TOWN CRIER

Published at the base of the Grand Marshal
Midlothian, IL January 12th 1998

LURE OF DARK TREASURES
BRINGS PIRATE SCUM

The town shock of tonight is the pirate bounty. They are said to be looking for treasure at an old location in the City of the Three Rocks. They have been hiding in Midlothian since their original discovery. A treasure map has been found in the town's archives, and they are said to be seeking the reward of a lifetime.

In search of the treasure, the pirates have set up a series of traps and puzzles. They are said to be looking for the treasure at an old location in the City of the Three Rocks. They have been hiding in Midlothian since their original discovery. A treasure map has been found in the town's archives, and they are said to be seeking the reward of a lifetime.

A treasure hunt has begun. The town has been divided into teams, and each team is assigned to a different part of the city. The teams are said to be seeking the treasure at an old location in the City of the Three Rocks. They have been hiding in Midlothian since their original discovery. A treasure map has been found in the town's archives, and they are said to be seeking the reward of a lifetime.

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Narrative Campaign

Narrative campaigns are a degree in the series of the common and the uncommon, the ordinary and extraordinary. The narrative is woven from the tapestry of the mundane, the everyday, and the extraordinary. The narrative is not just a series of events, but a story that unfolds within the context of the campaign. The narrative is shaped by the choices made by the players, the actions of the characters, and the consequences of those actions. The narrative is a living, breathing entity that evolves with each session, each action, and each decision.

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Mention of the capture of the sun in the morning is often made by a morning sun.

Cérès d'Exès

Cérès d'Exès is a beautiful planet in the morning sky. Its surface is covered with sparkling ice and snow, creating a breathtaking sight. The atmosphere is a mixture of hydrogen and helium, giving it a distinctive glow.

Names: four male names include: Xéres, Exès, Cérès, Cés. Four female names include: Eúx, Cérès, Cés, Xéres.

Bathing Time: Not relevant at this time of day. The planet is bathed in the light of the morning sun.

Mentioned by J. M. M. in "The Morning Sun of Cérès."
Partial equipment list:

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<th>Armor Type</th>
<th>Weight</th>
<th>Price</th>
<th>Remarks</th>
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<tr>
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<td>20 gp</td>
<td>Light</td>
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<tr>
<td>Chainmail</td>
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</tr>
<tr>
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<td>200 gp</td>
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Skills:

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<th>Level 2</th>
<th>Level 3</th>
<th>Level 4</th>
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</thead>
<tbody>
<tr>
<td>Swim</td>
<td>1 gp</td>
<td>2 gp</td>
<td>3 gp</td>
<td>4 gp</td>
</tr>
<tr>
<td>Climb</td>
<td>2 gp</td>
<td>4 gp</td>
<td>6 gp</td>
<td>8 gp</td>
</tr>
<tr>
<td>Jump</td>
<td>3 gp</td>
<td>6 gp</td>
<td>9 gp</td>
<td>12 gp</td>
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</tbody>
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*Note: This is a partial list and may not be complete.*
Town Crier issue 9 FEEDBACK

WE WOULD LIKE TO HEAR YOUR OPINIONS! TOWN CRIER'SATIO TO OUR DAILY CAPSULES IS ONE OF THE MOST IMPORTANT ASPECTS OF ITS SUCCESS. WE WOULD APPRECIATE ANY FEEDBACK YOU CAN PROVIDE ON THE FOLLOWING TOPICS.

1. Type of topic:
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2. Age:
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3. Do you read TOWN CRIER?
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4. Would you like TOWN CRIER to become a regular newsletter?
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5. Do you have any suggestions regarding TOWN CRIER's content?
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6. Do you have any suggestions regarding TOWN CRIER's design?
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7. Do you have any suggestions regarding TOWN CRIER's layout?
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8. Do you have any suggestions regarding TOWN CRIER's overall appearance?
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9. Do you have any suggestions regarding TOWN CRIER's theme?
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