

THE STARKPOOL REPORT

Issue #12, November, YN 1025.

"All the things that people are talking about"

ITEM #1: Lorn Defeats Sinxth

11/5

The forces of Earl Ronstudd and Baron Humbert clashed at Carrotia at the end of last month. Reports have arrived at Starkpool City that it was a near-run fight that ended when Baron Humbert defeated Earl Ronstudd on top of Big Carrot Hill. The wounded Ronstudd and his army withdrew from Lornish land and returned home.

ITEM #2: Port Sinxth townsfolk fear witchcraft

11/10

When Earl Ronstudd returned defeated from the Second Battle of Carrotia, the people were aghast. The only way a two-bit border baron could defeat their Holy Earl Dragon-slayer must have been foul witchcraft. The fact that filthy Fang Orcs were present on Humbert's side only confirms it.

ITEM #3: Sinxth Holds Tower Biter

11/14

Tower Biter remains in Sinxth hands after a month. No attempt to retake the tower has been made. Captain Wrector reports that the Braxx army seems missing from the whole area.

ITEM #4: Surprise Invasion

11/21

In a totally unexpected turn of events, Baron Evil Jack Palance and all the soldiers under his command have appeared suddenly en mass at Castle Harken, the citadel of the Holy Knights of the Lord Protector. An assault on the castle seems imminent.

FUTURE:

Sunday's in-person game will wrap up the campaign. It will be a miniatures game using the Starkpool Man-to-Man rules, NOT CHAEMAIL. There will be a few mods, each figure will represent 5 or 10 men (I'll need to count things up before deciding) and 1 hit will equal 1 HD of damage (so 1HD guys go down in 1 hit, no hit points or damage rolls).

After Sunday, I'll send each of you instructions for the Winter Phase (December, January, February), where you get new recruits etc., but troops stay in Winter Quarters. I'll also ask for a reorganization of forces. I'm planning to return to Starkpool at a later date, probably for a regular RPG campaign, but would really like to have all the info for the baronies for adventure purposes. If you don't want to submit a Winter Phase order set, that's totally cool, I just ask that you tell me "I don't want to turn in a Winter Phase".

After that....SPACE PATROL!

Space Patrol will be mostly online, we are going to modify the schedule a bit. Once pirates is wrapped up, we'll be playing Space Patrol once every two weeks online as usual. In every 4 weeks, we'll also have an in-person session of some kind, maybe in person Space Patrol, maybe board game, maybe miniatures, maybe another campaign, maybe one-shots. The 4th Sunday we'll have a day off.

