



LOST & FOUND

Lost in California ~ Conference Summary

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Hello Lost Folks! We are recently back from the conference in CA, and here is a brief outline of how it went, campaign happenings and plans for the future of our guild.

The trip was a load of fun. We all arrived on the same day, a total of 8 people, 7 of us Lost Players, and Cleric's wife came out to enjoy the shopping and the beach. After landing in LA, we drove out to the beach condo's out on the shore opposite the Channel Islands. It was a beautiful locale, and the condos were perfect for game time.

Preparations were made to last the week, and gam-



The cart! Cleric's fine craftsmanship gives vision to the first mission.

ing commenced. The first game lasted 4 days and included Leader as Game Master and Cleric, Coz, Hippie (formerly known as Dice), Goblintoos, Lady and Legacy. It included the tragic death of one companion, and the resurrections of two others.

The plan was to solidify their lands south of the

Lucrecian Wall, but as always, events forced them to abandon their plans.

Lady' and Legacy's departure midweek began the second part of the campaign. After returning to Fort Eclipse from a perilous journey into the old mines of Darble, the Warriors began clearing their lands of unwanted neighbors, only to find themselves in the midst of an ongoing struggle between two unfriendly tribes.

Details of the campaigns will be available to read on the site, in Rurik's Journal.

Upcoming website plans:

1- Updates from Lost in California conference will be added soon, including pictures and stories.

2- Forum dueling to be added at the beginning of September

3- Graphics for stickers will be posted, and used as link buttons for previous conferences.

4- Updates on some of the worlds are planned.

Lost Forum Duelists, Let's Get It On!!!

We are updating our dueling boards to make an online dueling game. Here is an outline of the system and rules, which will be started at the beginning of September.

All Duelists will make 3

first level characters as per the website char building rules.

These characters will be dueled in death or subdual matches that will earn points.

These points will be used

to purchase items, spells, resurrections and other things to make your dueler the most powerful character on the boards.

Check the forums for updates and full rules. Starts in September!

What's Happening in the Lost Worlds....

The Lost Conferences are the big get together, but they are only a week or two of the year. While many of us are a part of the happenings of the Warriors of the Eclipse, there are other campaigns being run and played in by our guildies, and some members have yet to join a conference.

So, what's going on in all these campaigns? Who is playing in them, who is running them, and do they have enough Jack Daniels and Mountain Dew? These are the important questions we have included in our monthly

newsletter.

Currently there are two campaigns being played in Denver, both in the house of Lady and Legacy. Legacy runs his campaign on the world of Aris, and Lady in



The rocky road to Mount Darble (in the distance) Rendition by Lost Legacy. Beware of giants!

Suritrea.

The Lost also have a chapter in Vancouver, WA. A younger crowd, DM'd by Leader, they play on the world of Terran.

A Lost member, Coz, plays semi-regular games in California with some fellow fish friends (well, some are fishy and some are whaley). While they are not an officially sanctioned Lost Guild Game, we will be getting reports on their games in later additions.

So... let's see what's up in the Lost Worlds...

The Story on Suritrea

Currently the companions are on a mission to prevent evil outsiders from collecting all nine of the ancient Ruby Chalice. Made by the hellish Dark Eight, the Chalice were to be

awarded to those cultists who could prove their allegiance most significant in the eyes of Asmodeus himself. But during the Era of Dawn, the cultists were subdued and scat-

tered; now, their lords have awoken and are calling for their minions to find and award the Chalice once again...

The Player's and Character's of Suritrea

David Champlin - **Dactyl Quinn**, a halfling Master Thrower. *Clever and amiable, Dactyl can throw two daggers at once while jumping out of the way of just about anything. His family members are gem merchants from the tropical Agnathan Isles.*

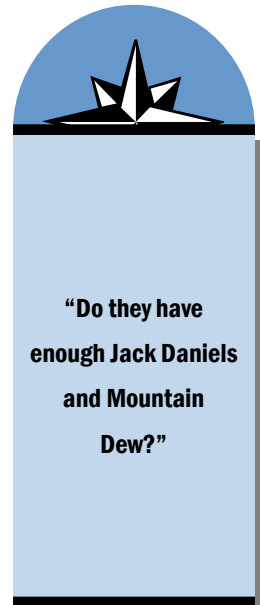
Niki Givens - **Cassiopeia**, a human Elemental Savant (Air). *Born to a poor family in Valtain Bay, Cassiopeia is distrustful of the wealthy and*

begins with hardly any knowledge of her powers. Eventually, her evocation spells become a force to be reckoned with.

Robin Ambrozic - **Beau Timbottle** (just "**Monk**" usually), a halfling monk. *From the monastery in the desert outside Agnatha, the ever-mysterious Monk is relentless against foes yet strangely laconic with his companions. But he hasn't been quite the same since his*

death and resurrection...

Jeremy Cassidy-Cernanec - **Kevros**, a halfling druid. *Known for his distaste with underground and undeath, the druid draws on his keen link with animals to do much of his fighting for him. He keeps to himself and often wanders off, but is never stingy with his healing abilities.*



The Aris World News War! Hell's Gate Sacked by Mystery Legion

1594 YSE – On the Thirteenth day of Fourthmonth (April), the city of Hell's Gate was suddenly and brutally attacked by a massive army composed mostly of orcs, trolls and giants. Estimates of the army's size vary from several thousand to ten thousand strong. They all wore the same symbol on their armor: a red clawed hand, palm up, with a red flame hovering above it.

"They were well-equipped and well-armed," said Regwald Grummer, Captain of the Hell's Gate Militia, "We didn't go down without a fight though."

"It was like the Hells themselves opened up to swallow us," said Lilian Regularn, a long time Hell's Gate resident.

On the morning of the Thirteenth, ballista bolts speared the guard towers and boulders fell from the sky like rain. The city's merchant quarter burned to the ground. Blood and ash filled the streets while screams filled the air. Fortunately, most of the city's population escaped through the Eastern Gate and sewer tunnels, while others stayed to defend their homes.

The siege lasted only three days before the city had to be abandoned. Casualty reports indicate over ten thousand soldiers and civilians have been killed and many more thousand wounded. The Church of Pelor has set up a makeshift hospital in the middle of the Scorched Earth desert to tend the injured.

"Many more would have died if not for the advanced warning we received from those two foreign women," reports Berem Whitepeak, a guard in the council chambers. "They're heroes, and we don't even

know their names."

The identity of the two women remains unknown.

Today, at the Black Lion Inn in Silversands, the survivors are telling many tales of tragedy and heroism. Many of these tales speak of the famous "Guardians of the Gate". The Guardians were a group of individuals charged by the goodly churches to defend Hell's Gate from fiends that came through the planer rift at the center of town.

"We had always thought that damned portal would be the end of us. We never knew trouble was abrewin' right outside our walls," said Red Ironfist, one of the local Dwarven smiths. "Ye shoulda seen them guardians fight for us though. They sliced through that horde like Clangadin's Axes."

Unfortunately, all of the Guardians were reportedly killed or captured. In addition to the tales of heroics, dark rumors speak of something more sinister than orcs or trolls. Lilian told the Aris World News she saw a "large red man-creature with wings like a bat" that hurled fire and lightning from the sky.

"Nonsense," said Regwald when we told him of the rumors. "We've got enough problems to deal with without the wild stories."

Problems indeed. Many of Hell's Gate refugees have fled to Silversands, while some have traveled as far as Haven and Beholder Island. The city's militia is all but annihilated and the Church of Rushmoore is reportedly questioning the council members.

The news caught up with High Priest Hennes for a statement about the inquiry. "We wish to ascertain whether the council members had

any knowledge of this army previous to the attack," he said. "The fact that such a large army could move through the region undetected is unbelievable. They may have had help from someone of high rank inside the city."

When asked about a counterattack to re-take the city, High Priest Hennes replied, "It would take months to assemble the necessary soldiers. To make matters worse, divinations concerning anything about the condition of the city or its occupants are failing for some reason. For now, we have no choice but to concentrate on relief efforts."

"It's true," said Highmage Vincent of the Tower of High Sorcery at Sturmberg about the divination problems. "We can't seem to get any useful information from traditional scrying or spells. Other methods or being researched, but it could be some time. However, I have heard Mistress Valdess is trying to get answers using other methods."

Mistress Valdess, High Priest of the Church of Wee Jas was unreachable for comment about these "other methods," but in a statement read by Governor Fvoltig she declared: "The attack on the sovereignty of Hell's Gate will not go unanswered. Until that time, let us ask the Scarlet Lady for fair judgment of those that have passed on."

After reading the statement, Governor Fvoltig added, "When the day comes for retribution, I look forward to personally planting an arrow in every eye socket on every ugly face of every one of those bastards."

The Vancouver Lost

Up here in the northwest, a story continues on the world of Terran. Six adventurers from the western isles originally sent south to assist the Warriors of the Eclipse in clearing the lands south of the Border Wall of Lucrecia.

Gudlim Ripplescotch, a gnomish warrior. Played by Goblintoes, he is a feindish little dervish in a fight.

Fitch Martobee, a halfling ranger, training to join the elite halfling military of Merryvale. Played by Hippie, a fun minded and jovial nature lover.

Zander, a dark minded monk from the temple of contemplation, just outside the city of highcastle. Played by Ryan Sand, he is an angry soul looking for peace... but finding only shadow.

Aust, a cleric of Corellan. Played by Jered, Aust is an elf priest from elvaris with regal bearing and a kind heart.

Ivaliss, and elven druid with a talent

for shapeshifting. Played by Nikk, Ivaliss is a loner, more at home with the creatures of the wild than with his companions.

Marduk Lezuess, an elven bard played by Jon, Marduk is a flashy and outrageous to the point of annoyance, troubador leaving elvaris for daring and adventure.

After meeting the Warriors, they agreed to scout south to Skullport, and relay any information to the base. Unfortunately, the would-be heroes and adventurers were never heard from again...

...but that was not the end of their story, it was just the beginning.

They traveled south through some of the most treacherous areas of the island, and were captured by pirates and sold into slavery. Shipped across the ocean to fight in the pits of Keltesar, they were found by local black wizards to be more than they at first appeared. The blacks entrapped their souls into soulgems, and forced the group

to work for them. After several near death experiences, the group managed to retrieve their soul gems, and defeat the black wizards. In the process they also retrieved the soulgems of many of the Keltesarian royalty, which they returned and became local heroes, to whom the emperor himself was indebted.

They were awarded lands in Keltesar, where they built their own keep and named it the Four Towers. To the locals they became known as The Knights of the Four Towers, and since then they have continued working for the crown, while building up their own lands.

Their adventures have continued, and the Knights have suffered horrendous casualties and met new companions. Their chronicles have been kept, and shall be shared for all to see and read of their heroics in months to come.

Get your people registered as guild members!

C'mon and get your recruiting hats on, it's time to get the Lost Guild back into action.

We would like to have an up to date list of active dungeon masters, players and members who don't get a chance to play, but like to be kept up to speed.

If you swing by the website you will see our members list is not entirely up to date, so let's get the people not on the list registered.

Here is some of the information we need:

First, we need everyone to get on the forums, they don't need to be chatty, but if they can log in and get their 'Lost' forum handle, we can use that to add them to the list.

Second, we need just a little information, including which game they play in, their email address for newsletters and maybe a bit about themselves.

Third, perhaps some info on their characters, what are their favorites, or their only one?

Once we have all that good stuff, we can make a member profile. I would also be able to add them to the newsletter mailing list.

So, let's get 'em in and part of the gang!

~ The Lost Guild ~