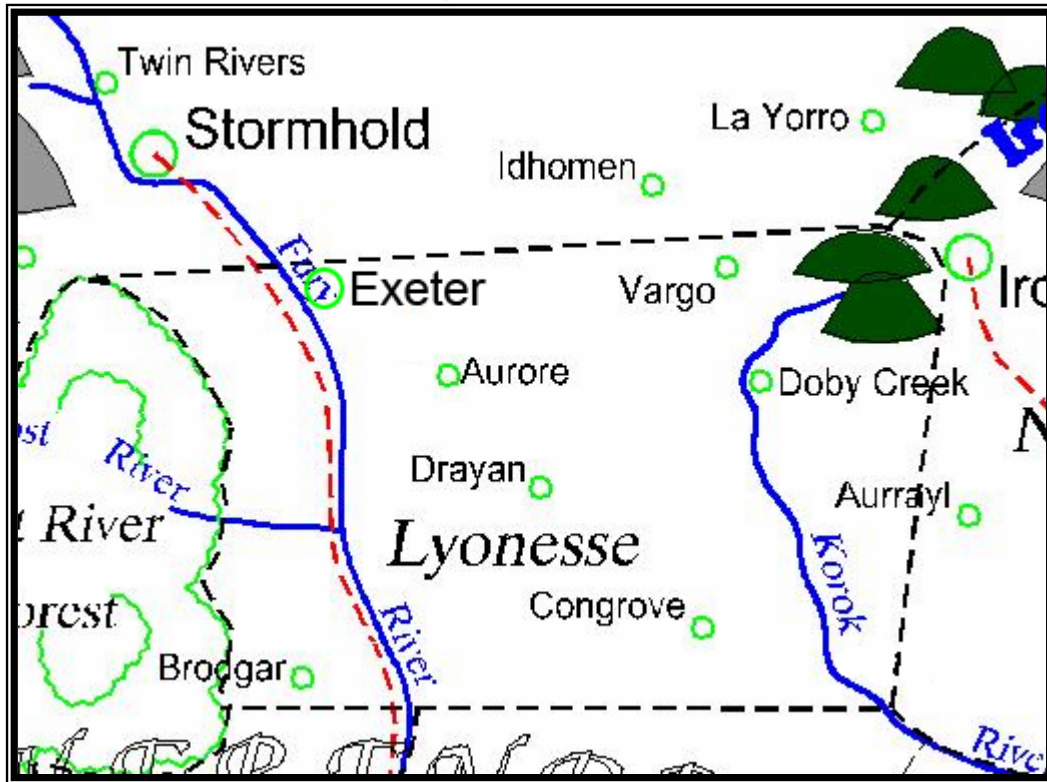


The Therendry Blackstone Herald

December, 605



Volume 4, Issue 18



An Announcement Regarding the Barony of Exeter and the City Proper

Here Ye, Here Ye! Be it known to all Peoples of and Visitors to Exeter that the following shall be instituted this day forth: That declaration has been made that there shall be no trade outside of the Bazaar within the City Proper. That declaration has been made that all trade shall take place within the Bazaar or on the Piers. That declaration has been made that the levies on trade shall continue to be forestalled for the near future. That declaration has been made that the tax upon the service industries shall continue collection for the near future. That declaration has been made that tax upon the re-sale of goods within the City Proper shall continue for the near future. That declaration has been made that all businesses operating within or surrounding the City Proper must register their activities. All such establishments shall be accordance with Duchy Law regarding their practices and charges. Anyone Wishing to establish a business, please feel free to contact myself, another member of the peerage, Sheriff "Action Jack" Fidian, or a duly appointed representative.

By My Hand and Seal.

Baron Siranot DeGauss
Barony of Exeter, Duchy of Therendry



Rumor Has It...

- ... that Tynsil Treehawk knows of the location of a grand treasure, but it is buried under a tree and so she will speak not of it, lest someone chop down the tree to claim it.
- ... that one hundred children have gone missing across Therendry this past month. All signs point to a mysterious being known as The Shepherd as being at the root of this evil.
- ... if you kiss an honest farmer and make a wish the wish will come true.
- ... that Beryl Qain is being courted by Cufain Winterborn.
- ... that Duncan is founding a guild of warriors under the name of The Scarlet Company.
- ... that Krateen is a giant spider who's carapace cannot be harmed by enchanted weapons.
- ... that The Marrs of Blackstone have taken control of the Guilds there, and now plan on using their positions of Guildmaster to finish what Rawlings and the Saxons began over two years ago.
- ... that there is a wasting sickness in Therendry where the dead vanish entirely by turning into dust.
- ...that below the town of Exeter there is a maze of ancient passageways. Somewhere within there, far below where any living man has set foot in decades, the artifact twin of the Crown of Therendry, the fabled Orb of Rule, may be found.
- ... that decaying corpses clad in rags have been observed in the swamps, with small balls of light circling amid them. The dead follow the lights.
- ... that enormous spiders have been attacking the peasantry in small groups. The peasants have not been seen again.
- ... when Beryl of Hawthorne's Bluff meets Beryl of Myrr the resulting mischief will cause more chaos in Exeter than a pack of chaos elementals ever could hope to.
- ... that Glenn Stormwolf plans upon exerting a claim of Alpha over the lands of Therendry as Baldur, Lord Slateron, and Finna, Lady Calais, have been absent from many of the past gatherings and the wilderness cries out for leadership.
- ... that Goodman Wilber Saltmonger, a farmer who lives north of Exeter, has been having problems with larger wolves attacking his sheep.
- ... that "Action" Jack Fidian plans of holding a fighting tournament at the November gathering.
- ... that highlanders have been spotted in hilly parts of Lyonesse. They have bagpipes and wear skirts.
- ... that barbarians have been raiding villages in Stormhold.
- ... Tovolia Aberdeen plans on assassinating all of the nobles at the feast with deadly acid traps.
- ... "Action" Jack Fidian is considering abandoning the position of Sheriff of Exeter to take squire-ship under Dame Parthynia.
- ... Three goblins were seen in the hills north of Exeter carrying a large object wrapped in dirty rags.
- ... A black coach has been seen at crossroads in the area. The coach is pulled by two black horses with flaming feet, and the shrouded driver offers to take travelers to "The last castle" for a price of ten gold pieces.
- ... Vampiric activity may be on the rise in Exeter! Several of those citizens who were addicted to euphoria in the past three months have been found with bite marks upon their necks, and pale from blood loss.
- ... Viscount Defwyn Mithrilmist of Blackstone and Baron Siranot of Therendry have an ongoing rivalry over gaining the favor of a certain Elven maid.
- ... Tovolia does indeed solve everything.
- ... Lady Finna of Calais and Lord Baldur of Slateron are at each other's throats over who will be the next lord or lady of Havencrest.
- ... Cannan has a curse with Telaris's name on it. It will involve something to do with the way Telaris hears the common tongue.
- ... One hobling is a thief, two hoblins are a mob, three hoblins are a plot to overthrow all law and order.
- ... All those who call upon chaos to animate the dead have a dark marking somewhere on their body, in the shape of a skull. This mark is the touch of the void upon their spirit, a stain than can never be removed.
- ... A grand gathering of wizards that occurs but once every hundred years is due to take place in Blackstone sometime in the year 606.

Announcements

A Ducal Announcement

Gathering of the Peerage
Oy Ye! Oy Ye!

Be it known on this day that His Grace Duke Ellis Pinetree has commanded the presence of all of the peerage of Therendry in the town of Exeter for the Winter Revel on December 10, 605 E.Y. A conference of the peerage will be held during the afternoon immediately preceding the feast that begins the revel.



Reginald
Herald to His Grace
Ellis Pinetree
Duke of Therendry

REWARD!

I will pay five gold pieces for
the head of each Hobling that
is brought to me.

You may find me at me shop
on Eel Street in Exeter.

-Harold Loreman

Wizard of Fortune and
Famine.

WINTER FEAST!
CELEBRATE THE CHANGING OF THE SEASONS THIS
SATURDAY EVE!!
ALL ARE INVITED!! EAT! DRINK! BE MERRY!
LORD OF WINTER

Riddles

*There is a thing that nothing is,
and yet it has a name.
It's sometimes tall and sometimes short,
joins our talks and joins our sports,
and plays at every game?*

*What can run but never walks,
has a mouth but never talks,
has a head but never weeps.*

*"I never was, am always to be,
No one ever saw me, nor ever will
And yet I am the confidence of all
To live and breathe on this terrestrial ball."*

*"At night they come without being fetched,
And by day they are lost without being stolen."*



Another Ducal Announcement

On this day,
The lands of Blackstone are now divided into six Baronies.

Arawyn Barony & Blackhills Barony are now the Darksands County

Northreach Barony

Southport Barony

Whitemane Barony

Blackmoor Barony

Lord Huntington has been elevated to the position of Count of Darksands.
Huzzah!!!

Baron Delwyn Mithrilmist is here by elevated to the title of Lord Viscount of the Hearth
Huzzah!!!

Zug De'Kiernan is hereby elevated to the title of Knight of Justice, Baron of Whitemane Huzzah!!!

Sir Cedric Warclaw has been given the charge of Seneschal of Blackmoor, Knight of War and Field Marshall of the Army

Danrick has accepted squirehood to His Grace Duke Mikhail Blackstone.

This is a good day for Blackstone, these men shall from this day forward bring honor to our fair Duchy.

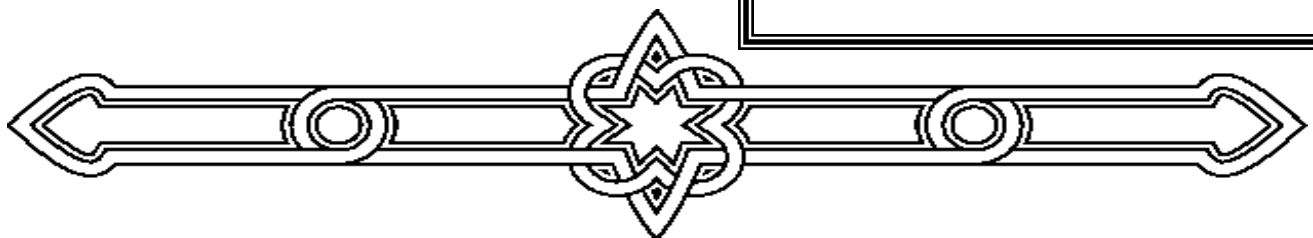
Huzzzah!!!!

Ducal Scribe and Librarian
Christoph of Braughm-Raor



Darkness

**Darkness fills,
and death is near,
And though you scream,
no one hears.
The last breath,
Taken by force,
He smiles over bodies,
without remorse.**



A Notice From Discountess Kiera Zobrist and Baron Siranot DeGauss:

A portion of the harvest this year will be saved to go to seed for planting next season. New crops will be introduced this year, as well, and training in farming them will be provided. The crops we will provide are as follows: indigo, peat, jute, watercress, water chestnuts, cranberries, blueberries, and avocado. All of these crops will flourish in the swampy environment of our county. We are further researching crops that will prosper in the county and barony proper.

Wanted

Instructors and Trainers for the militia, miners, and farmers. Similar forms of trade will be considered. Salary commiserate with experience. See "Action Jack" Fidian, a member of the peerage, or a duly appointed representative to apply for an interview.

Wanted

Competent fighters and casters to escort goods and persons to the healer's guilds in Lyonesse for the distribution of food supplies, audit of guild assets, and training of skilled personnel. See "Action Jack" Fidian, a member of the peerage, or a duly appointed representative to apply for an interview.

Wanted

Laborers for construction of buildings, walls, roads and for the tilling of land. Salary commiserate with experience. See "Action Jack" Fidian, a member of the peerage, or a duly appointed representative to apply for an interview.

Wanted

Donations for the Library of Exeter, which is under construction. Talk to Sheriff "Action Jack" Fidian, or a member of the peerage or one of their duly appointed representatives to make a donation. Any and all additions are appreciated.

Wanted

Donations for the schools and universities of Lyonesse, and for the Exeter Institutes of Learning. Any and all donations are appreciated. Talk to Sheriff "Action Jack" Fidian, or a member of the peerage or one of their duly appointed representatives to make a donation.

Wanted

Do You Need a Job? Are You Out of Work, Broke, or Are You in Need of Training?

Talk to Sheriff "Action Jack" Fidian, or a member of the peerage or one of their duly appointed representatives today! Get training, employment and placement immediately.

Wanted

Young and able-bodied persons to serve in the Militia. Help your nobles and adventurers defend and preserve your livelihood. Keep your friends and family safe! Inquiries may be made through Sheriff "Action Jack" Fidian, a member of the peerage or one of their duly appointed representatives.

REWARD!

My uncle's body was dug up from his grave in Snowfall Cemetery and stolen by the vilest of thief, the grave robber! Any who can recover his body and restore it to us so he may be reburied as befitting a wizard of his station will receive a reward of ten gold pieces. You may find me at my family house beside the Dancing Unicorn tavern.

-Franklin Brown

REWARD!

Orleon, my beloved, has not returned from the woods in many days. He was only to be gone for a day to hunt and refill out larders for the weekend, and I do worry for him so. Please, will some kind soul help me? You may find me at Lilac Cottage, to the west of Exeter. I can offer little coin to help but know much of the history and lore of the area, and many stories.

-Margaret Isasa

"The Lost Guide of Osta Min"

Many ages ago in the village of Narwen, the powerful adventurer Quaan set out on a journey to conquer Osta Min, the Mountain of Ice. Along with the necessary tools, he took with him two mountain guides.

The journey was beset with danger, and when the climbers came upon the Abyss of the Moons, one of the guides fell into the dark chasm and was lost from view.

"Shall we attempt a rescue?" asked the second guide. "No," replied Quaan.

"The first guide was not important, and can be replaced. No rescue attempt was made and Quaan, with the remaining guide, continued the climb.

When they returned to the village, no alarm was raised to signal the loss of the first guide.

Were the people uncaring, oblivious, or was there another reason for their lack of concern?

What is the secret of the lost guide?

"The Elder"

In the mountain village of Hugorlad, one of the community's Elders has just passed away. It is said that he lived one-fourth of his life as a boy, one-fifth as a youth, one-third as a man, and spent his last thirteen years as an elderly gent. How old was he when he died?

"The Dragon's Game"

The dragon loved to entertain himself by picking on his prisoners. He brought in a box with five hats, two red and three white. He then blindfolded his three prisoners and placed a hat on each head. "Each one of you must guess the color of the hat on your own head, without using a reflection," said the dragon. "I'll remove your blindfolds one by one and let you try. If none of you guesses the correct answer, you will all die."

The dragon removed Arenon's blindfold first. He examined the hats the other two prisoners were wearing, then, admitted he didn't know what color his own hat was. Baren insisted he be given the next chance, but after his blindfold was removed he admitted that he, too, did not know what color hat he was wearing. Finally, Quaan, the third prisoner, spoke up. "You don't need to remove my blindfold. I know what color hat is on my head." Did the three go free? What color hat was on Quaan's head?

"Crossing the Calledin"

Two men and two women stand on the banks of the river Calledin. They would like to get on the other side with a boat. Unfortunately, the boat can only carry as much as two people. The 4 people can not cross the river at the same speed. One woman is able to cross it in 5 minutes and the other in 10. The men can cross it in 20 and 25 minutes. (This means that if a man is in the boat, the minimum cross time - one way - will be 20 minutes.) How can they cross the river in one hour?

"No room at the Inn?"

A traveler wanted to get into the tavern's private rooms, but he needed a password. So he listened as other members were going in. When the first man knocked, the doorman said "twelve", the man answered, "six".

When the second man knocked, the doorman said, "six", the man answered,

"three". Our friend thought he knew the pattern so he knocked on the door. The doorman said,

"ten" our friend answered, "five". He was not let into the club.

Why?



CLASSIFIED ADVERTISEMENTS

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Glowy-Eyed Morbidus Doll!

Halloween Special Only!



Get your own...
Boo Doll!



Get your own...
Fly-Swattin' Du'kratha

Get your own...
Broken Kajah Dollie!



Get your own...
Matron Kilana Doll!



Get your own...
Strider Doll!



Get your own...
Pensive Kaede Doll!

Lookit the stars...



Get your own...
Not-Quite-Pyromorgis Doll!



Get your own...
Simeon Doll!



Special Edition Nekura and Tsune Doll Set

Tovolia Solves Everything! Your questions answered by a Biata. A guide to a celestial free lifestyle.

Dear Tovolia,
Quack quack quack? Quack! Quack quack quack!
~Quacks Drake.

Dear Q. D.,
I understand the importance of keeping your given word, but there will arise situations in which the necessity for a lie does outweigh the intrinsically moral fabric around which the concepts of good are formulated. If a lie would save five lives while telling the truth would save just one, which is the morally correct path to take? I would hazard a wager that the saving of life is more important than the telling of the truth.

Dear Tovolia,
Can you advise me on what I should do now that I have acquired a dwarf, a roulette wheel, a hammer, and thirty-seven copper pieces?
~Clueless in Calais.

Dear Clueless,
Step the first. Take the hammer and nail the roulette wheel to the door.
Step the second. Place the copper pieces in a mug of ale and give it to the dwarf, who being gluttonous will drink it down.
Step the third. Invite friends over to your house. This step is very important. If you have no friends go buy some and then return and proceed the step the fourth.
Step the fourth. Take turns lifting the dwarf and throwing him at the roulette wheel. You get a second toss if you miss the wheel on the first try, but only one. Each player scores a number of points equal to the number of copper pieces you knock out of the dwarf.

Dear Tovolia,
I need help. Whenever I wander into public doing my hobling thing a barbarian runs up to me and yells at me for not being a "proper" hobling. I know I carry a sword and shield, and have knowledge of battle that most of my blood do never experience, but such is my place in life and I try to handle it as best I can. What do you advise MiLord?
~Hobling in need of help.

Dear H.I.N.O.F.,
When confronted by this barbarian lout, simply stand your ground and smile at him. When he finishes rambling in his barbarian tongue politely clear your throat and repeat the following, which I will write in darker ink so it may be easily found should the need arise. Actions that should be performed to accompany it will be written *this way*.
"Ug! Me speakum barbarian too! Spirit of Wolf talk, say to me how to me speakum you. (Hold up a f'ord) This meat-sticker! (Hold up a mug) This water-bringer! (Cast a detect magic spell upon barbarian) Un-oh! Sword glow! Dirty sky magic! Need purification ceremony! For two moons eat only glass, tie string around finger and walk backwards until see three dwarves to ward off bad mojo and ju-ju! First though, take these. (Hold up a pair of pants) These heap-big pants, wear them over little barbarian so not to frighten others!"

Dear Tovolia,
Is it safe to drink the water in Exeter?
~Thirsty Terry.

Dear T.T.,
Yes, the water is safe. Its the crockagator attacks that are dangerous.

Schedule of Events:

Date:	Location:	Chapter/IG Loc.:
December ??	To Be Announced	VALOR One-Days
January 27-29	Prince William Forest Park Camp 5	METRO TBD
February 10-12	Prince William Forest Park Camp 5	METRO TBD
March 31-April 2	Prince William Forest Park Camp 5	METRO TBD

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

Pre-registration:

Gateways, 2350 Soft Wind Court, Reston, VA 20191

Mike Smith: illuminating1@hotmail.com

Logistics for METRO: characters@therendry.com

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

Pre-registration:

VALOR, 4709 Guinea Road, Annandale, VA 22003

Chris Hill: valornero@aol.com

Logistics for VALOR: valorlogistics@yahoo.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.

