

The Crossroads

Volume 1, Issue 1

The Newsletter of Mythic Realms Live Action Roleplaying Game

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The Winds Bring Change

Spring has returned to cast a new light upon a much changed land. So much has happened in a few short months since the return of the heroes from the dreamland to their land of birth.

In the time passing from the freezing of the world to the establishment of Captains under General Kovea, to the new coronation of this self same general, he who is the true heir of King Alaric Falconcrest, and grandson to the Dread Necromancer Dulcimere Mendax. Merchants continue to be controlled by the families of the Merchant Lords of Calien. The lay of the land has changed beneath their feet, and only the stars themselves seem familiar now.

Under the benevolent guardianship of Captain –now Baroness – Mrrla, the humble Inn of the Crossroads, owned and run by Innkeeper Tal has become home to our wayward travelers.

Stranger still is the rumor of a glowing portal to another mysterious and powerful land... tales of those who have passed through the portal, but never returned to say what lies beyond. Local legend has named it Athazagoria.

And how have the heroes of old found this new land?

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Affairs of the Kingdom:

From the Desk of Lord Kevin LaRiviere, Special Assistant to King Falconcrest, dated April 24th, 204 PB.

Be it known that his majesty, King Sevyn Falconcrest has arranged for a gathering of the citizens of the Realm. This gathering will be a yearly occurrence for any that wish to attend. It will be a chance for all of his subjects to mingle with their nobles, meet the King, and learn of the future plans and goals of the Kingdom.

This will also be an opportunity for any who wish to become a knight, noble or Guildmaster to learn what opportunities exist within the Kingdom.

Finally it will be a great chance for those who wish to learn why they should join our Kingdom, swear fealty, and become a citizen of our fine Country.

King Falconcrest has expressed interest in hiring groups of citizens to assist with many necessities to improve the growth and safety of our Kingdom. He is looking for the following:

1. Smithing groups to band together and produce goods for the welfare of our citizens.
2. Warriors groups to band together and pledge their swords and magic to the safety of the Kingdom.
3. Adventuring groups to go in search of certain artifacts and items needed for the advancement of the Heartlands.
4. Healer's groups to band together and pledge their arts to the betterment and healing of the citizens of the Realms.

Any interested in assisting in any of these matters, please respond by pigeon to me at Kevin@mythicrealms.com

Kevin LaRiviere,
Special Assistant
Heartlands

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Full of excitement, danger, and a host of new faces flocking to the militia-army that has gathered in this new boomtown.

Recently the heroes of Crossroads have been traveling through both the realms of Elements and Chaos itself.

Captain Baroness Mrrla seeks justice for a family of farmers, rumored to have been slaughtered for blocking passage to adventurers in a cave that only hours later had exploded in a storm of smoke and flame.

Strange rumor surrounds a bizarre evening where the contents of the main room of the tavern seemed to have been picked up by a storm of wind, and not seen or heard from again till the next afternoon. Stranger tales still are told of the adventures that were had by those still in the tavern when it was pulled into the sky.



Getting Rides:

How to get to and From Mythic

Rides - A post on courtesy when getting yourself a ride.

Rule 1: Pre-arrange your rides.

Before you go to Mythic, call a buddy and ask if they are going, and if it would be convenient to get a ride with them TO and FROM the game. DO THIS BEFORE THE EVENT!

Rule 2: Thank them before you go.

Call early in the week to ask, and thank them if they say yes. Hearing someone say "Hey, thanks! I appreciate that." makes the job worlds easier.

Rule 3: Always remind your ride.

Why do you remind your ride? Because if your smart, you have called early in the week to arrange your ride (Rule 1), and said thank you (Rule 2), so your ride is planning on picking you up, taking you to Mythic, then taking you back home. Right? But what if they forget? Sometimes people forget who they are supposed to pick up, take to Mythic, and then take home.

Life happens to us all, and there is a chance that something has happened to your ride, and they are not able to go. If you call to remind them, then they won't forget, AND they'll remember to tell you if something has come up, so you will be able to arrange another ride in advance.

Remember, you, not they, are ultimately responsible for getting to Mythic and back.

Rule 4: Call your ride before they arrive.

Since you have already called your ride a day or so in advance of the event (Rule 3), there shouldn't be any problem. But one more call to remind your ride where you

are, when you expect to see them, and that YOU REALLY APPRECIATE WHAT THEY ARE DOING, because otherwise you couldn't go to Mythic.

Rule 5: On the way to the event, ask your ride when THEY would like to go.

Beggars can't be choosers. You getting a ride? Then you are a beggar. Your job as a beggar is to be as little trouble to the person who is giving you a ride as possible. That means when they go, you go. Where they go, you go. When they leave, you leave. And you're thankful to them the whole time.

Rule 6: When it's time to go, go.

If you followed Rule 5, then you know when they want to leave. When that time comes around, be ready to go. Don't ask for five more minuets, don't continue the conversation with the attractive person your with, tell them you need to go because your ride is leaving. Then go.

Rule 7: On your way home, thank your ride.

You had a good time at the event, and you owe it all to the person who helped to get you there. Thank them. Lots. Politely.

Rule 8: Offer your ride gas money.

Offer to help pay for gas for your ride. Even if it's not out of their way, even if its not that far, even if you only have a dollar to offer, OFFER IT. It's cheaper than a cab, more convenient than a bus, and even if they were going to go there anyway, OFFER GAS MONEY EVERY TIME YOU GET A RIDE.

Not every ride will want gas money. Some (most) will politely decline. Those who accept are not getting much from you. Cars cost a LOT of money. Your 2, 3, even 5 dollars are not even making a dent in the cost that your driver is dealing with by going out of their way to give you a ride. By offering someone gas money, you are not just telling, but SHOWING the person giving you a ride that you appreciate what they are doing for you. Offer it. Every time.

Rule 9: Half rides... "Can I get a ride home?"

A lot of you have discovered that you can get a ride TO Mythic from a parent, but not back home.

ALL THE SAME RULES APPLY! You are responsible for getting yourself home.

Rule 1) Call your buddy.

Rule 2) thank your buddy.

Rule 3) remind your buddy.

Rule 4) remind them the day of the game.

Rule 5) ask them when they would like to go, at the game.

Rule 6) Go on time.

Rule 7) thank them.

Rule 8.) Offer gas money.

Reprinted from:

<http://p205.ezboard.com/fmythicrealmsutahfrm15.showMessage?topicID=250.topic>

Please see original post for complete details.

CALENDAR OF EVENTS

MYTHIC REALMS OPEN HOUSE

CASTLE OF CHAOS

JUNE 3RD 6:00 PM – 10:00 PM

Come and see what Mythic Realms is all about!

ATHAZAGORIA FULL WEEKEND

MANTUA CAMPGROUND

JUNE 4TH 6:00 PM - JUNE 6TH 2:00 PM

LAIRROTH MODULE

CASTLE OF CHAOS

JUNE 10TH 6:00 PM – 10:00PM

VALNOR MODULE

CASTLE OF CHAOS

JUNE 17TH 6:00 PM – 10:00 PM

Role play, riddles, games, puzzles, traps, locks, low combat, Valnor history and Valnor geography questions.

VALNOR OVERNIGHTER

CASTLE OF CHAOS

JUNE 18TH 6:00 PM – JUNE 19 4:00 PM

Role play, medium combat, riddles, puzzles, traps, locks and planar travel.

ATHAZAGORIA MODULE

CASTLE OF CHAOS

JUNE 24TH 6:00 PM -10:00 PM

LAIRROTH FULL WEEKEND

WHEELER FARM (SATURDAY AT PARK/CASTLE)

JUNE 25TH 6:00 PM – JUNE 27TH 2:00 PM

MYTHIC REALMS OPEN HOUSE

CASTLE OF CHAOS

JULY 1ST 6:00 PM – 10:00 PM

You've read the Newsletter, now see the Open House!

For the latest news and events, go to

<http://www.mythicrealms.com>

and click on "boards".

Ask Nurse Kronk

Dear Nurse Kronk,

How do you, safely, tell a Troll that you won't date him and you just want to be friends? I tried just cutting him down, but he keeps coming back. He's started leaving dead Orcs on my doorstep as presents and the neighbors are fleeing in terror. Please help!

--Harried in Hartfield

Dear Harried,

Da only way I can tink of to safely tell a troll you don't wanna date him is while standing at the top of a high cliff (with him at the bottom) with plenty of torches. If dat don't work, I suggest a candlelight dinner.

Date flambe' anyone?

-Nurse Kronk

Dear Nurse Kronk,

Do Ferrels have mummies and daddies? My teddy bear says no, but sometimes he can't be trusted.

-Curious in Karrivale

Dear Curious,

Yep! Dey sure do. They all grow pretty quick so it's hard to tell dem all apart (especially after a fight).

More importantly, tell your teddy bear to stop lyin. Lyin is bad, like necromancy. If he keeps lying, you'll have to burn him. It's the only way he'll learn.

-Nurse Kronk

Dear Nurse Kronk,

My uncle's roommate's housekeeper's bartender says that there are no Thorgg women, and that Thorgg just spring from ground that is moistened by the heartblood of an elf. Is this true?

-Bloodied in Bourndale

Dear Bloodied,

Hahahahahah! He's thinking of dwarves. Tell your uncle's roommate's housekeeper's bartender that there are plenty of thorgg womens. Like my sister Put. She's really pretty.

-Nurse Kronk

Poetry

Spring in the Air

by Emilio Lorithson

Again My Love goes fleeting through the darkened woods

A flower in full bloom, full plate in a lightning storm.

Her light laughter pulls me close, lures me on

Her light footstep eludes my pursuit.

Wisps of her fragrance draw me deeper into the forest of her spirit

Easily I follow where others dare not tread.

Light are my feet, and light is my soul when she spies me and smiles

Her fletched kiss reaches out to me and my heart is touched.

I had better draw that blue marble this time