OF MANDALOR

While Edrick continues his position as head of the Enforcers, Andrew Green

has been replaced as head of the local Mandalor chapter by Maven Goodbarrel. Boomer Powderbang has been appointed as head collector, though this is a new position that, to our knowledge, currently only exists in the local chapter.

### NEW CAPTAIN OF THE GUARD

No new captain has been appointed yet, but the spot is now vacant. The previous captain was removed by Thane Silvervane and is pending replacement.

## THE AUDITORS ARE COMING! THE AUDITORS ARE COMING!

In this day and age, we feel that it is important to keep a clear perspective. The more informed you are, the more power you have over your own Destiny. Most townspeople fear a Mandalor Audit, but Mandalor would like to assure the townsfolk of Midway that they have nothing to fear unless they have been up to no good. Just make certain to follow these few golden rules:

- Keep a clear head.
- Keep your books in order.
- Be prepared to answer questions about your sales.
- Be kind to your auditor.

Remember, the Mandalor Auditor isn't here to make your life miserable, he or she is here to keep the Kingdom safe, our Military paid, and the Kingdom financed to make certain you have the chance to live in a safe environment that nurtures business and prosperity. Your Auditor does not get paid more if he or she finds problems with your books, they just want to make certain that you are running an honest business for the good of the Kingdom.

**Feeling burdened by the recent tax increase?** Ask House Mandalor about Mandalor's newly proposed Merchant Incentive Program, then petition your local House or Guild leader to pass the measure through our Town Council!



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

## DEAR TABBY

Dear Tabby,

I am a simple farmer in Miller's Down and I have been looking for love for some time now. I've tried dating, but have had no luck. I've had friends set me up with women, and no luck there either. I don't think that anything is wrong with me, most of the dates have gone really well. I just I can't seem to find the right person for me.

You see Tabby, I just can't seem to find someone who can satisfy MY needs. Who can fulfill MY dreams and

MY desires. I have a friend who raises animals instead of farms vegetables. Ever since I laid with one of his Donkardillos, my love life just hasn't been the same.

Sincerely,  
Jessie

Dear Jessie,

Uhh...meowiously?

Meow,  
Tabby

## THE RULES OF THE CAVE OF THE ANCIENTS

Herein are the currently known “rules” of the Cave of the Ancients. It is by these rules which Adventurers will live or die by. We have worked hard to make the most complete list possible. We at The Inquisition will continue to research this most interesting of destinations and update you with more “rules” in the future as they are unearthed.

- The Cave moves to various locations on a monthly basis.
- The Cave opens at Midnight and closes at 6am.
- The Cave is one of the most fearsome places on all of Phantara. Most people can't even get near the entrance without running away in fear. Each level of the Cave is even more terrifying than the last and some heroes have been known to flee the Cave before continuing on to a new level.
- Only eight living beings may enter the Cave at one time.
- Minions of Chaos at the power level of a full Chaos Knight and above do not count toward the rule of eight.
- Minions of Order DO count toward the rule of eight.
- Some of the creatures most often found inside the Cave are undead, golems, and creatures which do not need to eat to survive.
- The Cave almost always contains a large number of deadly traps.
- The Cave sometimes contains riddles that must be solved in order to progress.
- While this has not ALWAYS been the case, each level of the Cave is almost

always split into 3 parts. This means that if you are using combat-duration skills, spells, items, or potions, you will need 3 uses to make it through a single level. Typically adventurers do not use combat effects to get through the halfway point as it is simply a gauntlet. There is a bridge that divides each level which contains creatures that try to knock you from the bridge. There is no bottom to the pit, but rather the pit is an extra dimensional space. We talk more about this space in more detail on page eight of this publication.

- If you wish to leave the Cave without killing the “Key Boss” for a level, you will need to fight the Spectral Guardian at the entrance to the Cave. The “Key Boss” is typically an easier fight than the Spectral Guardian, so if you are faced with a choice between the two, it is better to kill the “Key Boss”, then leave the Cave.
- Once you have killed the “Key Boss” for a level, you have a time limit in order to return to the Cave and continue into the next level. If you fail to begin the next level within the time limit the Cave will close.
- Sentient items may count toward the rule of eight. Be careful with the items you bring in with you, lest you count as more than one person.
- Teleportation out of the cave does not teleport you outside of the cave. While I would not call tele-

portation reliable, it does typically teleport the caster to the entrance of the level they are currently on. One could technically use this as a mechanism of escape, however I don't know that I would trust it as a viable option in a sticky situation.

- **UNCERTAIN:** Teleportation INTO the cave is not possible.
- **UNCERTAIN:** There are conflicting reports on the doors within the levels. It sounds like there may be an “inbetween door” in each level that is increasingly difficult to pick, while the door from one level to another is opened by killing the “key boss” for that level. In either event, there will almost always be doors which are trapped and need picking. Entering the Cave without a method of picking locks could be fatal.
- **RUMOR:** The Cave is made up of order.
- **RUMOR:** At one time Magic Dead beings may not have counted toward the rule of eight. This does not appear to still be the case.
- **RUMOR:** Necromancers and intelligent undead may not count toward the rule of eight. Interesting way to test if someone is a necromancer perhaps?

The most important rule is to keep your wits about you, make certain you have all of your bases covered, and whatever you do, DO NOT continue once you have completed a level unless you are certain you could do the previous level over again twice more.

# PAY OR RUTT

Please note that the advertisements found in The Inquisition do not necessarily express the views of those of us here at The Inquisition.

## THE RULES OF THE KAVE OF THE ANCIENTS

Herein are the currently known "rules" of the Kave of the Ancients. It is by these rules which Adventurers will have fun or wither into the doldrums of boredom. We have worked hard to make the most complete list possible. We at The Inquisition will continue to re-search this most interesting of destinations and update you with more "rules" in the future as they are unearthed.

- The Kave moves to various locations on a monthly basis.
- The Kave opens mid-morning and closes in the early AMs of the next day.
- The Kave is one of the most inviting destinations on all of Phantara. Most people can't find their way back to the exit without first entering a stumbling inebriated state or with a full belly.
- Only eight living beings can typically fit comfortably within the Kave at one time.
- Minions of Chaos at the power level of a full Chaos Knight and above do not count toward the rule of eight. They often end up dancing on a table or sitting in some unwitting soul's lap.
- Some of the creatures most often found inside the Kave are a Guthrie and a Gnome.
- The Kave contains the trappings of entertainment and fun.
- The Kave contains riddles to be solved and also sells jokes to be heard.
- While this has not always been the case, the Kave is split into 3 parts: Behind the bar, in front of the bar, and a separate pavilion for a sitting area.
- If you wish to leave the Kave without paying for your food or drink to the "Bar Boss", you will need to fight the two mercenary bouncers, an angry Guthrie, and Gnome with a Siege Wrench. If you are faced with this choice, it is better to pay the few pems or verlin you owe.
- Once you have paid the "Bar Boss", you have a time limit before you will become hungry or thirsty again. It is recommended that you re-enter the Kave to satisfy your thirst or hunger before this time limit has been reached.
- Sentient items are also welcome to pay for goods and services at the Kave.
- UNCERTAIN: There are conflicting reports that there are doors in the Kave. All reports of there being doors have come from drunkards blasted out of their gords.
- RUMOR: The Kave is most often clean and orderly.
- RUMOR: At one time Magic Dead beings were not served at the Kave.
- RUMOR: Necromancers and intelligent undead are not counted toward the rule of eight. In fact, they will typically fill the Kave with 10-20 weapon-bearing warriors and magic-tossing mages.

The most important rule is to keep your wits about you and your tab full. Make certain you have all of your food and drink covered, and whatever you do, DO continue buying goods and services from the Kave.

**Do you believe in the King's laws? Are you looking for excitement? Are you looking for full time employment? Then join the House Mandalor Enforcers!**

**Mandalor is looking for skilled people who have a desire to enforce the King's tax laws and bring tax evaders to justice.**

**Edrick Stormbane, Chief Mandalor Enforcer of Midway, will hold try outs at noon on Saturday 7/30/1011. Test your metal and wits and see if you have the stuff it takes to be an Enforcer in Mandalor!**

**To join the enforcers you must meet the following criteria:**

1. Pass the try outs.
2. Can not belong to any other House.
3. Must have a good standing in the Kingdom of Silverthorn and the town of Midway.
4. Must treat the Silverthorn nobility with respect.
5. Be willing to drop what you are doing to support the House in what they ask of you.
6. Be willing to follow the leadership of the Chief Mandalor Enforcer.





## MAKA! MAKA! MAKA! SPENDING TIME WITH MIDWAY'S MAKA OF ALL TRADES.

In the travels I have had, I have rarely come across any Half-orcs of much interest. Many of the ones I have met are wary of politics, despise the conventionality of small talk, and don't wish to assimilate into a predominately human society. But to every stereotype, there are exceptions. Maka may just be one of these indeed.

I first met Maka last moon, when she and her family/band of bludgeoners frequented the Kave of the Ancients. The first major difference was that Maka paid her bill with us, and took care of any outstanding bills her kin acquired. The proprietors of the Kave of the Ancients have been shaken upside down more than once, by such tall patrons, but never by Maka's crew. I would even venture to say that Maka understands money and respects what it can do for a being. Further proof of that is her admittance to the House of Mandalor.

All in all, a welcome and jovial crew surrounded Maka and the first weekend of business went swimmingly. We played games, danced, and learned a little about each other. It then occurred to me that Maka's extraordinary outlook on life might be pleasant to share with you, my dear readers. And thus, our dialogue ensued...

***Maka, you and Vanaak are sisters, but where do you hail from? How did you end up here in Midway?***

Okay you gotta know that we have an orc daddy and a human momma. Our orc daddy big orc fighter. He love me so much 'cause I big like him and Vanaak tiny so he not love her as much. Um, oh, anyway. So orc daddy was all lovin on human momma and they made him leave orc lands 'cause dey didn't like dat. And so momma and daddy travelled all over just livin' a simple happy life. Daddy hittin crap, momma talkin to animals and takin care of us. So Va and I when we got a little bigger, we wanted to go have adventures and maybe find a place that we could stay in, instead of always travellin' with momma. One of the first places we found was dis place, and we like it, so we stay. We like having a home.

***You mention family, are there any brothers in your family?***

Nope, just me and Vanaak. I was good enough to make parents happy. Vanaak just kind of was there too. We twins. We have a lot of like, cousins and crap though. Momma had a lot of brothers and sisters.

*[With that said, Maka seemed to be completely satisfied and smiled plainly.]*

## Audit Protection Insurance!

WORRIED about Audits?

Always LOSING your Ledger?

Don't have TIME to keep a Ledger in the first place?

Then you need the KotACC's new AUDIT INSURANCE PLAN!

For a nominal yearly maintenance fee and a small per-page Scribe's fee, we will Scribe FOUR copies of your Ledger!

We will then distribute these copies as follows:

- >> One copy to you, the customer.
- >> One copy to House Mandalor, for your taxes.
- >> One copy will remain with the Kave of the Ancients Caravan Company for safe keeping, giving you quick and easy access to your records, should you need them for an Audit.
- >> The final copy will be given to one of the world's most renowned Mercenary Bands. It will be kept in an undisclosed location, guarded, locked, and GARAUNTEED\* to be found if all copies were to somehow disappear or be stolen.

You heard that correctly, we GARAUNTEE\* that your records will be presented to you in the event of an Audit. In most cases you will be able to access these records within hours, however in the event of an Audit and a representative isn't immediately available to produce your records, your records will be produced in no less than ONE moon cycle of your request.

In the event that something happens to the Kave of the Ancients Caravan Company, your records will STILL be made available to you through our Mercenary Contractor. While you may need to find a new source to scribe the copies of your records, our Mercenary Contractor will be more than happy to continue honoring your arrangement and keeping your records safe for a nominal yearly fee.

Interested in learning more? Contact Boomer Powderbang of the Kave of the Ancients Caravan Company today! You won't regret it.

\* Please note that we guarantee that your records will be accurately scribed based on the information presented to us and we guarantee that your records will be produced within a maximum of one moon cycle of your request; We make no guarantee that your audit will end favorably if the information given to us is inaccurate or you have broken the tax laws.



*When you see the F.K.I.C. badge, you can rest assured that the product is guaranteed. No other guarantee can compare to the Fidelis KotACC Insurance Cooperative.*



**What about your personal life? We have been hearing that Rut season is upon us. In that respect, do you prefer Orc mates, or do your tastes run a little more exotic?**

*[At my questioning, Maka took a deep breath, still smiling a bit, and thoughtfully considered her response.]*

Hmm...I don't think i ever rutted with orc! I like Vigfus. And anyone I can drag into the woods. Oh, and I was thinkin' of chasing down that bird man....

*[I couldn't help but smirk just a bit, readers, for I have encountered the Avyana she speaks of, and the very image of her chasing him around is quite comical.]*

**For our readers outside of the local area, what exactly is a "Vigfus"?**

Vigfus is a barbarian that I haven't seen in town for a long time... Not since last rutting season, actually. I wonder where he is.

**Let's turn the conversation a bit, Maka, because I know you have many talents. What would you say is the most exciting foe you have ever fought? Could you tell us a little about it?**

Well they all exciting. Hitting stuff is so much fun. But I think the most important fight i've ever had is with the Werewolves when they had Vanaak and ran away with her. Then later when we realized that necro-pancer took one of da twins, we tracked him down and got the baby back. I remember getting the baby while they circled around Locky, there wasn't anything I could do, they had him trapped so I just helped get the baby and protected the lady that had the him. I'm glad Locky okay though.

**That is indubitably exciting. How about your least favorite thing to hit?**

I guess myself! I've done that before, got myself in the face with my sword last moon.

*[We both chuckled at that and she shrugged slightly.]*

**What if you couldn't fight? If you were to settle down and join the farm steaders, what might you cultivate or raise and why?**

*[She shrugged and looked at me like I am a bit touched in the head.]*

What is a farm steader? What the heck is cultivate?

**Moving on, let's ask one for the fashionistas. If green is the new purple, and purple is the new black, do you see yourself wearing orange this fall?**

Green is the color of awesome. As you can see, if I can get it green, i get it green.

*[Maka pointed out her green water flasks, her green rope, her green shirt, and other as-sorted green items she had on.]*

I'll wear orange if you make it green. Or I mean, if it's free. I generally just find my clothes on the road or in the woods.

*{Take that fashion-forward debutantes!}*

**In your opinion, which being has been the most welcoming to you and your family since your arrival in Midway?**

Locky really stands out. He always there for me to teach me stuff or let me out of jail when I shoot generals. Jack yells at me a lot but it's to help me stay out of trouble. I gotta mention Greeny and Vay-vay too. They both very helpful to me. I make lots of friends here.

**What really gets you more excited, playing a rousing game of orc ball, or brewing potions?**

Can't I brew potions while kicking an orc ball? Sometimes, I even make potions to help me play orc ball. Do you have an orc ball? Can I play with it? They told us to stop bringing them into town.

**Speaking of games, I had the explicit pleasure of playing your rather unique card game. It was quite fun. Have you ever thought of producing this for the masses and creating the next social event of the town?**


Uh, no? I never thought of that. If anyone wants to play it though they can come ask me! It's called "Maka the orc has invented the best card game in the world and if you don't play it you're stupid" but we call it "Orc" for short.

**Let's talk about past actions. Have you ever bludgeoned something or someone you later regretted bludgeoning?**

I bludgeoned my cup once when it was empty and made me mad, but then i had no cup so i had nowhere to put my drink and the bartender wouldn't let me drink from the spout so i had to make a fuss and got kicked out of the bar. So i guess the answer is no.

Ohh! Ohh!! I wanted to say too. Everyone should support me as leader of the town guard. Tell Locky I'd do a good job. Okay thanks.

**Thank you Maka, for letting us share your distinctive view on our world. It has truly been a pleasure.**



"I don't think i  
ever rutted with  
orc! ... I was  
thinkin' of  
chasing down  
that bird man."

## ATRUM SINOCARD STILL AT LARGE

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.

When we last ran this story, Atrum Sinocard had last been seen in Suspin, but is suspected of fleeing to a remote land such as the Corsair Isles or Alleria.

However, since we last ran this story more information has

come to light. Two eyewitnesses have come forward in Port's End stating that they saw Atrum trying to purchase a boat to the Corsair Isles. The first eyewitness, Arthos Flimflam, was found dead in his home two days after his report. Authorities found his body when they went to his home for further questioning.

The second eyewitness is Dak

Dakker, captain of a merchant vessel, The Fizzlespigot. Dak states that Atrum attempted to charter his vessel. Dak has been alerted of the stabbing of Arthos. His men are now on alert and he plans to set sail within the week. When questioned by our reporters, Dak stated that he doesn't plan to return to Port's End until the situation blows over.

## HAVE YOU SEEN ME?



**Elthinwho Calaway** went missing last year and is being sought by his wife and children. This **7'5" elf** cannot be missed and often enjoys a meal of **candy-coated chocolates and noodles**. If you have any information leading to the whereabouts of Elthinwho, please contact the Calaway family in Port's End.

## YOUR AD HERE

WANT TO SEE YOUR AD HERE? A FULL PAGE, HALF PAGE, OR QUARTER PAGE COULD BE YOURS! PLEASE CONTACT BOOMER OR MAVEN OF THE "TWO GUTHRIE AND A GNOME TAVERN" FOR MORE INFO.

## EXTRA DIMENSIONAL THEORY: SPACES WITHIN SPACES AND THE SPACE WITHIN THE CAVE OF THE ANCIENTS

Have you been into the mouth of the dreaded Cave of the Ancients? Have you ever been scaling the bridge in-between levels, wondering "What do you suppose is at the bottom of this pit?" Well we were wondering the same thing!

When scrying upon the pit to find out how deep it was, we received no answer. The vision wasn't blocked, we didn't see an infinitely bottomless pit, we just...didn't see anything at all. Finding that strange in and of itself, we delved further. What if we asked the stars if the pit spanned multiple levels of the cave? Again...no answer. Does

the pit lead to somewhere outside of the Cave of the Ancients? This time we received an answer, but the answer was a clear "No".

Odd. After further scrying and research, we found that the halfway point between one side of a level and the other is actually an Extra Dimensional Space. IN FACT, we found that the Cave of the Ancients ITSELF may be a form of Extra Dimensional Space. So it isn't that the halfway point is in a place "outside" of the Cave, but rather it is an Extra Dimensional Space within a probable Extra Dimensional Space. The pit itself isn't really a pit, but leads

into another Extra Dimensional Space.

It seems that the Cave's Dimensions work differently than most of Phantara and we feel that there is still much more research to be done. We were not able to interview him, but we were able to determine that Klogg of the Mal'Ka'Tai HAS indeed been inside the pit's Extra Dimensional Space.

This is for certain: There are things down there that will try to kill you. It is dangerous and entering that Extra Dimensional Space is not recommended. There is likely treasure "down" there, but our answers to that question were murky at best.