

Definition of a Kender

A study in brief By Horquist von Odessa

Kender are halflings with the appearance of a small human child, slight of build, beardless, about three and a half to four feet tall and generally live for about 100 years (or until their curiosity kills them.) In regard to personal belongings, Kenderkind makes a relatively loose distinction between "mine" and "yours." In a Kender home, a relic is anything that hasn't disappeared after 3 weeks. Kender have the unique "handling" ability which allows them to "find" objects unconsciously. If a Kender were to walk through a crowd of people, that Kender would likely wind up on the other side with his pouch bulging with the belongings of a few of the bystanders. If anyone cornered him and asked him about it, the Kender would innocently reply that "it must have fallen into my pouch." He might then truthfully add, "it's a good thing I found it or somebody else might have taken it." Because of their naiveté in regards to personal belongings, the worst name one could call a Kender is a "Cutpurse" or "Thief", for they believe that they are neither, "it was an accident, remember?" Since Kender are so small, some might think they are easily subdued by other races. However, as an adjunct to their fearlessness, Kenders show great aptitude at taunting their enemies. The taunt is usually highly personal, insulting the questionable lineage, appearance, intelligence and odour of the taunted. The purpose is to throw the enemy into such a rage that it loses it's control and attacks without thinking, allowing the Kender a victory. This particular weapon, while working out well to the Kender's advantage, is lamented long and often by the other races, the reason being that the Kender, naturally, never thinks to advise his companions that this is the weapon that he/she will be employing. Understandably the companion is mildly surprised when, while up against a Brother Gabriel-calibre magician and his pet red dragon, the Kender amongst them saunters out and begins insulting the both of them at great length. Usually, the company ends up almost killing the Kender themselves. Most of the time, they realize that both magician and dragon are paralysed with rage, enabling them to charge the field and win the day. It does, however, tend to fray the nerves a bit. As for all other races, the Universal sign of danger is when one hears a high-pitched, childlike voice say, "oops..." it is at this point that seasoned, hardened warriors instantly turn into track stars.

NBK History

The original Natural Born Kender were founded in 1094 by Cpt Carpet Chairclimber, Perch Chairclimber and Roach Chairclimber in far off lands where a large Gathering of people had taken place. I believe the group changed hands somehow through association between Tartan & Twinkle, Perch and Paradox. The NBK first appeared during the Faction Moots of the aforementioned year where alliances were formed with two Elven mercenary factions, eventually separating to go their respective ways between 1095 and 1096. I know not of the whereabouts of the others, but I - Captain Carpet - have retired to a catastrophic military career with the Northern Mercenary Elves. Carpet has received some long distance news about the current Renewal NBK and is proud to hear that the group he spawned has now taken over Ra Ra's castle - It originally started owning a cabbage patch on his land after we blagged it from him somehow. Anyway, the original history of the NBK before the siege of 1096 (as Carpet knew it) is as such: Acod, the Cod God, (another Kender Guardian) "Long ago, in a plaice (sic) far, far from here lived a small community of Kender. This great race, at the time of Acod's coming, was happily ignoring the troubled events around them, such as the sky darkening, the sun turning the colour of blood and a tide of general nastiness towards household pets sweeping the land. This is until one such Kender, while wandering with colleagues, chanced upon a human god, who praised the heroic Kender and his friends for freeing the first temple dedicated to him. This the Kender knew nothing of, only that the ruins he had just explored had some really cool stuff in it. Slowly, as the Kender travelled more, it was beaten into

him by his helpful comrades that all was not right in the world. One evening while fishing outside a castle a revelation came to him in the form of a fish (and repeatedly being thrown into the river). The fish was a cod. The now enlightened Kender returned to his people to tell them of this great peril and mobilised the unit into a formidable guerrilla / trained parrot show. These elite Kender, known as the Natural Born Kender, freed their homeland from evil (allegedly) and became renowned for spreading the word of Acod, the Cod God, guardian of the Kender, Freedom Fighter and patron of all parrot trainers. This was the original rant that Carpet was going to hand the Head Ritualist at the second Moot, but he forgot. It is also entirely possible that Carpet forgot about Acod soon after. "Incidentally, during his military career, Carpet has lost an entire militia (and the town it was protecting), found a ship and then lost that somewhere underwater, and then been banished from Elven lands during a civil war. He is currently alive and well, avoiding death and prejudice from day to day, and may well appear at an event in the future.

The Kender that inhabit Teutonia today happened upon the place by accident, after many years of wandering from far away lands. They set up a small camp in the grounds surrounding Ra Ra's (Rasputins) castle, and were allowed to stay there as they acted as a distraction for would be assassins of the Great Mage. The Kender grew tired of continuous persecution, and eventually became a more ruthless stronger race. The Kender were very effective traders and soon amassed enough wealth to attract the services of a Trader known as Goz to become a Kender guard in the year 1096. Goz formed the "Shadow Company" from a group of mercenaries to guard the Kender and the group grew larger. The initial two natural born CP Natural Born Kender were "Tartan"- a light skirmish fighter and wife "Twinkle" - a Ritualist / Shaman. Then followed "Dewdrop" a very efficient healer and the infamous "Opportunity Knocks" (now sadly deceased.) Soon after this a half-Kender known as Hazel was welcomed to the group. She was soon married to an Evil Sun "Plugdung" after spending a night in the PIT with him & Stumper. Now better known as "Mrs Plugdung" or "Auntie Hazel" this half Kender's aim is to participate in a Ritual at Bastion in 1100 to determine what species her other half is. Twinkle and Tartans' son "Starlet" made his first appearance at the Free Nomadic People's Council in 1099, after escaping from Shaman school. After the retirement of Goz in 1099 to go back to being a Freelance trader, the leaders of Shadow company personnel were going to be "Drid" fighter (and champion of a rather dubious religion) and "Sil" an incredibly strong troll/ogre. Unfortunately both Goz and Drid were sadly killed at the recent 1100 Prelude event, Goz was burnt to death fighting a fire demon and Drid was killed in action. Or so it seemed. Drid did definitely die, but fortunately for Goz it was a doppelganger that burnt to death, Goz was nowhere near at the time. Sil took charge of Shadow company until his death at Fayre 1100.

Update of situation since Bastion 1100 :- Tartan the Kender was lost to us at the Bastion, but he went out in style fighting one of Lady Scythes undead minions. The loss of his Father upset young Starlet greatly, and at the "Secrets of Lyonesse" coming together he renounced the Kender's Nature Goddess, Lorelli in the name of Bane and began an apprenticeship as a Bane Knight with Rigor Mortis II. He took on a rather Dark and sinister appearance and started to dream about demons. A most distraught Twinkle was angry at Rigor for bringing about the change in her son, but reluctantly agreed that he continued the training if only to rid Starlet of his nightmares. Rigor II took Starlet to the Fayre of Norsca to continue his education, but unfortunately it was learned that Shard (an ex Viper Beastie) found out that Starlet had been engaging in dodgy dealings as a Viper ambassador. The foolish young Kender tried to bribe Shard but as Beasts do not value money in the same way as some other races, she attacked him as a punishment. Shard had a bloodlust, so once she saw blood she continued to attack Starlet further until he was dead. Starlet was then raised by Balefire in exchange for his soul, but after participating in a cataclysmic ritual failure, he was again killed by an angry Shard as one of her cubs had died as a result of the ritual. Dewdrop got scared by events at Fayre and was protected by Fir Cruthen hospitality until the people subsided. He decided to set off on a far flung adventure of his own in far

away lands. Twinkle was becoming slightly more unstable, but had to try and hold things together at Renewal to ensure the continued existence of NBK within the ACT, larger group within the Vipers. A new Kender, Kipper also joined Mrs P. , Talisa , Nash, Buckminster and Sparkle (also now deceased) at the Renewal of Magic.

Kender current views on undead and demons :

If the wrong spirit is in the wrong body, we would class it as unnatural undead and make every effort to kill it. If the original spirit has been called back by that Creature's god into it's original body, then we will not interfere. Demons are natural creatures from another plane. We would make every attempt to assist the Demon to get back to his/her own plane, as they would probably not be happy here.

Kender & Dragon Story

*Come hear the tale of Kender & Dragon
Come settle down & here the story unfold
For I am to speak of a saga unending
Full of courage & caring, the brave & the bold.*

*I take you back now, 12 moons ago
Though the true beginning is far older than that.
So enter our heroes, the colourful Kender
Bright patchwork jackets, long floppy hat.*

*Travelling home, last Renewal just over
Farewell to their friends, they start on their way
Packs on their backs, heads bowed against rain,
singing their songs to cheer a grey day*

*Many nights passed under glorious stars
Tired & peaceful the Kender did sleep
Watched over nightly, Shadow company guards
Bright swords ever ready, Kender Safety to keep.*

*Then one night through the stillness tore a terrible sound
A cry both of anger and sadness untold
Echoing round, the wailing did cease
From where did it come? Let our tale unfold.*

*Deep in the darkness the forest sounds were returning,
as the cry died away the direction was clear
And so the companions made up their minds
To find the source of this wail. So they packed up their gear.*

Now while the Kender are travelling let me take you back

*Away from this place to a deep forest glen
Before night had fallen, in the low evening light
The tale I now tell you shows the folly of men.*

*Through the trees in a hollow, with a warm sandy floor
A knight's young squire now enters the scene
Furtively creeping from shadow to shadow
This one's blackened heart was twisted and mean.*

*As a child he had pulled legs from a fly
Tied cans to dogs tails just to see them run
And as a squire to a knight no nobler than he
They made a pair any of you would shun.*

*He came now looking for food for his master
And at the back of a cave he thought he'd struck gold.
A dozen huge eggs lay neat, in a circle
Though on closer inspection they smelled musty & old.*

*In anger at having being cheated of supper
At least that is what this idiot thought
He struck at each egg with a large jagged stone.
But on smashing the last one he knew he'd been caught.*

*This was the cry that the Kender had heard
And in that act they were not alone
For the evil squire's master was closer than they
And he too was heading straight for the groan.*

*However we find that back in the hollow
The squire stood surrounded by broken egg shell.
The dragon advanced, blind with grief & anger
Intent on providing a ticket to hell.*

*Claws rose and fell, and teeth were heard grinding
The loss of it's young lending strength to it's blows.
Till the squire's broken body lay bloodied & torn
The soul having left to wherever it goes.*

*Now in charged the knight who quite incorrectly
Assumed his squire's death was a motiveless crime
Immediately attacking, his first blow was mighty
Nearly felling the dragon as it came from behind*

*It is now, at this point that my two tales collide
For our travelling Kender arrived on the scene
They see smashed eggs and the squire's broken body
And see what lay behind the long mournful keen.*

*As the dragon went down under the blows struck against it
The knight rushed over to sever the head*

*But in rushed the Kender, shielding the body
Shadow Company protecting what they feared may be dead.*

*In the face of such numbers the knight now retreated.
Mistakenly thinking his squire's death was avenged.*

*Bright swords at the ready, Goz shouted orders,
"Round the edge of this hollow I want you arranged."*

*Back with the dragon the Kender were working
Their healers attempting to keep death at bay.
While others made camp, they sat and they waited,
Hoping success would come with the day.*

*And so it has been these passed twelve moons
Protected and tended the dragon did lie.
But not for much longer, despite all their efforts,
The Kender now know that the dragon will die.*

*And so we come now to this time here, the present.
And the reason behind the staff they have made.
For though with an ancestry centuries long
As the last of it's kind, should the dragon's voice fade?*

*The Kender are ever a cheerful folk
And have spent long winter evenings in talk and in song
The dragon often spoke of it's life and it's history
And to lose tales untold is criminally wrong.*

*So if the body must die and return to the earth
And the spirit its brethren may seek,
Then why not the voice remain behind
And the staff in it's image may speak,*

*I have played my part & brought you here
Related the tale that I know
Though in the ending is now in the hands of the gods
I bid you farewell as I go.*