

THE RDI INSIDER



What's New!?

Here are some new things you should check out!

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The Newsletter: Our first edition of the *RDI Insider* is now in your hands.

This publication will include information on the website, introducing new features and spotlighting current functions; the members who call the RDI home; and the games we all love to play.

The *RDI Insider* will be released on a quarterly basis.

Staff Blogs: Several of our staff members have begun writing down their thoughts on a variety of topics. Check out the 'Blog' tab on the navigation bar to view.

Comics: In the past few months we have added two comics to our page.

Loaded Dice written by our own webmaster, t_catt11 and beautifully illustrated by Lolkat has been widely popular. This comic follows the antics of a D&D session, from the prospective of the players and the characters involved.

MADS: Master of Arts in Dragon Slaying by Halicron goes over the trials and tribulations of students working toward graduation in a D&D themed master's program.



Dalana prepares to threaten an unruly barbarian in the *Loaded Dice*

A SHORT ADVENTURE IN AUDALIS THE SPORES OF ITANLOK

Highlight of a current *RDI* game

"I know you want to save your children. But none of you are sober enough to deal with whatever endangers them. I will go and find your young ones. But I need a few brave souls to help!" The Khord, Thagovan, spoke loudly.

The wedding party had been interrupted only moments before with tragedy. A child lay on the floor bloody, burned and bruised. Parents began to fret over missing children, and a call for heroes had been made.

With stolen gems heavy in his pockets, Crulgrin checked to make sure the attentions of those around were elsewhere, and then made his way forward. "Crulgrin Shadebeard," he grinned nervously as Thagovan turned a ques-

tioning eye his way, "I have some of the skills yer party's like to be needin'. Got no small share of experience in findin' and bringin' back small things what's been lost neither."

Making her way forward, Helengir heard the call. One she could not deny. Coughing, the warrior woman raised her voice. "Ye know I'll be a comin'. Count in Helengir. Now..people...make way ye igits!" With a longing sigh to her shield, she turned, milling through the crowd, at times lifting someone and plunking them down to get through.

Niaou'li descended the stairs. She wanted to tell them about the Rospi-phenomenon outside, and cleared her throat. "I want to join your group of warriors, I have already

examined the surroundings of the spores a little. Let me tell you about what I just discovered when I was outside..."

Before he knew it Crellin was at the bottom of a group gathering about him. The weight of their eyes made him nervous, and when he was nervous... *Hic!* Crellin looked up to meet Thagovan's gaze. "If the boy was scarred by acid, ye may wish my knowledge in such things on yer hunt. I be*hiccup!* Crellin Ironsp*hic!* .. Crellin Iro*hiccup!* Crel*Hic* gah, just call me Flux and we'll be fine and good."

"I Swore an Oath of Vengeance to This Grieving Mother!" Loco FungiHammer called out loudly as he made his way. He was driven by painful memories that had

pushed him onto a path of solitude and the comforting embrace of the Mushrooms!

Baldorf wasn't sure this was for him and his braid-less beard. But turning to the lovely Hruby, he said, "I'm going go and find these lost children... they are lost, and likely defenseless. I can't let them do that. Their life is worth more than mine."

Thus collected the group tracks the footprints of the children deep into the fungal forest.

Suddenly a loud scream sounded from the other side of a thick patch of mushrooms. It was a voice filled with fright. They had a choice to make...

- Almerin (DM)



Interview with the Webmaster...

t_catt11, stopped watching the comic strip votes long enough to answer these questions for us



How did the Inn get started?

I was bored in a night school HTML class in 2001, low on time to do any tabletop RPGs, so I started a free horrible, ugly little D&D site. The forums were hosted by a free service, and we had cheesy animated gifs... it was beautiful in its awfulness.

What is your favorite Inn 'memory'?

I have really fond memories of the early days of the Inn, when a few strangers from around the world got together and breathed life into a campaign setting called Audalis. The Christmas card in 2008 - hand signed by many Inn members - was also a real treat; it had been all over the place! The fact that they included enough cash to pay for our server fees for pretty much all of 2009 was also pretty cool.

Where do you see the Inn going in the future?

My vision has always been for the Inn to be a friendlier, tighter-knit community than most out there. No matter what we do, I do not want to lose that. That being said, I see us growing and branching out to become so much more than we are now.

When it comes to gaming what is your favorite genre?

My first love of gaming will always be fantasy, and I refuse to give up my homebrewed 2nd edition D&D rules.

What is your favorite book or movie?

Memory, Sorry, and Thorn by Tad Williams (a four book trilogy... no, that's not a typo). For movies *Lord of the Rings*, but the *Lion King* comes in very close.

Any interesting facts about you?

I'm a boring family guy. I love my wife and (four and counting...) kids dearly; the Inn is one of the few things I do that does not directly relate to them. I make it a point to be involved in my kids' lives - in things that matter to them. I'm a huge Disney World nut - I buy into their magic hook, line, and sinker.

- Merideth

The Queen of Hearts

Heav'n has no Rage, like Love to Hatred turn'd, Nor Hell a fury, like a Woman scorn'd



A long sword with a slender hilt, this weapon is notable by the gold heart embossed in the centre of the guard. A viewer might note that the heart is flawed on one side, with a deep crack down the centre. The blade is longer than most - a full 42" from the guard, but thin and the metal seems to have a red incandescent quality. The scabbard is simple, made of wood, brass, black velvet and red lace.

The Queen of Hearts can only be held by a woman. If a man were to pick it up, he would find him-

self in such pain that he will drop the weapon. To a woman, the sword barely has any weight and can be wielded easily in either hand. The blade is especially keen and swift in its movement to block and parry.

If the wielder is rightfully angry, the blade glows red as if taken fresh from the forge, and becomes even deadlier. This power last until the lady can overcome her emotions or after some time passes.

If facing a man that the wielder feels wronged, betrayed or vio-

lated by, the sword takes on a bluish color and becomes almost incorporeal. Every strike against such a foe will pass through any armor or parry to strike deep in the heart, slowly carving pieces from it as it goes (all attacks ignore armor and bonuses, even magical. A hit causes a 25% loss of original hit points). This attack can last only a short time despite the lady's wrath.

For more on the history and double edge of this sword, see 'Alacrity's Magic Items' on the Inn's website.

-Alacrity

Basic Stats

d12 damage/round dealt to any male handling it

+ 3 to hit and to damage

+ 2 to Armor Class

Situational Abilities

Emotional wielders can transform blade into a Vorpal weapon (12 rounds)

Certain male targets lose all AC and other bonuses and take extra damage (6 rounds)



Birthdays

We don't get older... we get wiser...

December

- 1 Darren
- 4 Eallashen Ellosmairin
- 5 kesheal
- 5 Tus Lased
- 5 Arcanaman
- 8 Vicious Lips
- 9 Halicron
- 10 Arglyle
- 11 wydion
- 11 Grugg
- 13 mayanightstar
- 14 magicsteve13
- 16 MagickMan65
- 17 UncleDog
- 17 CirroWolf
- 18 randel
- 23 Raven
- 24 jetlamindz
- 25 Oko
- 26 Nanoki13
- 29 fargus
- 29 Kirthos
- 30 Phox1293

January

- 1 gamer10101
- 2 KaliFang
- 8 r
- 9 Reddrake
- 9 sacredwater
- 11 Brianna
- 11 Dragon Mistress
- 12 Deucalion
- 14 luncelot
- 16 Vigorio
- 20 Nai Linwielin
- 23 Nixie Face
- 24 cmorgaf

February

- 25 Shades 331
- 27 Armaan
- 27 grayfreak
- 27 Ossian
- 27 Armaan
- 29 Kas Moondance
- 8 Yanamari
- 9 kerdon
- 11 t_catt11
- 14 frenchkiss
- 17 elfwitch
- 18 mstrjediggrady
- 20 Skari-dono
- 21 Myriak
- 21 Geriant
- 22 lordvanduu
- 23 rhondygirl
- 23 akiddanherkitten
- 26 deek

Audalis

WARRENS OF KHORDAL IN THE DWARVEN KINGDOM OF AUDALIS

The best place to begin a journey through the Khordal Kingdom is at the Kharox cave near the Kharolis Peak. It is here that Geofel discovered natural caves and began the first settlement. Not long after this great discovery Caelbo Bronzewood began the excavation of what would one day be the warrens which bear his name to this day.

The warrens of Caelbo are like the other warrens with their wide tunnels and buildings built directly into the walls. Nearly three thousand years of heavy feet have worn the stone floor smooth. Other signs of times passed are etched into the buildings here. The Khords who call this area home appreciate the ancient soul of the stone around them, and do not seek to update the warrens. They are home to several glorious sites, however, that any visitor to the Caelbo should not miss.

Built into a monolithic stalactite is the Grand Library. Where the stalactite narrows near the floor the entrance is built. Above that the library spirals up along the inside of the hallowed out rock formation. Khordal scholars flock to this library to study, but certain levels are forbidden.

A lava fountain bearing a roughly humanoid statue in the middle is also of interest. Legend has it that the statue was once an earth elemental who, when he learned of the Khord's colonization of his home, turned to stone in agony. With that in mind it is not hard to see the strife in the outstretched hands and the tears of lava that pour from his eyes.

The Aglar Column serves as a beautiful center piece for a town squares in the Caelbo. This natural formation seems to resemble a tall mountain with several figures climbing its steep slopes. Many interpret this to be the great dwarven hero Aglar leading his followers to conquer the mountain. The ground water that drips down over this formation is said to bring courage to any who drink it.

The warrens of the Rvsthorn are not places that visitors are likely to frequent. The eastern regions of the Rvsthorn were built up during the first Dwarven-Elven war. When trade routes were cut off the Chakran Portal was built here to provide the safe transport of goods and this district thrived with the commerce. However, when the Chakran Kingdom fell under attacks from goblins and trolls the portal was shut down to protect Khordal. It has been closed since then.

For those brave enough to enter the Rvsthorn there are some points of interest though. *The Servants of Fire and Stone* have built an impressive temple to Kharox here. Resembling a gigantic anvil and supporting the crossed hammer and axe symbol of Kharox over its entrance it is a formidable sight. Inside the Servants create and test their new, and usually lethal, devices.

A more cheerful place to visit in these warrens is perhaps the Clouded Mug; a tavern that lies on the border of the eastern and western districts of the Rvsthorn. Supposedly it is a place where shadier deals are often struck and no one raises a brow.

The warrens of Gunthras are the final inhabited section of the Khordal Kingdom. These are the most modern of the warrens and a trained eye can see the difference in architecture here. The buildings are more angular and less elaborate in design.

This area is known primarily for its focus on temples. Nearly all of the gods are represented in this area. Of particular note is the Rock of the Ageless Craftsman, the largest temple to Kharox in Khordal. Out of the wall of the cavern two stone hands reach forward and drip their fingers toward the floor. Visitors enter between the two hands are greeted with another large hand that comes from the floor.

Followers of Khamaruz have built themselves a perpetual winter wonderland down here as well. When the frozen peaks of Kharolis melt in the height of summer pilgrims find their way here to continue their worship of the wintery God. Three impressively sized icicles turned upside down stick out of the frigid landscape here and are connected with delicate bridges.

Another impressive 'temple' in Gunthras is the Spores of Itanlok. This area is veritable mushroom and fungus forest. Built by worshipers of Kith-Jora, the forest is an impressive display of how life can flourish even that underground. Underneath the forest a bar by the same name is nestled. Its popularity might have something to do with the hallucinatory mushrooms sold there.

These are but a few of the attractions the three warrens have to offer and the warrens themselves are not the full extent of the Khordal Kingdom. Hopefully visitors will continue to explore the great wonders that reside in this underground masterpiece on their own.

For more on Khordal or other Audalis Kingdoms see the 'Audalis' navigational tab on our website.



The Inn Wants You!

The Red Dragon Inn is a website.

The focus is gaming.

The members create a community.

We invite you to join us.

Go ahead, feel free to poke around in our forums, browse through our articles and check out our tools. You will find that our members have a wide variety of interests and bring unique experiences and talents to our boards.

One of the advantages of the Inn is our ability to be so versatile, to include so many different gaming styles. If what you seek is not here already, introduce us to it.

If you need help getting around the staff and our long term residents are always at your service.

Be sure to check out our selection of gaming related T-shirts too!



Acknowledgments

First we need to thank the creative sparks of Lady Kali and Eol Fefalas for coming up with the idea of a newsletter, without their comments this never would have happened.

Then a warm thank you to all of the staff, and Mark, who have provided ideas, critiques, advice and raw material that made this first newsletter what you see before you now.

A mighty special thanks goes out to Almerin, who furnished this newsletter with its beautiful banner, as well as helped out with the 'Spores' and Audalis highlights.

Thanks also goes out to t_catt11 and Alacrity for their submissions. Recognition to all our artists as well. Lolkat for the *Loaded Dice* image, Eol Fefalas for the 'Birthday Mage', Bromern Sal for

the 'Dwarven Worshipper' and to Yanamari for 'Tabi' here on the back page.

Last, but certainly not least, to the cast of 'Spores' for writing so well and allowing me to cut it to pieces for this publication: Almerin (DM), Gboy (Baldorf), Eol Fefalas (Crulgrin), Kaelyn (Crellin), Hammer (Loco), Niaou'li (Niaou'li), and Yanamari (Helengir).



Adventure Awaits

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