

The Cherendry/Blackstone Herald

January, 605



Volume 4, Issue 1

The Story of Trulam

As we at the Herald understand the situation, here is what has happened...

Trulam was originally under the direction of Countess Jasmine LaVonde. The former Countess of Richland. This was before the Civil War (circa 600-603). The Countess was eventually proven to be one of the Enemy, and defeated. Her son, Michael LaVonde, went missing around the end of the Civil War, and Richland was put into the hands of the family De'Genovia. The De'Genovia are the current rulers in Richland, with Count Cosimo De'Genovia and his son, Lord Urbino De'Genovia as some of the most well known of the nobility there. Trulam is a town on an island off of the coast of Richland that previous to last summer had been left alone in favor of rebuilding the county.

Sir Kyth Wild led a party of adventurers to retake Trulam in August. When they arrived, they found the island populated by bandits, pirates, undead, and accursed citizenry, who were unable to control their affliction and seemed to have no way out of it. The citizens are fine by day, but by night their spirits leave their bodies and they roam the island, killing the adventurers who had come to re-take it, and saying the whole time that they didn't want to do it, but that they had no control over their actions. They seem hostile

only when the former lord of the town is about.

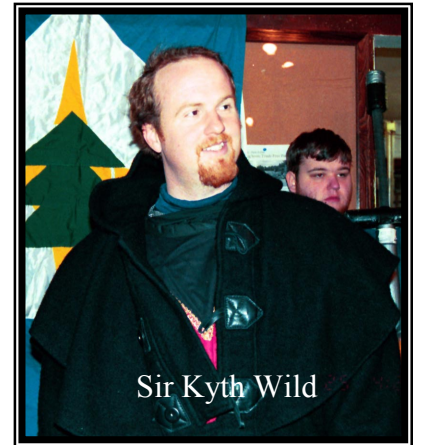
Any pirates the adventurers came across were told

to put up their weapons and pirate flags and were sentenced to privateering, and are now working for the Richland Navy. Most of the pirates did not want to do that, and chose to fight instead. Those that agreed are now in the service of His Grace.

The orders were given under the direction of Sir Kyth Wild, and Lady Contessa De'Genovia, who is the noble currently charged with the running of Trulam.

It has been rumored that the flute recovered last month is indeed the method by which the curse may be broken; however, it is said that only a gypsy may play the flute.

Is the curse on the people of Trulam a Gypsy's Curse? If so, then why would the flute be able to remove it? And what of Tyler, the Undead Ninja Pirate? The adventurers managed to destroy him once, but saw him return. He has yet to be destroyed or captured. Hopefully, these questions will see resolution at the January gather.



Sir Kyth Wild

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604 - The Year in Review



Using the Therendry/Blackstone Herald Awards as a guide, let's see how people did this year...

Sir Ryth Wild's skills as a fighter seem to be slipping a little. After two successive years in first place as best fighter, he's moved down to second place, making way for Anthony Darkforge, who won first in both the paper's and Caliphar Belmont's Commoners poll. Luckily, he has Restral De'Riernan, who won best rogue for the third straight year, to support him. Speaking of three wins in a row, Squire Draelin Carlyin came in as best caster yet again. His main competition for the title is Squire Rastlin Dawnware, who has managed to be in the top three each year, but never claimed first. Maybe this year will be his chance, especially if Draelin keeps avoiding gathers.

Draelin's not the only one who's been absent this past year, though. Lochwood, who won first place for best team in 602 and 603, didn't even make the top three this past year. High Lord Tao Darkshade's Court, who came in second for best team last year, also seems to have evaporated. In their absence, Pack Silvermoon has flourished, along with Caliphar and Nikki, although there seems to be some confusion over who the third member of their team is.

On a positive note (or maybe not), more people are finding Mario Greymist witty. He jumps from third place in the 603 awards to win in the 604 awards for the wittiest adventurer. The other notable achievement goes to Viscount Simeon Silvercord, who has learned to avoid rifts. After receiving first place as the most likely to jump on a rift in 602, he calmed down a bit, and only came in second during the 603 awards. This year he managed to avoid the top three entirely. Sir Strider De'Riernan, however, has gone the opposite way, and moved from third place to first place.

Of course, you might argue that any conclusions drawn from the voting results are capricious. How can we tell how accurate these awards are? Well, let's take a look at last year's winners for most likely to be a noble someday. First place went to Sir Ryth Wild, second place went Sir Magistrate Corin Sunliner, and third place went to Squire Geronia Merritt. I'd say we were pretty accurate.

Donovan Knighted...Again!

New Knight of Therendry Appointed at Therendry Gather, December

Be it known that on December 18 in the year of our King, 604, Donovan Nauglamir was granted the noble title of Knight of Therendry by Viscount Simeon Silvercord with the permission and blessing of His Grace Duke Ellis Pinetree.

The titling ceremony took place in the town of Crimson Cross, located on Trulam Island, within the County of Richland. This title is Ducal in nature, and additionally carries duties related to the Viscount's charge of the Guilds of Magic, Fellmist County, and several other matters to which I am not privy.

The titling ceremony was shorter than what is normally associated with the granting of noble title to a commoner, but this was not a typical situation. Donovan was previously known as a Knight of Midland County during the Therendry civil war. Lord Marshal Scipio of the Midland County Council of Lords granted him this title.

Prior to this he was squired to Sir Gilliard DeKestral Hoyle Baljar De'Amentre, Knight of Therendry. His duties at the time involved working directly for Lord Marshal Scipio and these duties prevented him from attending gatherings from that point until the end of the civil war.

When the war ended the Duke restructured the Counties and appointed new ruling

nobles. This left Sir Donovan without a liege and a noble without a liege, excluding the King of course, will lose his title until such time as a higher ranking noble chooses to extend an offer of service and reinstate a title or grant a new one.



By all accounts, Sir Donovan left Therendry following the end of the war due to family matters, but returned shortly thereafter and continued to serve the Duchy behind the scenes. For reasons unknown he chose to shun all gatherings for a period of two years, spending most of his time assisting Sir Gilliard De'Amentre with his appointed duties, traveling the lands of Therendry, or in Myrr with his family.

~Goodman Darian~ Return Columnist, The Therendry/Blackstone Herald

Rumor Has It...

- ...that **Sir Kyth Wild** has been assimilated.
- ...that **Sir Jokarius** is secretly being courted by **Fachtna**.
- ...there is a secret war between the wolvern. All because someone ate a puppy.
- ...that **Goodman Neoden** was been seen leaving the town in the middle of the night only to come home smelling of cheap perfume
- ...that **Little Johnathan** has not been found for 2 days now. Some think that he has been kidnapped.
- ...that **Old man Thompson** found a garnet vein in a cavern hole on his property.
- ...that the local gossip amongst the farmers is that **Goodwoman Lelia** is running a late night establishment. Of course this rumor comes from the local catty housewives.
- ...Beware travel on the seas. To date seven ship captains have seen a dismal looking ghost ship hunting the high seas.
- ...that the town of Halon has contract some sort of illness. It all started when **Goodman Jeffrey** came down from the mountains all pale in appearance.
- ...If you ever are face to face with a were-wolf. The best thing to do is lay on the ground and not move. If you play dead they will leave you alone.
- ...that **Evil** has become good. Well as good as evil can be when evil wants to be good for the purpose of evil.
- ...that **Gwen** will be named a lady.
- ...that there *IS* a book of fines!
- ...that Stolen goods have been shipped to the Island.
- ...that Something hunts the shadow.
- ...that **Tovolia** plans to be a knight of Lyonesse by the time the year 606 dawns.
- ...that there is a castle in the mists of Richland that only appears at the hour of dawn. From inside a sweet song is sung.
- ...that **Seronia Merritt** plans to abandon his position under **Duke Pinetree** and become a mercenary, selling his blade to the highest bidder.
- ...that **Fachtna** has found a new purpose, and seeks to reassemble the Blade of Jar'Kurin, the cursed weapon that took the life of **Duke Pinetree's** grandfather.
- ...that **Marcus Gunnar** is the most feared blade in Therendry.

Contributions

The Therendry/Blackstone Herald would like to thank it's Contributors. They are a valuable resource, providing reports on the happenings of the area, what is heard and seen, what is coming, that is acting and in what capacity, and providing entertainment in the form of rumors, puzzles, poetry and other works. They are the backbone of this press, and we could not exist without them.

Contributors for this edition were: Melissa Brannan, Tim DeLong, Kelvin Bashford, Rebecca Goldstein, Lisa Wyland, and Thomas Hylton

We at the Herald wish them a Happy New Year, as do we for All Our Readers.

We hope to continue to provide good service to the adventuring community of Therendry and Blackstone, and to do so we are hiring reporters. To cover specific events, to receive an assignment, to report an event, or to suggest a story, please contact the Editor at rhycce at juno dot com, or (monster camp).

Thank you and Have a Very Happy New Year!
Your Friends at the Herald, and The Editor

The Poet's Corner



Tears

Why do I cry?
 Am I sad from the pain of a lost one
 Am I crying for my heart has been torn
 Have I fallen to Earth from the sky
 to meet our mother's grasp
 or I lost my favorite things
 Maybe I cry for happiness
 for a new story found
 or a new love to claim my heart
 No, I am crying because...
 I have nothing better to do right now

More Poetry can be found on page 9...

"Do you think you can be a Scholar.?"

So you think you can be a scholar. You don't have to raise a sword and shield, to heavy. You don't have to be able to sneak around in shadows, to clumsy. And you don't have to even get in a fight. You just want to hang back and cast spells at things all day long. Well I got news for you my friend. Being a scholar is not that easy. It involves a lot of reading and comprehending of scripts and symbols. Understanding things even when they are not easily understandable to the common Goodman or Goodwoman. So to help you on your way I, Shardin Scott, a wizard of no major powers, have come up with a little puzzle to test your ability to see what is not there. First you need two things to do this puzzle. One: you need to be able to read, which, if you understand these words, I will assume you can. Two: you will need a wizard's eye to look at the below cryptic codes. They consist of letters and numbers mixed with words to create short simple phrases. Some deal with Mathematics and the Calendar. Others deal with people and creatures. And yet others are merely phrases you may here as a Scholarly type person. An if that was not hard enough some of them have nothing to do with being a scholar at all. Figure these 30 out and you may be on the road to being a scholar. The answers to these puzzles can be found in the next edition of the paper, so keep your eyes peeled. And if you do manage to get all 30. Good, but don't tell your friends all the answers, lest we have pretend scholars amongst us.

No.	Cryptic	Answer
1	12 M in a Y	
2	15 M on a D M C	
3	PF - AW of P and P	
4	I C F M P to SM	
5	3 B M (S H T R)	
6	365 D in a Y	
7	I C U the E to C S W	
8	D of L is the C of L	
9	I C U E to G you S	
10	7 D of the W	
11	K M E 2	
12	W E F I B a W L	
13	T = L of all W P and D	
14	5 T on a F	
15	VSS - AW of C and R	
16	W E F I G you a G S	
17	DEP is the D of T	
18	26 L of the A	
19	I C F a D B	
20	52 C in a D (WJs)	
21	H M W could a W C C	
22	N G a S M	
23	I G Y the G of a R of a S S	
24	O is the K of F	
25	52 W in a Y	
26	GU have G E	
27	"P to D"	
28	FiW are I in E	
29	FS-PM - AW of P and R	
30	K of DK	

Earth Spells

D B H M I T D S E Y P D W D R D S C U C A C S L S
 I E E T H M H O R Z L A E A L B D I S U U O D R T
 S W A G A A P A O E I S R E R E Z G S R K U N E R
 P I I G T E U R I L T L I A T D C A E E M R U M A
 E L N T N T D H O R B H I E L U R M L S K A O O P
 L T E S C I S C O V S Y C B R Y O D B E C G W V U
 M R A N P N L Y U L E T F E A R Z L R R H E T E N
 A D A R O I U A A R M D W I T T F E E I A L H W D
 G S I S O N R T E A E O H A R D S I T O R A G E E
 I R I S D G N A G H U C L E S U R H A U M M I A A
 C O T E A E I I T N C W R Y A L P S E S A I L K D
 P R A D M R C V D I O I R I R R E W R W N N E N A
 W D N E D R M S N U O I H E T R T E G O I A R E E
 K I L E S R U C N I B N T T S I A H P U M N U S D
 B E S A E S I D E R U C O A A T C T W N A U C S N
 W E A K N E S S H S I N A B R P O A U D L H A Y U
 Y N O M R A H F O E L C R I C E M R L S G S W O N
 E X T E N D E D H E A R T H D V N E E W D S A R R
 R E W O P F O E L C R I C S H U N E C L O M K T U
 R E F L E C T M A G I C R E P E L U G N I U E S T
 N R E S A E L E R R E M O V E C U R S E E M N E I
 I I P N G J N O I T P U R R O C E F I L R L B D E
 S Z P M C K N C A L M A N I M A L Z J O V A I L S
 C O N F I N E R O M R A C I G A M K K K K C P S U
 M H A R M U N D E A D Q S G E Z Y L A R A P N U B

AWAKEN
 BANISH
 BIND
 BLESS
 CALM
 CALM ANIMAL
 CHARM
 CHARM ANIMAL
 CIRCLE OF HARMONY
 CIRCLE OF POWER
 CONFINED
 CORRUPTION
 COURAGE
 CURE CRITICAL
 WOUNDS
 CURE DISEASE
 CURE LIGHT WOUNDS
 CURE MORTAL WOUNDS
 CURE SERIOUS WOUNDS
 CURE WOUNDS
 CURSE
 DEATH

DESTROY
 DESTROY UNDEAD
 DETECT MAGIC
 DISARM
 DISPEL MAGIC
 ELEMENTAL SHIELD
 EMPATHIC HEALING
 EXTENDED HEARTH
 GREATER BLESS
 HARM UNDEAD
 IMPROVED HEARTH
 INSPIRATION
 INVIGORATE
 LIFE
 LIGHT
 MAGIC ARMOR
 PARALYZE
 PIN
 POISON SHIELD
 PURIFY BLOOD
 REFLECT MAGIC
 REGENERATION

RELEASE
 REMOVE CURSE
 REMOVE WEAKNESS
 REPEL
 RESTORE LIMB
 SANCTUARY
 SHATTER
 SHIELD MAGIC
 SHUN
 SHUN ANIMAL
 SILENCE
 SLEEP
 STABILIZE
 TARRY
 TRAP UNDEAD
 TURN UNDEAD
 UNPARALYZE
 WARD
 WEAKNESS
 WEB

The open mind.

Philosophy by Do-Shodo.

Well-met gentle reader. Allow me to introduce myself, I am Do-Shodo, of the stone elven peoples, and I am here to bring enlightenment to you through the method of philosophy. The mind is as a book, closed but always capable of being opened. Meditate upon what I write here, and let it guide your heart. Free thyself from the dancing shadows you fear and allow the lotus blossom to open and carry you to a new level of consciousness.

I have titled this section of my writings "On Man." Thank you for reading.

1. A dog was tied to a tree when a passing traveler untied the rope. "A gift!" cried the dog. The traveler came to a wall in the path that he could not get by when a rock fell from the sky and shattered it, opening his path. "A gift!" cried the traveler. ~What does the dog know of the nature of gifts? What does the traveler?

2. It is said that the nature of man is one of freedom,

for of all the races on Tyrna only mankind is free of the ancient bindings upon of ages gone by. It is said that the nature of chaos is freedom, for law seeks to define reality while chaos seeks to simply exist. Is the nature of man then to be of chaos?

3. It is said that the nature of man is one of law, for man seeks to define his existence through his works. It is said that the nature of law is tyranny, for without absolute control there cannot be total law. Is the nature of man that of law?

4. It is said that the nature of man is to grow within the world, to expand and to have a method of the expansion. It is said the nature of nature is to exist and to be free, yet confined by law. A rose will not grow in winter's snow after all. Is the nature of man to be as nature, one of chaotic expansion, yet reigned in by laws beyond man's creation and perception?



Insanity

Cloudy terrain of the mind
The single thoughts of the insane
Simple ideas of the confused
What to do, what to do

Here, there, and oh yeah back there
I have been to the hell of nothing
the stairs of the truly lonely
By myself I sit in the black

Help me, in my moments of void
My place with myself
In the cold reaches of everything
The world is the place of absolute

I have the planes before me
With nothing to do, but stare
I have not for my souls are not here
The this of truths that mean the most

They are the spirits of happiness
Ghosts of pleasure and pain

My only thing in my life that chase the void
That push the great nothing to its lair
Thank you My Friends

Hats with feathers - 2 silver

Walking too fast - 2 silver

Talking with an accent - 2 silver

Wearing inappropriate clothing - 2 silver

These may be updated and changed as needed by the Magistrate.

Article of Interest:

Gwen the Magistrate

- ~ Permit to carry weapons.
- ~ Permit to use weapons in defense only.
- ~ Permit to use weapons offensively.
- ~ Permit to use a shield.
- ~ Permit to use scrolls.
- ~ Permit to use Potions.
- ~ Permit to use elixirs.
- ~ Permit to fight monsters.
- ~ Permit to have Aura active
- ~ Permit to carry alchemy
- ~ Permit to sell wares
- ~ Permit to have a workshop of any type
- ~ Permit to have a circle
- ~ Permit to have a ward
- ~ Permit to have a greater ward

Fines:

Not referring to Gwen as Magistrate - 2 silver

Talking back - 2 silver

Talking out of turn - 2 silver

Talking too loud - 2 silver

Talking too softly - 2 silver

Cost of permits - 2 silver each

Fine for not having permit - 2 silver each

Not showing proper respect to Gwen's Thugs'
Monochromatic clothing - 2 silver

Walking too slow - 2 silver

Loitering - 2 silver

Holding an unsanctioned event - 2 silver

Schedule of Events:

Date:	Location:	Chapter/IG Loc.:
January 7-9	Camp 5, Prince William Forest (Check out 12pm)	METRO/Richland
March 18-20	Camp 5, Prince William Forest (Check out 12pm)	METRO
April 1-3	Pocahontas State Park	VALOR
April 22-24	Camp 5, Prince William Forest (Check out 12pm)	METRO
May 27-30 (3-day)	Pocahontas State Park	VALOR
June 3-5	Pocahontas State Park	VALOR
July 8-10	Pocahontas State Park	VALOR
August 5-7	Pocahontas State Park	VALOR
September 2-5 (3-day)	Pocahontas State Park	VALOR
September 23-25	Pocahontas State Park	VALOR
October 7-9	Pocahontas State Park	VALOR

9-day: May 27 to June 5

Contacts for METRO (Therendry): Website: <http://www.therendry.com>

Pre-registration:

Gateways, 11562 Rolling Green Court, Unit 300, Reston, VA 20191

Mike Smith: illuminating1@hotmail.com

Contacts for VALOR (Blackstone): Website: <http://www.duchyofblackstone.com>

Pre-registration:

VALOR, 201 Poplar Ridge Court, Apt. 14, Owings Mills, MD 21117

David Bliss: VALORHQ@aol.com

Chris Hill: valornero@aol.com

Costs for Events:

2-Day Event: \$55 at the door, \$45 pre-registration, for PCs.
NPCing is free.

3-Day Event: \$75 at the door, \$65 pre-registration, for PCs.
NPCing is free.

Those with a good NPC/PC ratio may be given a discount.
Logistics must be contacted for pre-game production prior to event.

Logistics:

VALOR: VALORHQ@aol.com

METRO: characters@therendry.com

