



Bard's Gate

Players' Guide

Skeeter Green



FROG GOD
GAMES

Bard's Gate

Player's Guide

Author: Skeeter Green
Developers: Skeeter Green and Charles A. Wright
Producer: Bill Webb
Editor: Skeeter Green

Layout Design: Charles A. Wright
Art Direction and Design: Skeeter Green and Charles A. Wright
Front Cover Art: Artem Shukaev
Interior Art: Artem Shukaev, Colin Chan, and Chris McFann

FROG GOD GAMES IS

CEO
Bill Webb

Creative Director: Swords & Wizardry
Matthew J. Finch

Creative Director: Pathfinder Roleplaying Game
Greg A. Vaughan

Art Director
Charles A. Wright

Zach of All Trades
Zach Glazar

Random Lyreguard Captain No. 3
Skeeter Green



**FROG GOD
GAMES**

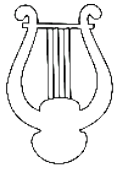
©2016 Bill Webb, Frog God Games & Necromancer Games. All rights reserved.

Reproduction without the written permission of the publisher is expressly forbidden. Frog God Games and the Frog God Games logo is a trademark of Frog God Games. Necromancer Games and the Necromancer Games logo is a trademark of Necromancer Games. All rights reserved. All characters, names, places, items, art and text herein are copyrighted by Frog God Games, Inc. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

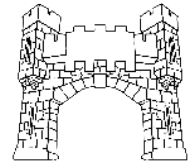
Frog God Games, Inc., 2016, all rights reserved.

Product Identity: The following items are hereby identified as Necromancer Games Inc.'s Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: product and product line names, logos and identifying marks including trade dress; artifacts; creatures; characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity. Previously released Open Game Content is excluded from the above list.

The Lyre Valley



Beholder



Bard's Gate

Manesdag, Mithrand 5, 3517 IR

1 penny

ABDUCTION AT TURLIN'S WELL!

Two evenings ago, a young woman was reported missing in the Turlin's Well area, in the district's south end, near the East Canal. The girl, Uelle Grouse, was went missing by her parents Hanley and Oella Grouse,

when the girl did not return from her morning errands. Uelle is a tall, fetching girl of fourteen years.

Information regarding her return may be reported to the Constable's Station in the north

end of the Outer Quarter, across the street from Founder's Park. A vigil is scheduled in the park for later this evening. Anyone wishing to attend is asked to respect the Grouse's privacy and feelings at this time.

MENZIE WINS FIFTH



"Bloody" Menzie

Bloody Menzie, the pummeler-from-down-under, won her fifth fight in a row at the Fortune's Fool Casino last night in an utter massacre. Slated for a 10 round bout, Menzie stopped the night early when she recorded a powerful knockout in the fourth round. Asked later about the fight, Menzie answered as only Menzie can. "I knock puny man down. I champion." With that winning streak active, that put Menzie two fights away from the all-time record, held by Lurg Six-Fingers, the renowned half-orc legend.

Juliello Broad-Toe was in attendance, as well as Duloth Armitige and his retinue. Many fans noticed the absence of Thayco Manslayer, the fight manager having been escorted out of the Fortune's Fool by house security for "excessive inebriation".

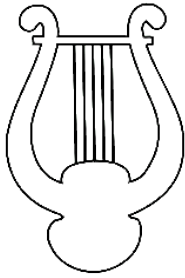
Menzie's next opponent is rumored to be an unknown dwarven champion from the southern Stonehearts. The champion's name and record are unknown, although Mr. Brod-Toe has assured this reporter that "the battle will be a blockbuster, or my name ain't broad-Toe!" the fight is rumored to be in 3 months' time.

HEALING THE HUUN NIGHTMARE

Just over three years ago, the repulsive Huun army lay in siege to the north of Bard's Gate. For over a year, war was our constant companion. Not a day went by that Huun invaders did not throw stone, steel, or magic at the walls and defenders of the city. Hundreds perished on both sides, thousands have been scared by the conflict, and to this day, a blight exists on the land north of the city as a constant reminder of the Huun presence.

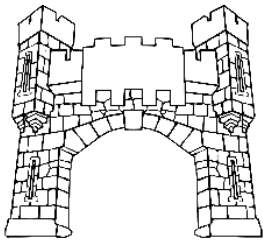
And yet, the healing has begun. Art is alive and well in the city, with new music heard in the streets, new sculptures gracing the city parks, and new plays and performances every week. College attendance is steady, and the professors seem upbeat and positive about campus attitude. No skirmishes have been reported around the city for more than a month, and Tent City is recovering with the help of the city and private donations.

The Bridge district is having a "Refugee Respect Day" next Manesdag, Mithrand 13, to honor those displaced by the Huun conflict. Everyone is encouraged to come by the street fair to take part in craft booths, local cuisine, free plays, and other entertainment. Donations to the refugees, in the form of clothing, food, or supplies, can be dropped off with any cleric of Zors, or the temple of Freya. Monetary donations should be personally delivered to High Priestess Zoey, at the Shrine of Freya in the Bridge district.



Publisher - Gustof Von Blaw
 Editor in Chief - Skeeter Green
 Senior Editor - Jeff Harkness
 Local Reporters - HS Thompson,
 D Landry, S Dolges
 Activities Reporter - J Ling
 Staff Illustrators -
 Artem Shukaev, Colin Chan
 Layout and Typesetting -
 Charles A. "Lefty" Wright

A Second Look



Corrections & Retractions

- Retraction: An article in the Hummidos 28 issue regarding disappearances in Tent City can not be corroborated. The source of the story, a drover that wished to remain anonymous, has been determined to be unreliable, and should not have been quoted in the story. The Lyre Valley Beholder apologizes for any inconvenience to Ft. Rendezvous from the reporting of the story. Our humble apologies are offered for misrepresenting both Col. Portland and Col. York.

-Correction: The source quoted in the Hummidos 5 issue was incorrectly listed as Duloth Armitage. The correct source was Duloth's second, Gorar.

EYES ON THE CITY



MITHROND 16-19
Torluk Von Trund
 Two-time Turlin's Award-winning drummer and multi-percussionist Von Trund plays two shows over four nights with a full band of "Ale" Bailey on bagpipes, Valeb McAmbell on longhorn, Ablex Hannon on curvehorn, and Marquis McHill on percussion.
The Masque and Lute

MITHROND 23-26
Hartine Russe
 Lauded last year by the Lyre Valley Beholder as "the best singer going today," Hartine Russe takes the stage at Hadran's Dome for four straight days, with six shows worth of genre-blending elegance.
Hadran's Dome

MITHROND 23
Medalla Korva and The Soul Trippers
 Curvehorn legend, Best New Artist of 3468 and top '70s freak-a-leek Medalla Korva showcases his lifelong embodiment of The Blight's musical heritage with his band The Soul Trippers, headlining at The High Note. Opening the show is local harpist Maet Obus, with Johan Johan on accompanying bow.

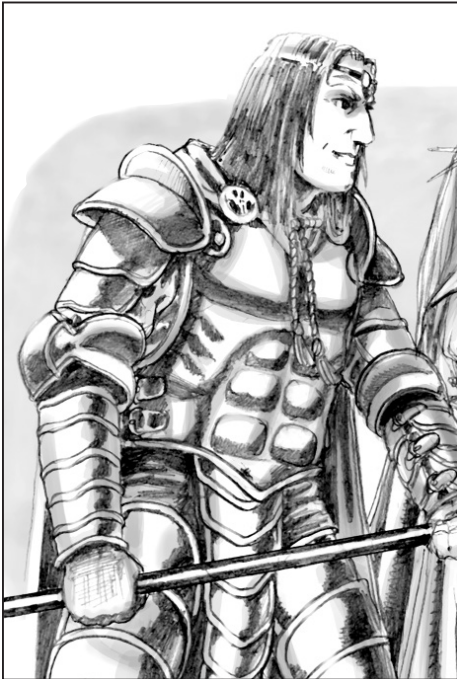
The High Note

BLOTMOND 1-8
Channel Music Festival

This is the season of Bard's Gate's premier music event, the Channel Music Festival, which includes more than 50 distinct

concerts and events in venues along Bowie Way on the north end of North Island. One of the big names at this year's festival is veteran harpist Frek Colelleil, who will present with his trio a performance tied to the legacy of his late brother, Natial Colelleil. There will also be a tribute to Dante Holt, helmed by the Turlin's Award-winning lyreist Rudrek Mahantha. Local ubiquitous talent D'LeVonne will curate a series of performances with his groups Limited Life, the Roos School Band, and special festival collaborators, as this year's Resident Artist.

PAGE 3 PERSONALITIES



Imril, Commander of the Lyreguard

Imril, Commander of the Lyreguard

Imril is best known for his fearless leadership and unshakable nature during the Huun Seige. A brave and courageous knight, Imril is the primary champion and defender of the High Burgess. Commander of the Lyreguard, he and his brother knights have sworn protection to the Lyre Valley, and carry the writ of the Free City of Bard's Gate as their badge of authority. Imril often investigates disturbances within and without the city walls personally, and spends equal time searching the bluffs to the north for signs of incursions from abroad as he does patrolling the streets with the Lyreguard. We were able to get some time with the Commander, and asked him The Four Questions:

Favorite meal in Bard's Gate?

Pepper Steak. Last month, I went to candles (editor's note: The Inn of the Six Candles) 3 TIMES. It's an amazing release. They give you

fantastic service and are very quiet and discrete to . . . how can I put it? People who need to get away.

Do you have a favorite local bar?

When I went out in my younger days, I loved the Aleman's Guild. Was run by an old retired wall watcher-darned if I forgot his name! A little less raucous back then, and all the regulars were good to each other. Was like a big family.

Which local performer should everyone know about?

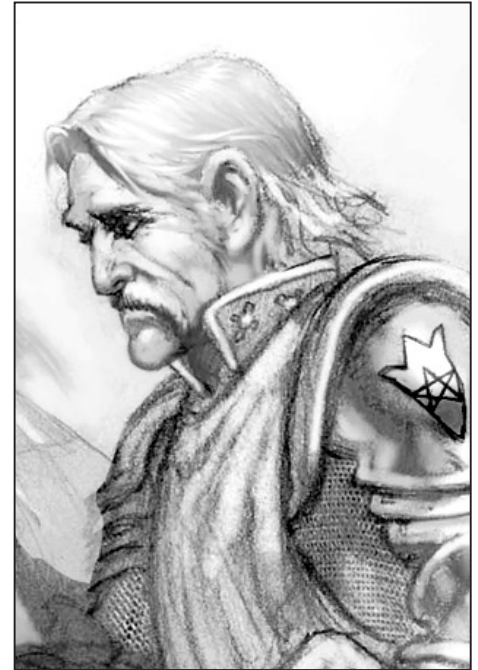
Dal DeFleur is a jewel in the night sky. She is everything. That kid is going places.

Any advice for travelers new to Bard's Gate?

Make good choices. Bard's Gate is a beautiful place, very fortunate to have a rich history and a fundamentally good citizenry. But we're close to the mountains, and there is no sweetening the news; there are things out there that want to do us harm. I, and my brothers, are ever-vigilant, but folks new to the area need to be aware of their surroundings, outside the walls and in. Hail the 'guard, Thank you.

Lord Commander Behrend Roy

The Commander of the Free Defenders, Lord Behrend commands men with the character that only age and experience can endow. Behrend's nobility is a hereditary title dating back to his great grandfathers service as a knight in the forces of Duke Borell I of Waymarch. Behrend keeps a small family holding to the south of Fareme. We were able to get some time with the Lord Commander, and asked him The Four Questions:



Lord Commander Behrend Roy

Favorite meal in Bard's Gate?

Mutton Stew. As an old campaigner, I keep to the basics. I have found a liking for the braised lamb at Paasha's though, and that's a close second.

Do you have a favorite local bar?

The Pride, on the corner of Redmond and Market. Good, regimented place.

So, is it Behrend or Barend? I've seen it both ways

Well, the proper spelling is B-e-h, pronounced like "bay". Some folks misspell it for the way it sounds.

Any advice for travelers new to Bard's Gate?

Respect the Law.

ANNOUNCEMENTS

WANTED: Masons, stackers, hod carriers for jobs in the North Wall district. Need references. Pay depends on experience. Inquiries should be directed to Master Barrow at the Stoneworkers Guildhall on the corner of Petersen Rd. and Guild St.

SEEKING: Longshoremen. All shifts, all days. Experience preferred, but will train right person. 1 drum per day, 3 drums for experienced dock hands. Inquire at the Tradeway Landing offices off South Badalato St. Malik Truock is the contact.

INTERNSHIP: The Pipe Cleaners, Canal, and Refuse Management Co. is seeking maintenance and cleaning technicians to begin apprenticeships. Joining the Pipe Cleaners is a highly rewarding career path for an individual who is motivated to learn the pipe cleaning trade and become an active member of a proud and noble tradition. The rewards of Apprenticeship Training are the good wages and benefits you receive as a skilled craftsperson. You'll be working under the protection and tutelage of a Senior Pipe Cleaner, and upon completion will receive pension, health, and welfare benefits. Pipe cleaning Service Apprentices get paid while they train on the job 6 nights a week for two years. After the completion of two years as an Apprentice, the apprentice will break out as a Journeyman and obtain top scale pay and a long successful career as a Pipe Cleaner Service Technician.

Apply at the Pipe Cleaners, Canal, and Refuse Management headquarters in the Canal district just off Rasmussen Way

CARETAKER POSITIONS OPEN

The Innkeepers Guild is seeking experienced Full-Time Property Caretaker/Maintenance workers for locations throughout the city. General caretaker duties include - cleaning, painting, and minor maintenance.

Qualifications

The ability to work independently with minimal supervision. 18 months

related work experience.

Additional Information

You can live on site (some positions); we have a very nice, safe, maintained properties

The Innkeepers Guild offers a competitive wage for qualified applicants. Apply at 3 Stewart St. before mid-day for interview.

PRIVATE KENNELER WANTED:

One silver bard per day!

Please provide references to be considered. Be as detailed as possible about your hunting dog experience specifically!

Hunting dog aficionado seeks dependable, independent, responsible, experienced person to LEAD an exceptional team of canine caretakers! Responsibilities not limited to: watering & feeding dogs, basic grooming, washing/disinfecting floors/sleep areas, etc., playing with/training dogs and puppies, record keeping, whelping litters, lifting, team management.

Fast paced environment. Our dogs, pups and their environment are immaculate at all times! YOU are a great multi tasker and function best when you're moving quickly! Dawn to dusk, 4 days/week, all holidays off. Must be easily reachable in case of emergency! Looking for someone who takes pride in their work, is great with people and can be at work on time, no exceptions. Attention to detail and organizational skills important. Supervisory experience MANDATORY. Professional experience with hunting dogs MANDATORY. Two silver wheels/day during 30 day or less probation and training. Apply at The Dun Corral, Stable Row. Seek Jadeyn Roean to apply.

PRIVATE KENNELER ASSISTANT WANTED:

One silver wheel per day!

The Dun Corral is looking to hire a Part-Time individual that is interested in working with hunting dogs. Do you like dogs? Would you like to be a dog trainer some day? We are looking for you.

Job requirements:

* Must love dogs . . .

* Dog Related Clean up/Chores

* Picking up and dropping off of dogs, and supplies

* Ability to multi-task but still be detail oriented

* Able to work independently and follow directions

* Ability to work outdoors in all weather conditions

* Experience with dogs, horses, or livestock is a plus

* Hard Working and Reliable

* Most IMPORTANT MUST love dogs . . .

Dawn to dusk, 5 days/week, rotating holidays off.

Apply at The Dun Corral, Stable Row. Seek Jadeyn Roean to apply.

UPSCALE SERVERS/HOSTESS REQUIRED:

The Inn of Six Candles is seeking positive and Experienced servers and hostesses to join our team.

We are currently hiring:

Servers:

-Must have strong sense of responsibility

-Knowledge of local delicacies; riverfood experience preferred but not required

-Willingness to learn and ability to communicate well

-Must be available to work 5 day rotating schedule

Hostess:

-Must be available 4 day rotating schedule

-Willingness to learn and ability to communicate well

How to apply:

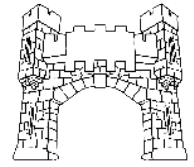
-Early morning appointment available to interview at the Inn of Six Candles with Charles. **DO NOT APPLY DURING NORMAL DINING HOURS.** Wages depend upon relevant experience.

ARTIST SEEKS MUSE: Sculptor/painter seeks non-classic beauty for renderings and eventual modeling. Looking for all new faces/does not matter if you have no previous modeling experience, complete beginners are fine, I will guide you through the process step by step. Need several new models who are unique, unafraid, and open to guidance. Apply at 2 Stephens Ave. in the Circle of Gargoyles. Compensation based on negotiated contract.

The Lyre Valley



Beholder



Bard's Gate

Manesdag, Mithrond 13, 3517 IR

1 penny

MOONLESS NIGHT RIOTS COSTLY

This month's Moonless Night was Ardsdag, Mithrond 9, and caught many of the local's in Turlin's Well completely unprepared. The monthly random dark night was particularly disruptive due to the overcast sky and lack of natural starlight.

Several fires broke out along the

banks of The Wash, but were quickly contained. It is suspected that magic was used, and that the Saints were somehow involved, but that is unsubstantiated at this time.

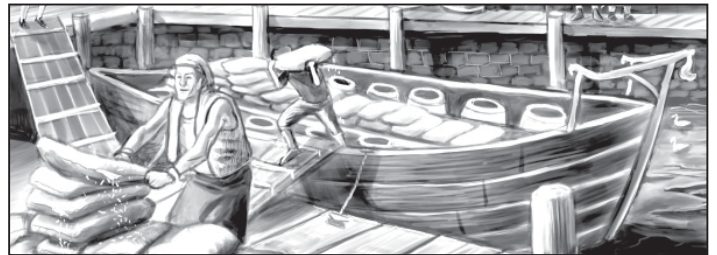
It is confirmed that a dozen people were taken into custody during the evening, arrested on

charges of urban disturbances, property damage, trespassing, and vandalism. Early damage estimates to buildings along Metcalf Ave. and Nelson Way were rumored to be in the thousands of gold harps. The vandals were still in custody as of this report.

WHEELWRIGHTS NEUTRAL IN DOCKS DISPUTE

A source within the Wheelwrights Guild has stated that the guild has no formal position on the increased tensions between the Shipworkers' Guild and the Dockworkers Guild. Speaking anonymously, the Wheelwrights source assured this reporter that while there will certainly be some delay in offloading cargo from Tradeway Landing, once shipments and goods are processed at the docks, distribution to the rest of the city, as well as trade goods destined for locales abroad, will be handled in an expedited and orderly fashion.

Burgher Duloth Armitage was unavailable for comment. His second, Zalatha Brell, expressed the guild's strong desire to see the conflict between the two dock guilds rectified as soon as possible



with a minimum of disruption to the city. When pressed further, Zalatha implied that disruptions in the supply chain were taxing to all guilds, and that if a resolution was not reached quickly, steps may be taken by the city Council to solve the issue through mediation.

Neither dock guild responded to requests for information or interviews. Formal statements regarding the slowdowns are expected soon.

TENT CITY RESURGENCE DRAWS CITY FAVOR

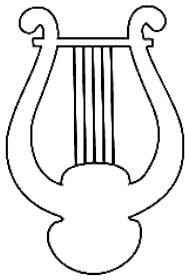
Despite the fluid nature of the district, Tent City has seen increased growth and safety with the rebuilding effort since the Siege. Many of the areas inhabitants have thrown their lot in with the city, and have provided a hardy labor force at a time when strong backs and steady hands are needed.

Several Tent City denizens have commented about being welcomed into the city proper "with open arms", and should they decide to become permanent residents, have been offered guild

apprenticeships, residences, and aid in settling down after the Huun disaster. Many newcomers are adding new resources to the Market district, and a few new shops have popped up along the city's southern wall. With the wildly fresh and previously unseen wares form around Akados, the newly burgeoning Tent City is proving very popular with the folks of Turlin's Well, who find the avant-garde style refreshing.

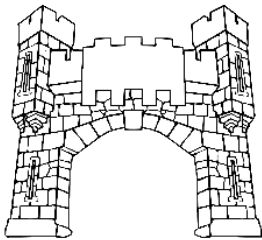
High Burgess Cylyria was quoted as saying, "We can learn a lot from the

peoples of Tent City. They have lived a life of fluidity and change. It is not a rigid foundation that has made them homes and businesses outside the walls; it's the ability to adapt, overcome, build and rebuild. We can learn a lot about perseverance and initiative from the craftsmen, farmers, and families that have become our closest neighbors. These people are Bard's Gate citizens, and if they choose to live within the walls, or outside, they deserve our protection, respect, and favor".



Publisher - Gustof Von Blaw
 Editor in Chief - Skeeter Green
 Senior Editor - Jeff Harkness
 Local Reporters - HS Thompson,
 D Landry, S Dolges
 Activities Reporter - J Ling
 Staff Illustrators -
 Artem Shukaev, Colin Chan
 Layout and Typesetting -
 Charles A. "Lefty" Wright

A Second Look



Corrections & Retractions

-Correction: The headline of the Mithrond 5, incorrectly reported the age of Uelle Grouse as fourteen years. Miss Grouse is twelve years old. Our apologies to the Grouse family. As of this printing, Uelle Grouse's whereabouts have not been revealed.

-Correction: In the announcement of Medalla Korva and The Soul Trippers playing Mithrond 23 at the High Note, it was incorrectly stated that Korva was the Best New Artist of 3468. He was the Best New Artist of 3469. Our apologies to Mr. Korva.

EYES ON THE CITY



MITHROND 21 Bright Lights, Big City

The Dominion Arcane will be putting on a show after dusk the evening of Mithrond 21. The spectacle will consist of shy-born illusions, with local college musicians providing accompaniment. The city will be providing free park space for families to come and sit out under the night sky, but as always, folks are encouraged to sit atop their own building's roofs for the best views. No evocation magic will be used in the event, and no independent spellcasting will be permitted, by order of the city council.

MITHROND 23-26 Hartine Russe

Lauded last year by the Lyre Valley Beholder as "the best

singer going today," Hartine Russe takes the stage at Hadran's Dome for four straight days, with six shows worth of genre-blending elegance.
Hadran's Dome

MITHROND 23 Medalla Korva and The Soul Trippers

Curvehorn legend, Best New Artist of 3469 and top '70s freak-a-leek Medalla Korva showcases his lifelong embodiment of The Blight's musical heritage with his band The Soul Trippers, headlining at The High Note. Opening the show is local harpist Matet Obus, with Johan Johan on accompanying bow.
The High Note

BLOTMOND 1-8 Channel Music Festival

This is the season of Bard's Gate's pre-

mier music event, the Channel Music Festival, which includes more than 50 distinct concerts and events in venues along Bowie Way on the north end of North Island. One of the big names at this year's festival is veteran harpist Frek Colelleil, who will present with his trio a performance tied to the legacy of his late brother, Nat-tial Colelleil. There will also be a tribute to Dante Holt, helmed by the Turlin's Award-winning lyreist Rudrek Mahantha. Local ubiquitous talent DiLeVonne will curate a series of performances with his groups Limited Life, the Roos School Band, and special festival collaborators, as this year's Resident Artist.

PAGE 3 PERSONALITIES

Jared Strahn, High Harpist of Oghma

Jared Strahn is the High Harpist of Oghma, a beautiful singer, and one of the most beneficent men this writer has ever met. Jared is best known as a wonderful performer, as he leads the choir and services within the Auditorium of the Silver Harp during the holy holidays of Oghma. Jared is a kind, wonderful man, and let's be honest, his looks! He has been known to make several swoon at his performances, and not just from the beauty of his voice! We were able to get some time with Jared, and asked him The Four Questions:

Favorite meal in Bard's Gate?

Oh, my, there are so many excellent places in town. Ah, let's see. I honestly can't pick my favorite! So many choices! I know it's shameful, but how about I say the ginger cookies from the Quiet Woman Inn on the Hill? Oh, so good, but bad for the waistline, right? (Note: this was followed by such an engaging smile, our reporter needed a minute to compose himself)

Do you have a favorite local bar?

Well, I don't typically drink too much alcohol, bad for the vocal chords, you know? I do love tea, and Gantry's is obviously a great spot, but lately I've gone a bit wild, and I'm really liking Sayid's jasmine right now. You know the place? Out in Tent City. So yummy! I don't know how he does it, but I'm very glad he does.



Jared Strahn

Which local performer should everyone know about?

Oh, too many to single out. The college is really, really doing a great job with the young performers. Really giving them an edge. I've never heard such voices! If I had to pick some, I think I would have to go with the entire woodwinds class. So powerful, yet very subtle and skilled. Very good class of students this semester.

You've never heard such voices? Do you not listen to your own?

I don't know that it's all that special, but I really appreciate that. You're going to make me blush! I do the best I can, and the Silver Harp is great at making even mediocre talents like my own really shine. I'm just happy I have the opportunity to give so much back, since the city has really given me so much. Oghma's blessings provide me with the opportunity to meet and talk with so many really good people. I feel so blessed every day.

ANNOUNCEMENTS

Come hear us! Manesdag 20, in the Courtyard of The Sanctum of the Scroll!

There are lots of reasons to be fed up right now. Everything from High Burgess Cylyria's regressive plan for infrastructure to constable brutality to half-race discrimination to the inhumane treatment of refugees of the Huun Seige. One response to all the pain and injustice in the world is to curl up in a ball and fall down brain-numbing rabbit holes in local opium dens. Another much more powerful response is to pick one of those injustices and write really, really well about it. But that's hard to do, especially if you feel like you're alone and writing in a void. At Citizens Writing for a Cause, you won't feel that way. You'll get to hear how great local writers write about causes that are important to them, and also have time to start working on your own stuff. This time, journalists Mallitius Qaazaani, Forlon Jans, and Marlous Oulotte will read work about "the more pervasive and subversive forms of censorship that occur in our modern society."

Bard's Gate Sheriff's Department is seeking an Executive Assistant to join our team. This position supports our Executive Team (High Sheriff, Undersheriff, Administrative Director), the Sheriff's Administration and our Finance Manager. This position maintains a confidential relationship with the High Sheriff and the Executive Team.

Duties are varied and complex and include (but are not limited to) report writing, research, accounting, analysis, payroll and other duties as assigned. We offer competitive compensation and excellent benefit. For additional information and application, please visit the Sheriff's Bailey, 3 New Gods Ave., Central Island.

CIRCADIA is opening Mootsdag, Yule 12, and we are looking for Bartenders!

CIRCADIA will redefine fine dining in the Guild district, and we are looking for experienced bartenders who want to be a part of something special and noteworthy. Successful candidates will be committed to superior customer service, have a strong liquor and cocktail knowledge, be clean and efficient behind the bar, and be willing to go the extra mile to create exceptional experiences for our guests. Local wine and spirit knowledge is a plus, but we are willing to train. If this describes you, and you are willing to work hard to be a part of something special, please come in and see us at 5 Arneson Way in the Guild district!!!

Familiar with cleaning?

The Housekeeping Manager is responsible for providing supervision and direction to all housekeeping activities of the inn under the direction of Mr. Judduk; ensuring the highest level of cleanliness; and maintaining guest satisfaction. Experience in a supervisory/management housekeeping position desired but not required. Competitive wages and benefits. Please bring your references when applying for this position. Apply in person at the Wizard's Familiar. 9 W. Sardinha Way.

CLUB SIN is on the lookout for Hot and Sexy ENTERTAINERS, BARTENDERS, and WAITSTAFF! Males and Females encouraged to apply!

Ever thought about dancing? We'll set you up for success!

Fed up with your current club? Changes coming you don't like? Then check us out!

*Located near Major Hotspots with very generous clientele.

*Work Day or Nights... you choose!! Make your own schedule, Part-Time or Full-Time! Great for students, those with busy family schedules, and anyone who wants to make MAD MONEY and HAVE FUN doing it! Let the seductive vibe in our beautiful club inspire you! We take pride in running a CLEAN, SAFE & PROFESSIONAL establish-

ment where your security is the top priority. You make your money, and we'll take care of the rest! To apply, bring your previous work references any day between midday and dusk. We'll give you a tour of the club and happily answer any questions!

NOT A DANCER? Wait and Bar Staff positions are available if you are reliable, personable and enjoy the life of a night owl! Club Sin is a professionally operated night club with long term stable employment.

To apply, come by Club Sin, 13 Fortune Ave., south of Fates Bridge, Central Island. Ask for Berg.

CARPENTERS WANTED:

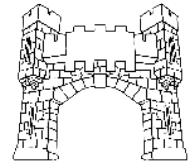
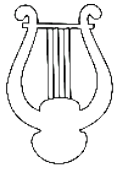
We have openings for new and experienced carpenters. Are you just starting out, no tools or experience, but willing to work hard and learn? We will pay you 2 silver wheels/day to learn. From there we will pay more based on ability, up to 10 sw/day. Must be a team player, work well with others, show up to work ready to work and enjoy the process of building.

Please deliver references to Landmark Job Office, 6 Hersh-Grohe Rd., Guild district, for an interview. Immediate openings available.

High end builder and remodeler currently looking for individuals to join our team that are self-motivated, honest, hard-working, take pride in their work, and are comfortable working in a high quality environment. This is a great opportunity to learn stone- or wood-craft from experienced tradesmen in a company which encourages advancement. Starting pay of 4 to 6 silver wheels per day depending on experience. We are a drug-free, drama-free company that does not discriminate. Please deliver references and contact information to Green Earth Carpentry, 14 Vaughan St. Market district.

The Lyre Valley

Beholder



Bard's Gate

Manesdag, Mithrond 20, 3517 IR

1 penny

LAST RACE OF THE SUMMER

The last horserace of the summer will be this Mootsdag, Mithrond 27, starting at high noon. The first race is a four furlong sprint featuring Life and Death, Duloth's Baby, Black Oak Barrel, and Seven-Hand Harley, for a 1000 harp purse. Two other full-mile races are scheduled for the afternoon, and

one hour before dusk, the Main Event One Miler begins, featuring Shifty Eyes, Marked Callo, Deacon's Choice, Brass Dragon, Twisted Armor, Waymark Beauty, Whiskey Challenge, and the High Burgess' own mare, Queen of the Field, in the pole position.

Tickets to the event are a penny each for standing-area only, a drum

for general seating, and a silver wheel for raised bench seating. Private viewing boxes, elevated above the general crowd, are available for 10 harps for the day. Local musicians will be performing between races, with concessions, souvenirs, and memorial tokens available until dusk.

THE SAINTS: NEEDED OR HATED?

Rumors hold that during last week's Moonless Night riots, the Saints of Turlin's Well were either the cause or the cure for many of the disturbances in the district. Public opinion is split on whether the vigilante group is a benefit or a hindrance, as some folks love them, and some think they are a disgraceful affront to the generally good-nature of the city. The Lyre Valley Beholder has no official position on the group.

Many inhabitants of the Well claim to have been rescued from muggings, merchants have sworn that vandalism is down, and even the constables grudgingly corroborate that violent crime and property damage is diminishing in the Well, although they have stopped short of formally endorsing the group's actions. Criminal activity in the Well remains, however the constables and Wall Watchers officially state that crime of all kinds is down in the district year-over-year for the last three years.

Not everyone is impressed by the group. Duloth Armitage, Burgher of the Wheelwrights Guild, has for months rallied that the Saints are a veiled attempt by interests on the city council to implement personal agendas

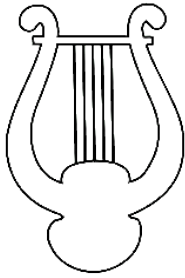
and political sway over the up-and-coming district. Much of the city's "recent money" has come from Turlin's Well, as new and voguish merchants, artists, and entrepreneurs flock to the area. Mssr. Armitage claims High Burgess Cylyria is weak on crime in the area, and that it is another example of her inability to lead effectively. Readers will remember similar claims of ineffectivity after the Huun siege, when Mssr. Duloth made claims the High Burgess and the city council were withholding emergency funds from the Wall Watchers, needed for increased sentries and for the rebuilding effort.

High Burgess Cylyria, when reached for official comment on the Saints, had the follow to say. "While the city does not look favorably on citizens taking the law into their own hands, we do recognize the ability of small groups of extremely talented individuals to accomplish great things. Vigilantism will not be tolerated in the city; however, the city also recognizes the rights of all citizens to protect their property, to protect their families, and to protect themselves from those who would prey on despicable opportunists".



RIVER PRIDE DAY ANNOUNCED

This year's River Pride Day will be early this year, taking place on the first festival day of Blotmond, the eighth. Attendees are encouraged to dress warm, as the weather is expected to be chill in the early morning, warming up as the day progresses. Floats and ships will parade along the Stoneheart's banks from dusk until midday, with feasting from many local eateries in booths one block offshore. At dusk, various local spellcasters are going to light up the darkening sky for the city's entertainment!



Publisher - Gustof Von Blaw
 Editor in Chief - Skeeter Green
 Senior Editor - Jeff Harkness
 Local Reporters - HS Thompson,
 D Landry, S Dolges
 Activities Reporter - J Ling
 Staff Illustrators -
 Artem Shukaev, Colin Chan
 Layout and Typesetting -
 Charles A. "Lefty" Wright

EYES ON THE CITY



MITHRON 21 Bright Lights, Big City

The Dominion Arcane will be putting on a show tomorrow evening after dusk. The spectacle will consist of shy-born illusions, with local college musicians providing accompaniment. The city will be providing free park space for families to come and sit out under the night sky, but as always, folks are encouraged to sit atop their own buildings' roofs for the best views. No evocation magic will be used in the event, and no independent spellcasting will be permitted, by order of the city council.

MITHRON 23-26 Hartine Russe

Lauded last year by the Lyre Valley Beholder as "the best

singer going today," Hartine Russe takes the stage at Hadrans Dome for four straight days, with six shows worth of genre-blending elegance.

Hadrans Dome

MITHRON 23 Medalla Korva and The Soul Trippers

Curvehorn legend, Best New Artist of 3469 and top '70s freak-a-leek Medalla Korva showcases his lifelong embodiment of The Blight's musical heritage with his band The Soul Trippers, headlining at The High Note. Opening the show is local harpist Maet Obus, with Johan Johan on accompanying bow.

The High Note

BLOTMOND 1-8 Channel Music Festival

This is the season

of Bard's Gate's premier music event, the Channel Music Festival, which includes more than 50 distinct concerts and events in venues along Bowie Way on the north end of North Island. One of the big names at this year's festival is veteran harpist Frek Colelleil, who will present with his trio a performance tied to the legacy of his late brother, Nat-tial Colelleil. There will also be a tribute to Dante Holt, helmed by the Turlint's Award-winning lyreist Rudrek Mahantha. Local ubiquitous talent D'LeVonne will curate a series of performances with his groups Limited Life, the Roos School Band, and special festival collaborators, as this year's Resident Artist.

PAGE 3 PERSONALITIES



Alloysius Vermeer

River Commander Alloysius Vermeer

The Commander of the River Watch, Commander Vermeer leads the patrols maintaining order and safety along the Stoneheart River. He is a salty Riverman, and can be found telling tales in several Docks taverns after shifts. A lifelong resident of Bard's Gate, the River Commander shows his pride in the city, and what he has accomplished, through his constant companion, the battered River Watch cap he never seems to take off. We were able to get some time with the Commander, and asked him The Four Questions:

Favorite meal in Bard's Gate?

Ha-ha-ha. A free one? Heh, no. I'll go with Minotaur Meats, over on the Bridge. Good, salty stock. Hits the spot, and keeps for journeys.

Do you have a favorite local bar?

What kind of Riverman would I be if I didn't? The Silver Serpent. I

like to look out at Rogues' Island and think, sometimes.

So, were you a pirate?

Heh! Right to it then? Ha-ha. No, I may look it, may even act the part to the right lady, <Note: a sly wink followed this statement> but I've never been one to take from others. Unless it's gamblin', then all bets are off. See what I did there? Ha!

Any advice for travelers on the Stoneheart?

Mind yer manners. And don't make me or my crew come lookin' for ya. You won't like it when we find ya, and we always find 'em.

Chief of Constables Garrid Garzag

A mainstay in the regimentation and order within the city, Chief Garrid Garzag has held this office for over a decade. Without doubt, Chief Garzag is one of the most trusted and respected members of the city's law enforcement services. His record on violent crime and grand larceny is the best of the last century. The Chief has curbed many of the previous larcenous activities attributed to the Grey Deacons, and strives to make the Constables a truly respected component of Bard's Gate life for its citizenry. We were able to get some time with the Chief, and asked him The Four Questions:

Favorite meal in Bard's Gate?

Ah, if I'm being honest, I'd have to say Wicked Sisters over in the Old Temple area. I think it's pretty impressive that those, ah, "ladies", got that place running. I guess people can change?

Do you have a favorite local bar?

Don't really enjoy bars too much.

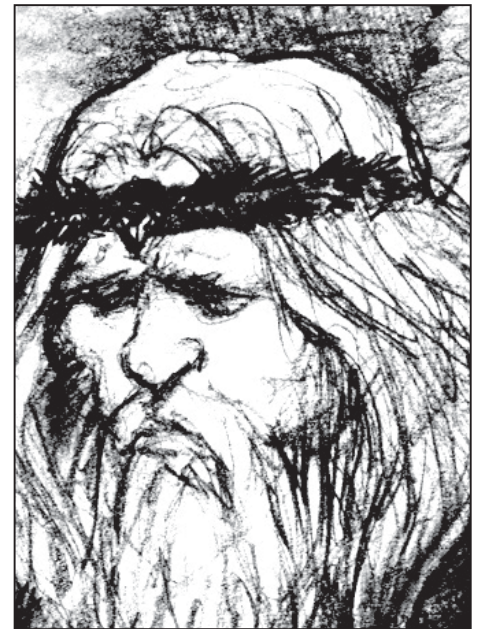
Had to go knock heads too many times, and may face generally makes people feel guilty I guess. Lot of shady characters floating through the city at night, but that is job security for me, right?

You are one of the most highly respected men in the city's law enforcement. What brought you to the job?

Years ago, I saw what the Deacons were doing to the town. I swore to I would always be between them and the little guys, so they couldn't take advantage. Understand?

Really? That's all it is?

There are layers to everyone. Sure, the story is deeper, but your column only gets so many words, right?



Garrid Garzag

GUILD ANNOUNCEMENTS

Feeding the Gate, a local food service provider, is looking for local delivery persons to join our expanding team in the Market district. A valid city cartage license and clean delivery history is required. Local district deliveries and cross-district deliveries available. Rarely, some out of town work is required.

This is a permanent position, with pay ranging from 2 to 5 silver wheels per day, depending on references and equipment provided. The position is subject to work assignments by seniority unless an annual bid is earned. Wages for our delivery team average over 12sharps/month plus bonuses.

Please apply in person at 12 Moon St. with references and ask for position #3517-44

Equal Employment Opportunity Employer M/F/Vets/Disabled. Preference will be given to Huun Siege Vets.

Immediate opening for a highly motivated, honest, dependable Lead Painter and Helper.

Must be very experienced in residential repaints. Must be able to lead/manage jobs. Must be drug and alcohol free.

Must have a reliable painter's cart (preferably covered) and be local to the Guild district.

Full Time Position. Paid weekly. Apply at 24 Lower Cristofferson Dr. Ask for Micha.

Are you someone who is not currently happy where you're at with your current job and looking for a company where you can grow in your career?

There are many companies to choose from but not all are equal. Queen's Painting was established in 3480 and has been growing since. We do high-end residential repaint and new custom homes in the Hill district and the NorthEast side. We offer paid time away, have an exceptional safety program, provide quality tools with uniforms and work with premium paints. For some more information on our company please visit 44 Magnusson Dr. We are currently looking for *Lead Painters* to join our team. If you are someone who is motivated to progress in your painting career and are either a Lead Painter or want to become one at a well-established company come on by!

Lead painter pay range is 1-3 sw per day, our lead painters are issued all

necessary equipment.

MUST HAVE: Valid cartage license, premium paint experience with city references. Pre-employment Background check required. Please come by our shop anytime, leave a detailed message about yourself, your experience, what you are looking for in a new job and include your contact information.

POSITION: Inventory/Warehouse Helper for the Wheelwrights Guild

Status: Temporary

Location: Guild district

Department: Materials

SUMMARY:

This position is responsible for assisting Warehouse Associates with packing, receiving, and stocking of materials. The position reports to the Inventory Storage & Distribution Manager or designee.

ESSENTIAL DUTIES AND RESPONSIBILITIES:

Assist with receiving, shipping, and stockroom duties.

Assist with part-scraping project.

Adhere to all safety and security policies and regulations.

Report to work on a regular and consistent basis.

REQUIRED ABILITY TO:

Accurately pull and organize materials.

Physically lift, move, push and pull up to fifty (50) lbs. on a consistent basis.

Demonstrate good verbal and written communication skills.

Build alliances, partnerships and collaborate with co-workers in a tactful, professional and respectful manner. Be a team player with strong interpersonal skills.

Resolve workplace differences and conflict to achieve goals and objectives in a professional manner.

Listen to others attentively and retain/process information effectively. Promote a professional culture that is trustworthy, honest, and socially responsible while championing an energetic and positive work culture.

WORKING CONDITIONS:

Continuous walking and standing, and lifting, pushing and pulling heavy objects throughout the work day. Continuous exposure to outdoor elements.

Flexibility to work long hours and occasional weekends.

The Wheelwrights are an Equal Opportunity Employer and do not unlawfully

discriminate on the basis of race, sex, age, color, sexual orientation, religion, national origin, marital status, genetic information, veterans status, disability or any other basis prohibited by local law. The Wheelwrights provide reasonable accommodation to its employees and the public with disabilities, including disabled veterans. For more information, including salaries and full job description please visit the Wheelwrights guild, Guildhall Ct.

Metal fabrication/armorer on Armament Row

is seeking a Founder with at least 4 years of experience. The person assuming the responsibilities of this position must possess the qualities which will enable him/her to safely perform all of the duties listed below in a timely fashion.

Qualifications include, but are not limited to: accurate reading, writing, and basic arithmetics skills. Safe operation of all equipment including, but not limited to: overhead crane, foundry, chiller. The individual must be able to read and properly interpret shop specifications. The individual will be assigned some or all of the duties below depending on individual's skill, talent and training.

Job Duties:

1. Must have proper tools to accomplish job.
2. Must be able to read and work from sketches and within budgeted hours.
3. Must be able to build tooling when required.
4. Some preparation required at times. (layout, saw, punch, notch, drill etc.)
5. Production fitting required at times.

6. Good attendance a must.

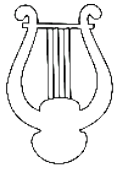
7. Must be able to work with and get along with other employees.

8. Shift differential pay

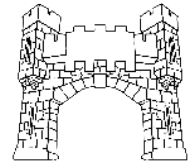
Shift: Swing Shift Preferred

Twisted Steel offers a very competitive compensation package, which includes a challenging, fun, fast paced work environment that supports continuous improvement processes. We are an equal opportunity employer and support a drink- and violence-free workplace. Please apply at 12 Armament Row in the Guild district.

The Lyre Valley



Beholder



Bard's Gate

Manesdag, Mithrond 28, 3517 IR

1 penny

HIGH BURGESS HONORS FALLEN SOLDIER

In just over a week, River Pride Day will commence with celebrations, feasting, music and dancing. At midday, High Burgess Cylyria will gather the survivors of the North Gate Garrison, to honor Captain Northgate, the unknown trooper that held the gate closed for four hours when the initial Huun incursion occurred, until she could be supported by other volunteers. A memorial bust will be placed in an alcove when the North Gate is sealed early next year, honoring Captain Northgate and all who fell in defense of the city.

In official comments, High Burgess Cylyria was quoted as saying, "Captain Northgate's identity is unknown to us. What is known is that she stood fast when needed, and considered the city, and all her fellow citizens' needs, before her own. Please, whenever you look over the northern walls, keep our soldiers in your prayers".



SEA BEAR MAKES BIG WAVES IN PORT INCIDENT

Tjorvi Thurgurson, captain of the Sea Bear, a Northlander ship that settled in port some days ago, made some waves in the Docks district by assaulting Burgher Duloth Armitage, after a dispute regarding shipping customs. It is reported from reliable sources that Burgher Armitage boarded the Northlander ship allegedly to discuss typical shipping customs, rates, and schedules of delivery, when he was confronted by the gigantic Northlander.

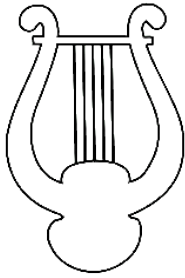
Words became actions, and it is reported Thurgurson hurled Armitage from the prow of his ship into the canal below. Uninjured, but furious, Burgher Armitage vowed his revenge and stormed off. Thurgurson and his deck-mates were seen guffawing and hurling insults at Armitage and his seconds as they departed the scene.

Constables that were called to the scene corroborated the reports but had no additional comment. When asked if they would be arresting the foreign noble for assaulting a local official, or interrogating the Burgher for any of his alleged threats to the foreigners, the constables refused comment.

TROUBLE IN TENT CITY

Tent City suffered an unexpected blow last Moonless Night, Mithrond 9, when a half-dozen inhabitants were kidnapped from their tents during the darkness hours. The Lyre Valley Beholder just received these reports two days ago, having been misplaced in Fort Rendezvous' main room. It is reported that three members of the Gras Sailor tribe have gone missing, a pair of drovers from a merchant caravan camped on the outskirts of Tent City, and yet another youngster from the Wanderer camp.

Anyone with any knowledge of the events, or information that could be helpful, are encouraged to seek out the Tent City Booshway, Big Horn, located directly north of Ft. Rendezvous.



Publisher - Gustof Von Blaw
 Editor in Chief - Skeeter Green
 Senior Editor - Jeff Harkness
 Local Reporters - HS Thompson,
 D Landry, S Dolges
 Activities Reporter - J Ling
 Staff Illustrators -
 Artem Shukaev, Colin Chan
 Layout and Typesetting -
 Charles A. "Lefty" Wright

EYES ON THE CITY

BLOTMOND 1-8 Channel Music Festival

This is the season of Bard's Gate's premier music event, the Channel Music Festival, which includes more than 50 distinct concerts and events in venues along Bowie Way on the north end of North Island. One of the big names at this year's festival is veteran harpist Frek Colelleil, who will present with his trio a performance tied to the legacy of his late brother, Nattial Colelleil. There will also be a tribute to Dante Holt, helmed by the Turlin's Award-winning lyreist Rudrek Mahantha. Local ubiquitous talent D'LeVonne will curate a series of performances with his groups Limited Life, the Roos School Band, and special festival collaborators, as this year's Resident Artist.

BLOTMOND 3 KASSENS with Joy Dossil

This trio of harmonizing neo-soul goddesses from Reme is already lushly expressive within even the simplest of gestures. But encased in the darkness of Da-Jin and rolled into a mass of bodies eager for each ensuing note, I felt a new kind of emotion from them. Beauty in such a setting can be transcendent. KASNES lift the ceiling and open the heavens.
The High Note



BLOTMOND 5 An Evening with FreeNation

For the past 21 years, FreeNation have achieved cultlike status by offering monster-sized servings of thinking person's spoken word recitals, spicing up the harsh thoughts with lush undertones of beauty and hallucinato-

ry subtleties. Fans of everything from trance-speak to banshee-screach to Northlands howl will find something interesting throughout their release. Unlike much of the word-underground, FreeNation have always provided a dose of accessibility alongside the darkness.
The Masque and Lute

PAGE 3 PERSONALITIES

Cylyria, High Burgess and Mayor of the Council of Bard's Gate

High Burgess Cylyria, the mayor of Bard's Gate for the last eight years, is a lovely, and beloved leader. Her skills at diplomacy and her ability to manage the city in a fair and even-tempered manner have made her one of the most popular city leaders in many generations. Beautiful inside and out, the stunning half-elven Mayor is a savvy political force, as well as a military tactician, cunningly intelligent, warmly honest, and possesses a smile that can melt any dwarven heart.

Cylyria decrees justly and with tolerance, but is not afraid to get her hands dirty with the forces of evil from the north that are a true threat to the freedom and sovereignty of Bard's Gate. Cylyria pushed for, and received, authority to institute the new increased fortifications around the city after the Huun Siege, and has asked for, and received, an increased military commitment from the Duke of Waymarch, in anticipation of further aggression from the northern humanoid tribes.

This author has been very fortunate in receiving an invitation to sit down with the High Burgess, and she was kind enough to take plenty of time out of her busy schedule to answer The Four Questions:

First of all, Madame High Burgess, thank you for allowing us this time out of your schedule.

Of course! I freely admit, in my limited free time, I do love to curl up next to a roaring fire and read the Beholder to relax. My guilty pleasure is reading up on the Personalities section, and now I can take my place amongst the luminaries you so frequently interview.



Cylyria

Well, ahem, let us begin, shall we? May I ask your favorite meal in Bard's Gate?

I should hope you would! There are so many wonderful eateries, cafes, and exotic dining locations throughout the city, it's almost impossible to sample from each. I feel terrible just choosing one. I should be diplomatic and praise the wonderful chefs and staff in the Keep, and they are amazingly skilled. But if I wanted to be wicked, I would give my praise to Goblin Cookies, in the market. I know not what that girl does to those cookies, but it's delicious!

And before you ask, the Aleman's Guild.

The Aleman's Guild, ma'am?

My favorite local bar, back in the days when I went out to carouse. I told you, I was a fan of the column. I love Lucy! The Fucher family has gone through so much, and that girl has the stuff of greatness. She loves this city, and I hope she feels we love her back. Oh, Pardon me. (note: the High Burgess was visited by a page).

Is all well, Madame High Burgess?

I am very disappointed and sorry, but my attention is needed immediately. There is possible information about Uelle Grouse, and I must attend to it. Please do forgive me, and see my good aide Marin here about rescheduling to conclude our talk.

(final note: With that, the High Burgess almost floated out of the room, leaving me feeling refreshed after our talk, brief as it was. She truly is a remarkable woman.)

ANNOUNCEMENTS

WANTED: Masons, stackers, hod carriers for jobs in the North Wall district. Need references. Pay depends on experience. Inquiries should be directed to Master Barrow at the Stoneworkers Guildhall on the corner of Petersen Rd. and Guild St.

Shannal & The Clams with Guests at Harp Hall!

Will Shannal Shay blow you away with her unbelievable river-queen voice? Will Cot Blanchard shoot rainbow notes and lightning bolts out of his harp? Will the entire band be wearing the best outfits you've ever seen? You bet your clamshells, babes. Come see the girl with the curls and the Clam Band Blotmond 6 and maybe you'll see "the sisters" live!!! One drum at the door to support Harp Hall renovations.

CARPENTERS WANTED:

We have openings for new and experienced carpenters. Are you just starting out, no tools or experience, but willing to work hard and learn? We will pay you 2 silver wheels/day to learn. From there we will pay more based on ability, up to 10 sw/day. Must be a team player, work well with others, show up to work ready to work and enjoy the process of building.

Please deliver references to Landmark Job Office, 6 Hersh-Grohe Rd., Guild district, for an interview. Immediate openings available.

The Zombie Apocalypse Tour with The Accursed and Lord of Veins What fresh hell is this? Only the magnificent horror-dirge maestro Far Fritz darkening Bard's Gate's nightscape with the wildest band in the Midlands. With the recent revival of all things sonically and mentally blood-curdling, the time is ripe for acts like The Accursed, and now Fritz to bring their hauntological cues and tenebrous atmospheres to Akados's stages. Fritz got his start in the mid '00s with Flat Rat Danc-

ers and Vincent The vampire in the legendary Mortuary System group, who put the fright into the funk in many tracks. The Accursed, providing their usual powerful melodies, suspenseful rhythmic dynamics, and flare for tension-dissolving levity have gained entry to the soundscape pantheon, and tonight's a rare chance to experience them in the flesh.

SEEKING: Longshoremen. All shifts, all days. Experience preferred, but will train right person. 1 drum per day, 3 drums for experienced dock hands. Inquire at the Tradeway Landing offices off South Badalato St. Malik Truock is the contact.

Killerkilts seeks you!

Are you looking for a great place to work? Well, you're in luck! We're looking for great people to work with! The Killerkilts Company in West Market is a progressive, counter culture boutique store selling high end wears and is looking for a seasonal sales person who is authentic, has Northern guts, can establish a carnival-like presence when needed, and has a solid, old school, get-it-done work ethic. We are looking for somebody who will be available 5 days of the week, you decide!

Primary Responsibilities for the position include:

Meets and greets customers.
Advises customers in which products might serve their special purpose best.

Helps customer make selections by appealing to who and what the customer seeks.
Documents sale by creating or updating customer profile scrolls.
This position is fall-seasonal with part time hours, however, the potential for full-time hours will be available, based on sales performance and company needs. We have a simple philosophy. Work hard. Play harder.

Pay is daily $\frac{1}{2}$ Commission on sales.

Please see our shop on 6 W. Lin-

droos St. and look over what we do.

Strong, confident and sometimes loud personalities DO apply.

Fresh Produce Delivery in Market District:

Mimeo's Produce is seeking a Delivery Worker for our fresh stock. Workers will deliver in a small single-mule cart. The days required are variable, start time is before first light.

The delivery workers are responsible for delivering small produce orders that were either shorted or added to the original order to local accounts. They are to load and unload the cart at location. Interactions with all Mimeo's Produce customers are to be in a professional manner and workers must maintain effective communication regarding customer problems and requests.

Requirements:

Clean city cartage license and references
Read and write fluently
Great customer service skills
Must be able to lift/carry 50lbs frequently
Come to Mimeo's Produce after midday for interview.

Vinewood Winery Seeks Transporters

The world-renowned Vinewood Winery is seeking transporters for the upcoming fall seasonals. Several vintages will be ready for the Blotmond festivals, and Vinewood NEEDS YOU! Your wagon, your team, our product. Price is one silver wheel per barrel delivered, half paid up front. Collateral required, references REQUIRED. Background checks run on all applicants. Security detail required, paid for by applicant. Proof of detail required.

Apply at the *Inn of Six Candles*. Seek Charles, who will give further details.

Bard's Gate

Players' Guide

Extra! Extra! Read all about . . . Bard's Gate!

Welcome to the jewel of the Stoneheart Valley and the Lynchpin of the Lost Lands!

We here at the *Lyre Valley Press* are certainly glad that you have picked up a copy of our periodical. With so much to do and see in the city, the *Press* hopes this weekly gives you a little insight into the city, it's people, and some of the goings-on in and around the city.

At just a penny, we feel this paper gives a little bit more to the experience of the city, so please, enjoy!

Thank you,
Gustov Von Blaw, Publisher

"He who is without a newspaper is cut off from his species"

— PT Barnum

bard, rogue, entertainer



FROG GOD
GAMES

ISBN 978-1-62283-385-6