



Annual Therendry/Blackstone Adventuring Award Winners 2005

Adventuring Commoner

Awards

- Best Adventuring Fighter: Squire Anthony Darkforge, Sir Cedric Warclaw, Ander
- Best Adventuring Caster: Squire Draelin De'Kiernan, Pyroxia Fyrestorm, Caliphar Belmont
- Best Adventuring Templar: Squire Seronia Merritt, Fenrir, Keno
- Best Adventuring Rogue: Kestral De'Kiernan, Caliphar Belmont, Hooch
- Best Adventuring Backpacker: Pyroxia Fyrestorm, Squire Peregrine, Squire Draelin De'Kiernan
- Best Dressed Adventurer: Squire Anthony Darkforge, Pyroxia Fyrestorm, Tynsil Treehawke
- Best Adventuring Team: Steel Wolves, Kale Rend & Co., The Mystics
- Most Generous Adventurer: Kestral Lightfeather De'Kiernan, Squire Verbal Ahora, Pyroxia Fyrestorm
- Most Dedicated Adventurer: "Action" Jack Fidian, Squire Anthony Darkforge, Kestral Lightfeather De'Kiernan
- Most Respected Adventurer: Squire Anthony Darkforge, Squire Draelin Carlylin, Duncan
- Most Likeable Adventurer: Caliphar Belmont, Kestral Lightfeather De'Kiernan, Mario Greymist
- Most Ball-sy Adventurer: Caliphar Belmont, "Action" Jack Fidian, Toviaia Aberdeen
- Most Honorable Adventurer: Squire Anthony Darkforge, Squire Ruendil De'Kiernan, Mario Greymist
- Adventurer Most Likely to Save the Farm: "Action" Jack Fidian, Caliphar Belmont, Kestral Lightfeather De'Kiernan
- Adventurer Most Likely to Adventure Alone: Caliphar Belmont, Kestral Lightfeather De'Kiernan, "Action" Jack Fidian
- Most Improved Adventurer: Duncan, Ander, Kale Rend
- Most Promising Young Adventurer: Ander, Kale Rend, Duncan
- Most Promising Young Adventuring Team: Kale Rend & Co., Steel Wolves, Ivy Hind Guild
- Adventurer Most Likely to Be a Noble Someday: Squire Seronia Merritt, Danrick, Squire Peregrine

Adventuring Noble

Awards

- Best Noble Fighter: Baron Zug De'Kiernan, Sir Kyth Wild, Baron Siranot DeGauss ("Lawbringer")
- Best Noble Caster: Lord Rastlin Dawnware, Dame Parthynia Domamore, Lady Finna Sylverrod-Pryderi
- Best Noble Templar: Baron Siranot DeGauss ("Lawbringer"), Viscount Simeon S. Silvercord, Viscount Delwyn Mithrilmist
- Best Noble Rogue: Sir Kyth Wild, Sir Jokarius Bashere, Baron Zug De'Kiernan
- Best Noble Backpacker: Dame Parthynia Domamore, Duke Ellis Pinetree, Viscountess Kiera Zobrist
- Best Dressed Noble: Viscount Simeon S. Silvercord, Dame Parthynia Domamore, Viscount Kiera Zobrist
- Best Noble House: XXX aka Kyth's House aka Richland Court, Black & Red aka Red & Black, Havencrest
- Most Generous Noble: Baron Siranot DeGauss ("Lawbringer"), Viscount Delwyn Mithrilmist, Duke Ellis Pinetree
- Most Dedicated Noble: Viscount Delwyn Mithrilmist, Sir Kyth Wild, Baron Siranot DeGauss ("Lawbringer")
- Most Respected Noble: Baron Siranot DeGauss ("Lawbringer"), Viscount Delwyn Mithrilmist, Duke Ellis Pinetree
- Most Likeable Noble: Baron Siranot DeGauss ("Lawbringer"), Viscount Delwyn Mithrilmist, Viscount Simeon S. Silvercord
- Most Ball-sy Noble: Baron Zug De'Kiernan, Sir Kyth Wild, Baron Siranot DeGauss ("Lawbringer")
- Most Honorable Noble: Baron Siranot DeGauss ("Lawbringer"), Sir Kyth Wild, Duke Ellis Pinetree
- Noble Most Likely to Save the Farm: Sir Corin Sunliner, Sir Kyth Wild, Baron Siranot DeGauss ("Lawbringer")
- Noble Most Likely to Adventure Alone: Sir Kyth Wild, Baron Zug De'Kiernan, Baron Siranot DeGauss ("Lawbringer")
- Most Effective Leader: Duke Ellis Pinetree, Baron Zug De'Kiernan, Count Davy McLellan

Continued on page...



Warning! Highland Clans Found in Treason Against Therendry!

Be it known to all that the Highland Clans resident in Lyonesse County are willfully and violently engaged in acts of Treason against the Counties of Lyonesse and Stormhold. Despite every effort made to peacefully resolve their dispute, the Highland Clans, represented by Clan Argyle, have declared themselves to be in revolt against the just and right rule of Lyonesse and Stormhold.

Be it further known that all citizens of Lyonesse should trust no man, woman, or child representing themselves as a member of one of these treasonous clans or wearing any clan tartan. Likewise, all citizens are advised that no quarter should be expected or given when encountering one of these traitors. If any citizen is found sheltering or assisting the rebels, they will be found guilty of treason.

Residents of the affected Counties can rest assured that the army is being deployed to put this insurgency to rest, and though caution is warranted, there is no need for panic. Please be vigilant and ready, but continue your normal lives.

Any Highlander or Clan that wishes mercy may present themselves, unarmed, to any magistrate or sheriff in Lyonesse for relocation. We are merciful and willing to spare those who ask it, but rebellion will not be tolerated within Lyonesse.

Siranot of Exeter, Count Lyonesse
Elemental Knight of Lightning
Lochwood

Primus Inter Pares
Laudbringer -

(He forgot to put that but I remembered! Adore)



Tovolia's Travels!

A new feature detailing the adventures of Tovolia, the Biata warrior!
Fantastic tales of strange and exotic lands!

Today's tale tells of the gathering in Dar Khabad in November of 605.

I stepped into the morning light of Dar Khabad and surveyed the land. The town of Land's End, a haven of decadence and corruption was before me, and in the still air of the winter morning the cries arising from the slave pits coupled with the sunlight breaking over the horizon gave the impressions of a new birth, an awakening of pain and suffering. I walked below the twisting minarets and through the bazaar, pausing to purchase a breakfast of pretzel-ed bread and a skin of cheap wine from a vender, a toothless old man bent almost double with age.

Continued on page 12...

Advice for Adventuring

By Sir Merritt

It seems to me that it would be useful to establish a column dedicated to how to handle various situations in adventuring. Now, I do not claim to be the authority on these matters, and as such I will welcome others' opinions. For the first few columns at least, I believe the format will involve laying out scenarios and then discussing the scenarios. If there are no further explanations necessary, let's get into our first scenario.

Scenario: I am a fighter on the front lines during a large town battle. My friend Garon is fighting on my right. The noble in charge of the fight orders a push forward. However, the line begins to crack, and we are forced to retreat. As we are doing so, Garon gets dropped and is now lying behind the enemy lines. The noble orders us to hold our line where it is, but I can see Garon bleeding out. What should I do?

Before you read on, think about what you would do in the situation. Once you have, please continue...

I believe that most people's instinctual reaction would be to charge forward and attempt to rescue their friend. This could create one of two possible situations. First, if no one follows me, then I will be fighting four on one or maybe even worse odds, and I will probably be easily cut down, and then two people will be behind the enemy line, and Garon won't be helped any. Second, if people come with me, it creates a breakdown in the organization of our line which the enemy can then exploit. Remember, there was probably a reason we were forced to pull back in the first place.

So if we have determined that charging forward by my self isn't a good option, what are better options? First of all, I have to make sure that the noble in charge is aware that there are people down behind the enemy lines. A noble will not intentionally leave someone behind, because the code of chivalry instructs them to

"constitute thyself the defender of the weak." Thus, the only reason a noble would leave someone behind is if they did not realize that the person was down. What can I do to avoid this situation?

Primarily, I can shout back in the line and let them know that we have a man down and bleeding out behind enemy lines. If there is someone available and unoccupied behind our line, I can even send them back to deliver the message for me. However, I should not go back myself, because if I leave my space in the line open, the entire line could collapse, and that would make the situation a lot worse.

Secondarily, if a noble is thinking of retreating, they will usually call out to the assembled townspeople to make sure that they have everyone. At this point, I could make certain that the noble knew that Garon was down. However, the strong disadvantage of this strategy is that it wastes precious time, and we have to get to Garon within six minutes.

When the line begins advancing again, what can I do to ensure that Garon receives the attention that he needs? The most important thing that I can do for him is to work to advance our line so that Garon ends up behind our line instead of behind the enemy line. This way, I can ensure that our healers will be able to get to Garon and heal him.

In summary, the important things to note in this scenario are the fact that listening to the noble in charge and acting with the group are the best ways to make sure that I get my friend back. Making foolhardy decisions on my own is unlikely to resolve the situation, and in many cases likely to make it worse. Remember, on the battlefield the commanding noble is always receiving information and filtering it, and he or she has a better idea of the overall situation than anyone else does. That is why he or she makes the decisions, and we have to learn to trust in his or her judgment. In doing so, our fighting together will be more cohesive, and our success will only increase.



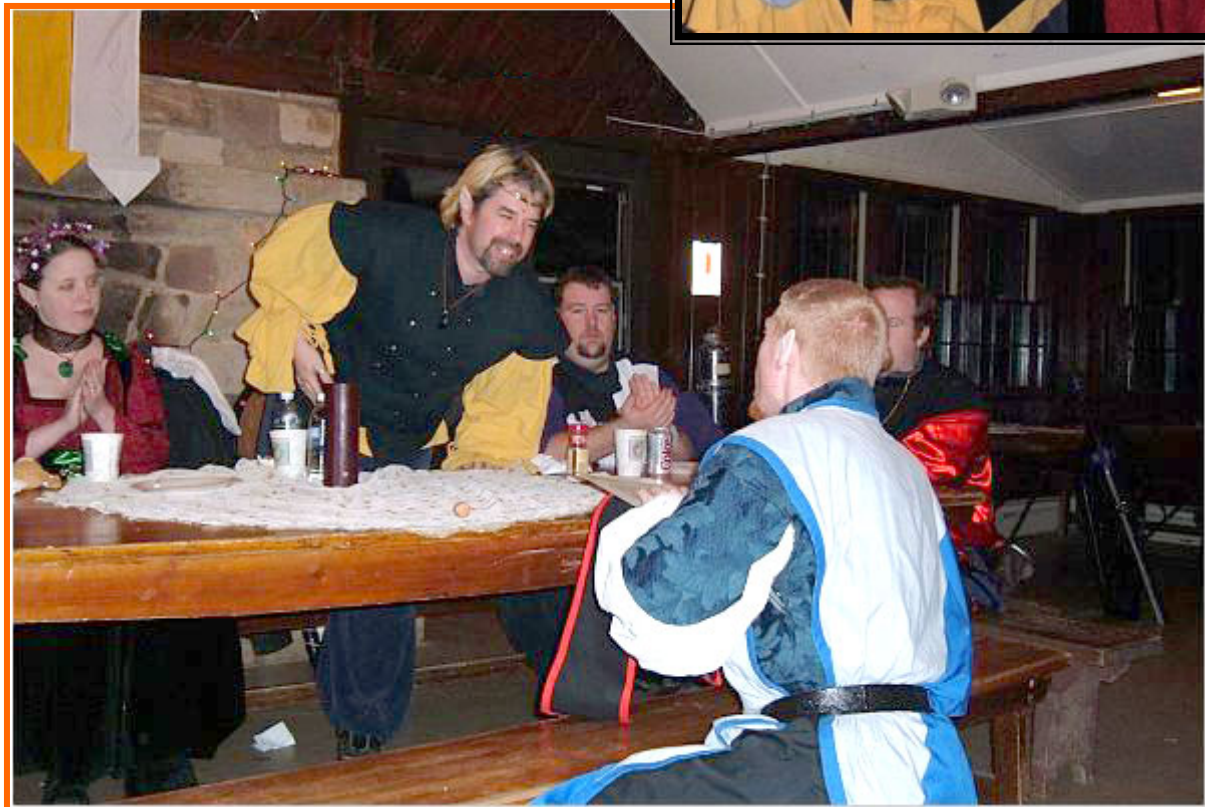


Scary Biata in Dress...



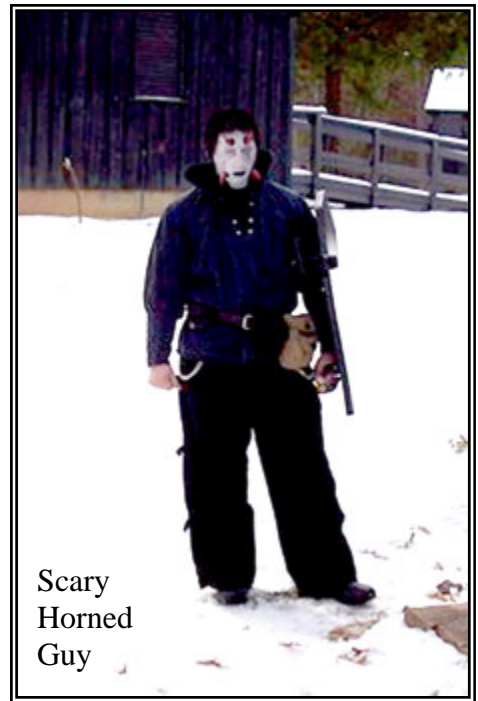
Duke Guy, Pretty Wife and Cute Baby D!

Angry Red Man Becomes Blackbird -- YAY





Soft Kitty-Fur With Horns and Friend



Scary Horned Guy



Young Adventuring Types (AKA New Friends)



Large-Winged Bat Boy



Happy Feasters



The Legal Corner

December, 605 – Exeter, Lyonesse

The nobility of Therendry convened before the Feast to discuss the matters of the peerage of the Lands of Therendry.

Present at the meeting were the following: His Grace, Duke Ellis Pinetree, Her Excellency Viscountess Kiera Zobrist, His Excellency Viscount Simeon Silvercord, His Excellency Count Valoric Treehawk, Baron Siranot DeGauss, Lady Finna Sylverrod-Pryderi Moonshadow, Lord Balduranthus Moonshadow, Sir Michael Justice, Dame Parthynia Cesca Domamore, Sir Kyth Wild.

Following the meeting, this declaration was made by Duke Pinetree's herald:

- ~ Davy McClellan of Lyonesse has been retired of his position as Count of Lyonesse with full honors due him. The status of his vassals and various squires are being reviewed.
- ~ All knights of the former Midland Council have been removed of title. This announcement was made some years ago, but confusion arose during this past gather. It has occurred to us that there may be knights who are using the title, but since the dissolving of the Council, all knights are now commoners unless they have acquired a new liege lord.
- ~ Gilliard De'Amentre has been stripped of title for dereliction of duty. All lands ceded to him are returned to direct ducal holding.
- ~ Viscountess Kiera Zobrist has been made Seneschal of Therendry.
- ~ Simeon Silvercord has been made Count of Fellmist.
- ~ Siranot DeGauss has been promoted to Count of Lyonesse.
- ~ Seronia Merritt has been elevated to the position of Ducal Knight.
- ~ Squire Ruendil has been made the charter member of the Order of the Red Wing Blackbirds.

Here is a list of some well-known nobles of Therendry and their vassals. We apologize for any omissions. We ask that any omissions or oversights be reported to us immediately so that a correction may be printed. Thank you.

Duke Ellis Pinetree

Dame Parthynia Cesca Domamore
Sir Seronia Merritt

Viscountess Kiera Zobrist of the Earth Guilds Seneschal of Therendry

Countess Devan Justice of Stormhold

Sir Michael Justice
Sir Sebastian Justice

Count Siranot DeGauss of Lyonesse

Squire Ruendil De'Kiernan Strongbow

Count Valoric Treehawk of Stormcross

Baron Balduranthas Moonshadow of Havencrest
Lady Seneschal Finna Sylverrod-Pryderi Moonshadow
of Slateron
Squire Verbal Ahora

Count Simeon Silvercord of Fellmist

Sir Corin Sunliner
Sir Donovan Nauglamir

Count Orsino DeGenovia of Richland

Lord Urbino DeGenovia
Sir Kyth Wild



SNATCHO'S PANCAKE RECIPE

HERE IS MY RECIPE FOR SOME YUMMY PANCAKES THAT ARE MY OH-SO FAVORITE!

1 EGG
 1 CUP PLUS 1 TABLESPOON BUTTERMILK
 2 TABLESPOONS SALAD OIL
 1 CUP ALL-PURPOSE FLOUR
 1 TEASPOON BAKING POWDER
 1/2 TEASPOON BAKING SODA
 1/2 TEASPOON SALT
 1 MEDIUM, RIPE BANANA, MASHED WITH A FORK
 1/4 CUP CHOPPED PECANS

- ~ BEAT EGG; ADD REMAINING INGREDIENTS IN THE ORDER LISTED.
- ~ BEAT WITH A ROTARY BEATER UNTIL SMOOTH.
- ~ GREASE HEATED GRIDDLE, IF NECESSARY.
- ~ TO TEST GRIDDLE, SPRINKLE WITH A FEW DROPS OF WATER.
- ~ IF BUBBLES SKITTER AROUND, HEAT IS JUST RIGHT.
- ~ POUR BATTER FROM TIP OF A LARGE SPOON OR A PITCHER ONTO HOT GRIDDLE.
- ~ TURN PANCAKES AS SOON AS THEY ARE FULL OF BUBBLES BUT BEFORE THEY BREAK, ABOUT 2 MINUTES.
- ~ BAKE OTHER SIDE UNTIL GOLDEN BROWN, ABOUT 1 1/2 MINUTES.
 RECIPE MAKES ABOUT 10 4-INCH PANCAKES.



THE FIRST ANNUAL EXETER POKER WAR!

At the next gathering I will be hosting a poker tournament the likes of which have never been seen before in Avalon! Only seven other players shall be allowed entry, and should more than seven wish to enter a random determination of enterants will be used to determine who shall play.

What is the cost to enter, and what is the prize you ask? Very well, here they are! The cost to enter is a magic item that will last for at least nine months and a day from the date of the tournament or 100 gold pieces, and the prize is simple.

"Winner take all!" And more importantly, the winner will be the Poker Champion of Therendry for the year 606, with all the fame and power that accompanies the title!

If interested in playing post your name upon this tree and contact me in private about the bounty you will be bringing to the table so a full list of prizes may be listed in the Therendry/Blackstone Herald for the gathering.

~Aberdeen.

Poker champion of Therendry

On the Virtues of Humanity

All races are honorable and worthy of acknowledgement. However, one race in particular is often overlooked: Man. In a world of races that live for many centuries, resist charm magic as though it were never even there, track prey for miles with nothing but their noses to guide them, and craft great works of metal and jewels, the race of Man, with its relatively short lifespan, dull senses and clumsy hands, is often dismissed as unimportant, unworthy of note. Nothing could be further from the truth. Man has many qualities that make him stand out among the great races of Tyrra. These are so subtle, however, that even many Humans fail to recognize them.

It is well known that I have a great love for the race of my birth. I desire to spread that love, to my fellow man as well as to the other races. I want all to know of the virtues of Humanity, that we should not be overlooked, and that we will not be ignored.

Adaptability

If Humans are anything, we are adaptable. We can change our way of life to fit almost any conditions, however extreme or rigorous. If you look, you will find Humans living in almost every corner of the world, from the most parched deserts to the frostiest peaks of mountains to the most dismal swamps. If there is land, we'll find a way to farm it. If there are animals, we will find a way to herd them. If some fool makes a deal with Evil that burns down an entire town, we will rebuild every house and hall. In war, we can learn to wield any weapon, regardless of size, and cast any spell, regardless of school. We have practiced every trade under the sun, and are willing to take on almost any task, however large or small.

Enterprise

A sort of offshoot of adaptability, not only can Humans survive in nearly any environment, but we thrive, finding a way to turn a profit and make our endeavors yield higher and higher returns, creating greater and greater works with each generation.

Proliferation

There are a lot of us. As I stated before, there are Humans in nearly every corner of the world. And we continue to grow our population. We're like cockroaches: no matter how many of us you squash, there are always more.

Lifespan

Some would say that our lifespan is short, and, compared to those of Elves or Dwarves, it is minimal. But Humans make the most of the time they have. Many fortresses can be built in the life of a man, many trails blazed and roads laid out. We may not have long on Tyrra, but in that short time, each of us tries his hardest to make a mark, to be gone but never forgotten.

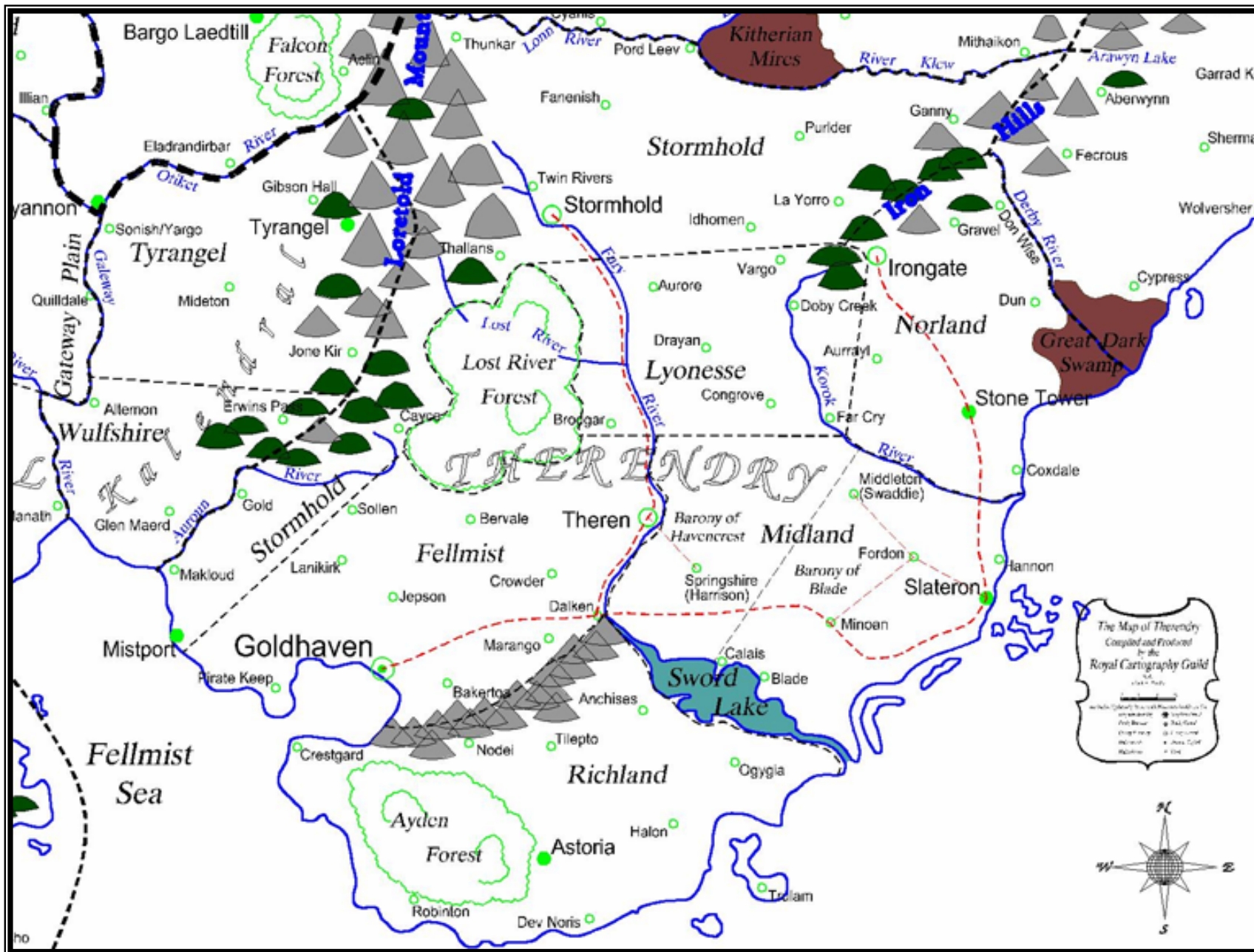
To my fellow Humans, I say this: When someone asks "What are you?" never answer "I'm just a Human." There should be no "just" in that statement. Remember that a Man sits on the throne of Evendarr. Let them know you're a Human with a capital "H," a member of the great and glorious race of Man, proud, strong and industrious.

Yours with Pride,
"Action" Jack Fidian

Everything is as in place as we can hope to get at this time. Proceed as we discussed, follow the plan exactly...forget not #1. I will hear no more of it after this. Do what needs to be done and quickly. Do not contact me afterwards I will know when it is done.

Emerald Dragon



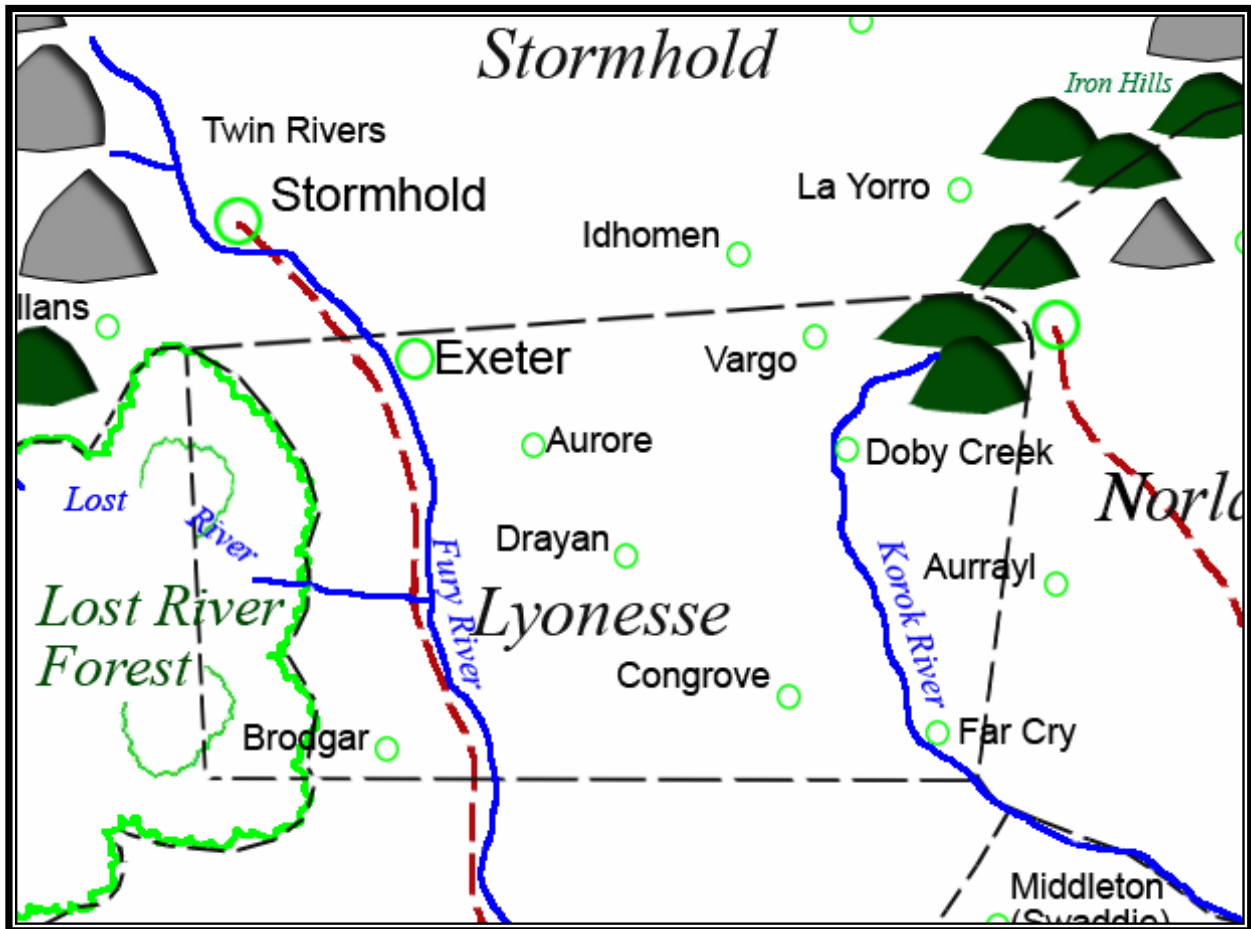


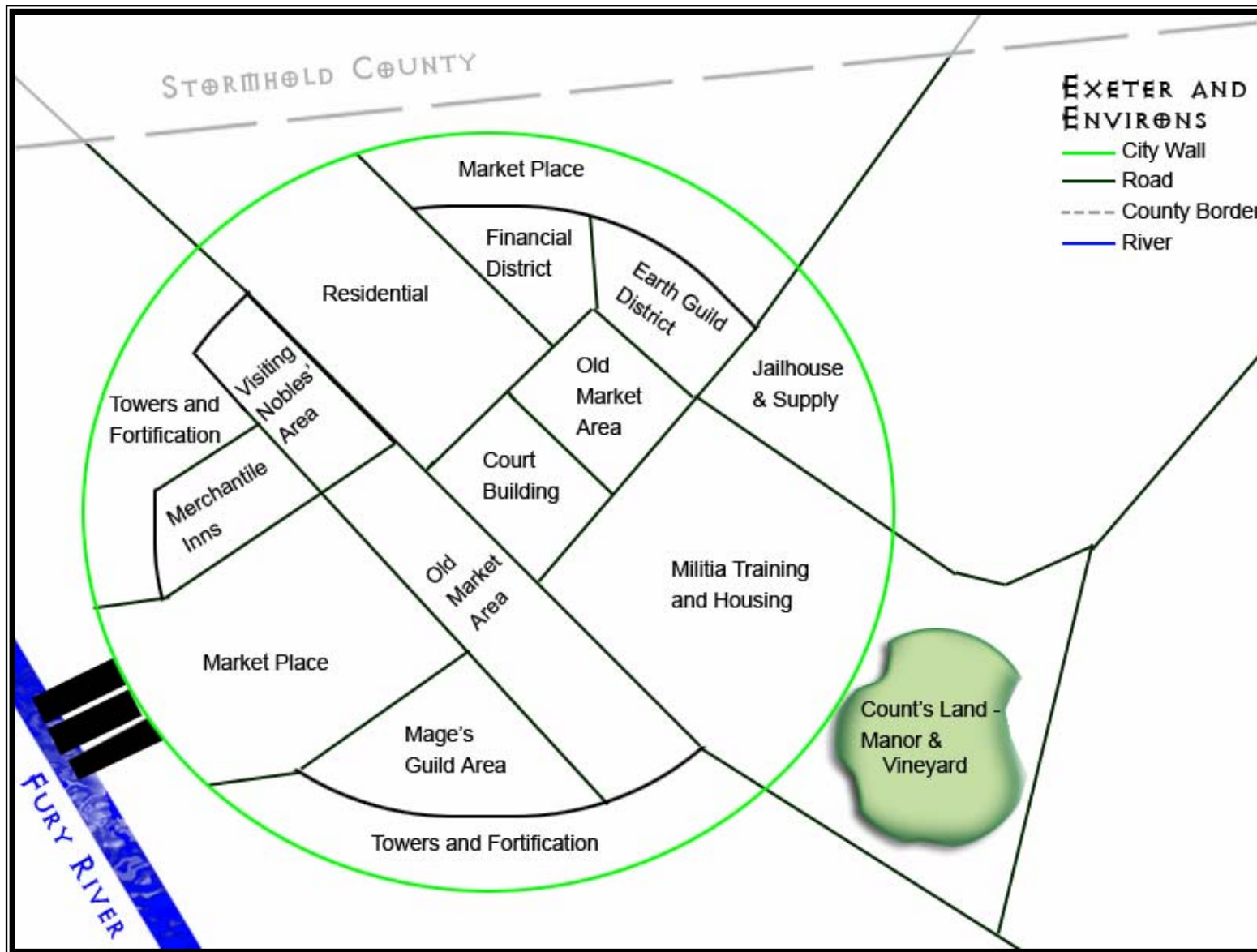


More New Friends



Friend Elf Girl With Cousin Hooch and New Friends





Tovolia Solves Everything!

Your questions answered by a Biata.
A guild to a celestial free lifestyle.

Dear Tovolia,
How can I win the coveted "Best in Tights"
award from the Therendry/Blackstone Herald in
606?
-Tights are my life!

Dear T.A.M.L,
You can't hope to win the award! None are
better in tights than Lord Exeter, the Count of
Lyonesse. All you may hope for is to exist in his
magnificent shadow, a pale reflection of the
majesty and glory that His Excellency brings to
the realm of the tights. The best advice I can
give is for you to find a new dream, for this is
one that you shall never realize.

Dear Tovolia,
I wish to teach others to dance! Can you
recommend some students?
-Dancing Daniel of Niman.

Dear D.D.O.N,
There is a gypsy party being held at the next
gathering in Exeter. I'm sure you could find
several people there who are interested in the
arts of the dance.

Dear Tovolia,
Celestial magic is superior to earth magic in all
ways! You are so stupid to think that it isn't!
-Wizard of Flame and Fury.

Dear Wizzy,
I do believe you are correct. Celestial magic is
far, far superior to earth magic. Earth magic is a
rare form of magic that involves the caster
eating a number of "h" shaped magical pills
before casting their spells, and is only practiced
in the Duchy of Volta and the Serpent Compact,
and even then only on Thursdays. Earth magic
involves the summoning of rodents, but not the
control of them, so any rats that earth magic
summons will quickly attack their summoner and
eat all of his cheese.

Earth magic, on the other hand, is far superior to
your beloved celestial crap Wizzy F.F. You think
celestial magic is so great you pompous ass?
Try killing a vampire without the aid of a stake of
woe. Now go remove your head from your arse
you bloated sack of vomit before I summon a
pantherghast (Earthen also!) to kill your stupid
self dead.

Dear Tovolia,
I don't know if I should attend a gathering in
Fengate or a gathering in Dar Khabad next
month. There are town gatherings in both
locations and I don't know where to go.
-Wandering Walter.

Dear W.W,
Why not go to Baderia? There is a gathering
there too, and if you leave now you should arrive
just in time for it.

Greetings,

I am interested in purchasing or copying an Earthen cantrip tome, as well as some earth spell books. If anyone has a book for sale, or a tome with the appropriate spells from which a new tome can be enchanted, (and hopefully contingency and healing pool), please contact me. I will be at the next gather, and am willing to pay well for a new book, or the privilage of borrowing one to make a fresh copy.

With my thanks,

Lady Finna Silverrod-Pryderi/Moonshadow

Lady of Slateron, Therendry

Archwizardess of Purity and Rage

(kstanton at gmu dot edu)

Classified Advertisements



TO ARMS!

HAVE YOU HEARD? REBELS IN THE NORTH ARE THREATENING OUR SAFETY! EVEN NOW, HIGHLANDERS ARE MOVING TO ATTACK YOUR FRIENDS AND FAMILY LIVING IN NORTHERN LYONESSE. WHO WILL ANSWER THE CALL TO TAKE UP ARMS AGAINST THESE BLOODTHIRSTY MONGRELS? WILL IT BE YOU?

JOIN TODAY! VISIT YOUR LOCAL MAGISTRATE TO LEARN MORE ABOUT JOINING THE MILITIA OF THE NORTH! DO YOUR PART AND HELP YOUR FELLOW MEN TO REPEL THESE LAWLESS BRUTES. BONUS PAY FOR COMBAT, FULL TRAINING, STATE OF THE ART WEAPONS, AND ADVENTURE ARE ALL WITHIN YOUR REACH.

LOVE LETTERS ☺ Already!



Dearest Kellendia,

Though distance may separate us, you are always in my heart. This space is too short for me to say all that I want, but know always that I am with you even when I am far away.

*Faithfully,
Siranot*

Tor Wauki,
I wished to know the best way to contact you. Please send me a missive at kdekiernan at cox dot net or post here.
~Katheryn De'Kiernan
Alshemari



Guess What?
It's almost February!
Yay
You all know what that means, right?
It's time to tell the people that you love that you love them and how incredibly awesome they are!
There are several ways to do that. I prefer the person-to-person interaction, of course, but you can also send them a lovely letter in the paper! We'll be printing love letters again this year, so don't forget to send them in time for the next gather in Exeter ~ (That'll be the 10th if you didn't know already) You can send a love letter to anyone you like! Even Lawbringer! I mean, Count Lawbringer ... You can be anonymous if you want too, but please no hate mail. We don't do that here -- well, not anymore anyway!
Thanks so much, 'cause it'll really help me fill the paper all up!
Loves and Kisses,
Adore
O -- I forgot to give you the courier's name haha it's rhyce at junos dot com!

Rumor Has It...

- ...that His Excellency DeGauss is behind the Euphoria trade in Lyonesse, and that's why it's flourishing.
- ...that the Sarr are invading Exeter.
- ...that ½ of the Lyonesse Lancers have defected to the Highlander forces in mutiny over the demotion of Davy MacLellan from Count.
- ...that Stormhold forces are readying to invade Lyonesse.
- ...that the Lord of Summer has succeeded in conquering the other seasons, and that's why it's so warm.
- ...that Lord Emilio has cornered the market in grain in Therendry and intends to charge exorbitant prices for distribution.
- ...that the Argyle Clan Chieftain has been assassinated by order of Siranot DeGauss.
- ...that unseelie fae have taken over the Highlander clans, which is the reason they are causing trouble now.
- ...that Christopher Smalley has returned and is recruiting for the CFT in Lyonesse County.
- ...that Canvas is a traveler from the future.
- ...that Her Excellency Zobrist has levied a tax of 1 silver per pig to all pig farmers in Hogsmith, and they are going broke.

Everything must GO!

Attention!

Everything must go! In my packing to move in with my husband, I noticed that I will have to ditch a lot of the things I have gathered over the years. I am looking to sell everything. A liquidation if you will. Please let me know if there are any specific knick knacks that you are interested in and I will be sure to look and see if I have any that fit your taste! Of course I will take bids if someone can help me with the... vocal part. If you have any questions, please contact me!

Thanks!

Poppy Aberdeen-Whittlefoot

Attention all Gorbe

Your attendance is requested at the gather in these lands in January.

Squire Draelin, your attendance is mandatory at the gather in January.

The Squire's trials are coming to a close. I would like to hear personal statements from all the gorbe about his actions over the past two years. There will be a hunt and various tasks to complete his trials along with these personal testimonies.

All non-gorbe - I will entertain your statements on a case by case basis.

It would especially please me to see Roxi, Kathryn, Morganna, and Ferris again. If you are unable to attend, please send me your personal statements to Myrr by way of this falcon - curliq <at> comcast <dot> net

Roxi, as you are the most prevelant Gorbe in these lands I ask you to aquire our group pleasant accomodations.

To the new Count of Lyonesse, former Lord of Exeter - huzzah on your appointment. I hope my visit to your lands ends much differently this time.

**Sincerely,
Sandaj Najran Saad
Grand Matriarch Sari**

Adventuring Awards for All:

Best Poet: Astute Jongleur, Squire Verbal Ahora, Leviathan Jongleur
 Best Jack-of-All-Trades: Caliphar Belmont, Hooch, Mario Greymist
 Best Tavern: Angry Ogre in Blackstone (Og), House Bashere in Therendry (Jokarius & Loxy), Lazy Dragon Inn
 Best in Tights: Baron Siranot DeGauss ("Lawbringer"), Kestral Lightfeather DeKiernan, Dame Parthynia Domamore
 Best Scout: Kestral Lightfeather DeKiernan, Caliphar Belmont, Duncan
 Best Performer: Pyroxia Fyrestorm, Gypsy, Dame Parthynia Domamore
 Most Loyal Vassal: Squire Seronia Merritt, Squire Verbal Ahora, Squire Peregrine
 Most Friendly Adventurer/Noble: Squire Anthony Darkforge, Dame Parthynia Domamore, Count Valoric Treehawk
 Most Witty Adventurer/Noble: Viscount Simeon S. Silvercord, Mario Greymist, Viscountess Kiera Zobrist
 Most Effective Protector: Squire Anthony Darkforge, Baron Zug DeKiernan, Sir Strider DeKiernan
 Most Loyal Soldier: Squire Anthony Darkforge, Captain Elenril Ellentari, Sir Kyth Wild
 Most Focused Adventurer/Noble: Sir Kyth Wild, Squire Anthony Darkforge, Squire Seronia Merritt
 Adventurer/Noble Most Likely to Be Involved in Everything:
 Viscount Simeon S. Silvercord, Squire Seronia Merritt, Kestral Lightfeather DeKiernan
 Adventurer/Noble Most Likely to Be in the Right Place at the Wrong Time:
 "Action" Jack Fidian, Squire Peregrine, Beryl Qain
 Adventurer/Noble Who Most Positively Reflects Their Race: Dame Parthynia Domamore, High Lord Tao Amendar, Og
 Adventurer/Noble most Likely to Jump on a Rifting Being: Caliphar Belmont, "Action" Jack Fidian, Pyroxia Fyrestorm

Write-In Awards for Special Merit:

Most Missed: Sir Strider DeKiernan, Ramses Belmont, Tomas Darkblade	Best Thrown Weapon: Roc Solud
Most Likely to be struck down from behind: Squire Peregrine	Best in Fur: Beryl Qain
Best @ Burning Bridges: Tarnaak	Most Misunderstood: Glenn Stormwolf
Most Likely to Get Rolled: Mackerious	Best Manipulator: Hooch
Least Likely to be Anywhere Near Undead: Og	Most Likely to Forge to Win a Tournament: Viscount Simeon S. Silvercord
Best Looking Adventurer in a Corset: Sugar	Most Likely to be Queen Someday: Katherine Von Sering
Most Likely to End up in a Cooking Pot: Bun-Bun Von Whiskers	Best Pyromaniac with an innocent face: Spice Jongleur
Frost Queen of Therendry: Ander	Most Likely to Become Alpha of Blackstone: Sasha Bladehowler
Most Willing to Help: Fenrir	Most Likely to be Made into a Wall: Roc Solud
Best Battle Commander: Fenrir, Danrick	Most Likely to Kill Everyone When Vampire Charmed: Danrick
Best Commodore: Nathaniel Blackstone	Best Skirt in Evendarr: Beryl Qain
Biggest Meanie: Woo-Guy	Best Banshee Impression: Nikki
Most Handsome: Imp	Most Likely to Save the World: Tegra
Nicest Mystic Sister: Pyroxia Fyrestorm	Most Likely to be Made into Slippers: Crimson & Cotton
Best Gypsy Party: Nadja & Nicholai	Most Likely to Return From the Dead: Kierianna Carlylin
Best @ Everything: Count Davy McLellan	Most Likely to Assassinate the undead plague: Squire Ashe Blackfist
Most Likely to Save Your Butt: Viscount Delwyn Mithrilmist	Biggest Sword on Tyrra: Kale Rend
Best War Paint: Squire Kaiya Farengade	Best Exit From Tyrra: Tomas Darkblade
Best Sneak Attack: Squire Anthony Darkforge	Best Adventurer Named Malcolm: Malcolm Sardahnia
Best Smack: Baron Zug DeKiernan	
Best to Have at your side in battle: Sir Corin Sunliner	
Best to Have at Your Back in Battle: Duke Ellis Pinetree, Squire Seronia Merritt	
Cutest Mystic: Spice Jongleur	
Hunkiest Guy in Therendry: Baron Zug DeKiernan	

Special Service to Duchy of Blackstone from Prince Derek Blackstone: Beryl Qain

Order of the Red Winged Blackbird: Squire Ruendil DeKiernan, Ander



In a filthy tavern overrun with rats and the lowest of men I did find a mysterious parchment, advertising a scavenger hunt. I did take this paper as it listed the sought items, unknowing that this was the only copy of the list within the town. Departing the tavern the smell of the sewerage in the gutters was a blessing compared to the years worth of bodily stench that had built up in the walls of the accursed tavern. I shouldered my way through the crowd when before me came a figure all in black, with flowing robes and a pale face protected from the sun by a hood. A stone elf stood before me, one of the pretenders of the mind!

He introduced himself as Reign, and told me his tale of how he was new to the lands and was traveling with a company from Hawthorne's Bluff. I spoke with him and inquired as to the scavenger hunt list, and then paid him for the information he had provided.

From here I did search for elements of the list, and found several. The town was bustling, but few individuals of worth were about. I did return to the tavern, and there found a hulking figure in furs, bearing all of the markings of a warrior of nature. He held aloft a massive club capped with a stone head, and his hands did glow with arcane might. We spoke, and I did find him to be named Hadrik. Hadrik would prove to be a steadfast ally against the evils we would find this day. I asked him for a tale, and over coffee blacker than a pirate's heart he honored me with one of the tales his people would tell in song, which I believe to be called Skalds.

Good Hadrik did sing of arriving from the woods last night to the bustling town, of the midnight markets and the strange smokes that burnt his nose and bewitched his mind. He sang of the monsters that assaulted the town, of gargoyles of jet and ebony who were almost immune to the damages of a sword, and who had strength to render any shield or defense used against them moot, of angry dwarves who were after Culain Winterborn to try to get land then were owed from

him or so the diminutive villains claimed, of elementals composed of the elements of ice and fire who argued with themselves and took adventurous ones to their home plane, a land where the ice burnt and the fire froze, and had them battle to determine the fate of the plane. Hadrik also sang of the Romani Peppercorn, who did rift into the backroom of the filthy tavern I had found earlier and did appear with a circle of power around her that only she was invested within, a circle of earthen power that was tainted by the touch of the dark fae.

When Hadrik was finished I did sit back amazed at what I had heard. The smell of the tavern was an overpowering one though and when Hadrik suggested we depart this den of iniquity for more savage climes I readily accepted. We departed and stepped over no less than three louts sleeping off a night of drunken revelry in the streets as we passed through the town to the wild wood beyond. In passing the slave pits I did slip a dagger into one of the cages, but whether the wretch within would use it to take his own life or to slice his master when next the black-bearded flesh merchant would come to examine his wares I know not.

Reaching the edge of the wilderness Hadrik and I did ascend the mountain face that rose above the town and its stench and took deep breaths of the fresh air. Traveling the trails and a secret path that Hadrik found that he said bore the trail signs of the Eagle clan we found many wonders: An old fortress, fallen into ruin; And a graveyard, with three deep shafts descending into the earth. The discarded war club of a giant, topped with stones as big as my head. A location with great chains wrapped between two trees that Hadrik thought may have bound the giant whose club we had stumbled over before. In time we came to a stream, where a mound of leaves, bugs, twigs, and stones rose up and attacked us! It was far less dangerous than it looked though, and one spell of death sent its spirit spiraling back into whatever foul void had spawned it. Within the mass we

found some vials, and papers with celestial runes upon them. Foul scrolls! Hadrik and I made short work of them though, folding them into boats and floating them down a small stream, and then throwing rocks at them.

Returning to the town of Land's Edge was unpleasant, but a necessary evil. I gathered my possessions and moved them into the room Hadrik had taken at The Sultan's Arms, an inn of meager quality to be sure. We rightly felt there would be safety in number, as neither of us would consider making use of a foul warding spell. From here we made back for the nameless tavern, where it was said by Hadrik the adventuring population was off to gather. Sure enough there were some others there when we did return. Three wolfmen were in a corner in the shadows their muzzles buried in bowls of questionable stew that I would not dare to eat without possessing a constitution such as theirs. A haughty elf maiden was also there, her nose held aloft with a scented handkerchief blocking the odors of the place. There was also a corpulent and soused dwarf was blurring out drinking songs and making a fool of himself. All in all it was a gathering that one may find at the bottom of a rain barrel, and Hadrik and I soon made our exit.

Outside a company of warriors approached us. They claimed to be hail from the far off lands of Hawthorne's Bluff, and by their accents it was most likely so. Among their number were two Gorbé, a Knight of their lands by the name of Del Toro, the stone elf I had encountered earlier, and a shifty masked man with the build of a beanpole. We exchanged salutations and pleasantries, and then Hardik and I made our way back to the woods to hunt. Our journey was froth with peril, but during it we discovered a hidden land of enslaved people and did liberate them from their captivity at the hands of the Liche King Azulanthronus. For freeing them they named us their Kings, but Hadrik had no desire to noble title and refused it. To save face, and to honor the people who had not



to give but their fealty I did take the initiative and found an equitable solution to all.

Upon returning to town we discovered it abandoned. Footprints led us to the graveyard, and a defiled tomb. The sounds of battle welled up from below, and so I conjured forth a magical light and we entered. The floor was littered with the corpses of rats, and the stench was unbearable. A low passage was discovered in the back, and we followed the sounds of combat to an old and rickety bridge that was missing many rungs. Swarms of diseased bats fell upon us as we crossed, but Hadrik's hammer and Regicide, my blade forged in the blood of battle made short work of them. We found the rest of the adventuring population from the tavern and the marketplace here, fighting against the bat swarms. We fought on the sides of sheer faced cliffs deep underground, which if one was to fall off would have resulted in certain death in the darkness below. Finally we came to a burial chamber that some of the wolveren insisted we defile to steal a corpse within. I suspect that the guild-master of the town, a stone elf named Tait, needed the body for some research of a horrible nature, but cannot say for sure. The area within was filled with undead, and the living dead corpse of the elf sought was on a pedestal before us. I hacked my way through the throng, leapt a deadly pool of slime, and then was beside the body. It resisted my attempts to remove a gem from its hands, which I suspect is its phylactery, which Canaan tells me is what is used by undead to power their void tainted existence. Eventually Tait and some others made it to my side, and they whisked the corpse off. I did not see them

following this, for they all went off into a dark and horrible tunnel, and Hadrik and I decided to flee this place before whatever necromantic game they were playing at was finished.

We had uncovered a treasure chest, but after turning it over to the wolveren Sheriff of the town it disappeared for an extended period of time, and we never found out what the dull gray rock within it was for. Hadrik and I returned to the surface, and were eventually rejoined by the others, minus Tait and the undead elf. Whatever became of them I do not know, but the phylactery did turn up later.

On the surface things had not been quiet though. Apparently Taylon, one of the ever-present wolf scavenger and Roc, a half ogre, did follow a goblin who said he knew where a necromancer and its one minion were, only to discover a cavern overrun with umber hulks and a black unicorn! They were slaughtered, and resurrected. The unicorn then attacked the town, and killed many merchants and Roc again. We were able to get to him in time to administer a life spell, and then set off to find the black unicorn and end its reign of terror.

After reaching the lair of the beast a white unicorn, a pure and mighty force of good ran from the woods, for apparently it too had sought out this place. It charged before us, and into the cave, where it was slaughtered, butchered, and flung back upon us. Its spirit arose from the steaming flesh, and spoke to us of how it was dead, but by consuming its blood a measure of strength would be imparted onto the company to fight the terror within. The stone elf Reign was

not listening though, for instead he had pulled out a serrated knife and was hacking off the horn of the dead unicorn.

I repeat. The forest spirit had given its life for us, and HE WAS BUTCHERING IT!

This caused a great deal of consternation among the group, and almost resulted in the stone elf taking a hard journey to the resurrection circle. The pressing matter of the unicorn prevented this though. We all pressed inside, we all fought the beast, we all bled, we almost all died, and in the end the beast was dead! And then Lansir, the Sheriff, took the treasure, among which was a magical item of potent power, and decided not to divvy it.

At this point my stomach was turned sour over the overt corruption in the land and I did stop recording matters as they occurred, for such villains and thieves deserve not the recognition or fame that comes from having tales told of them. There was a feast, and the Lady of the town was assassinated by an old man who was so feeble he could hardly hobble away. There was an attack of gargoyles, and a nightmare elemental sought to capture elves and throw them into a "ma-sheen" to make more gargoyles.

Following this I did leave the town of Land's End, with Hadrik beside me. We set sight for the fair town of Exeter, and the warmth and freedom from corruption we would find in the fine taverns there. Without a backwards glance we set off, to find new adventures and tales upon the road.

Onto the Ivy Hind guild.

Good evening,

I wish to purchase the services of the guild in regard to two matters. The first concerns the translation of several scrolls of what I believe to be dwarven runes that were uncovered recently. The second concerns the fine massage parlors I have heard so much about, and my aching shoulders and back. Will either service be available in Exeter for the upcoming gathering?

~Aberdeen.

Taking Orders for Weapons and Armor

I am now taking orders for weapons and armor to be made for the next gathering. Prices are as follows:

SPECIALS

I Need Components! Turn in 1 Strengthening component for 5 gold or 5 gold worth of merchandise.

Spears Half Off! Spears are awesome! To promote their use, I'm offering spears for only 1 gold each!

Used Items! I have a bunch of weapons and armor that are old and will soon fall apart. If an item will crumble to bits in 3 months or less, you can buy it for half price! That's right! If you buy a used spear, you get it for only 5 silver!

STANDARD FARE

Small Weapons: 1 gold

Standard Weapons: 2 gold

Shields: 2 gold

2-Handers and Pole-arms: 2 gold

Arrows and Crossbow Bolts: 1 gold for a quiver of 20

Armor: 1 gold per 10 dagger-blows of protection

CUSTOM JOBS

Silvering: 1 gold plus the silver or equivalent value

Strengthening an Item: add 1 gold to the cost of an item and you provide the component OR add 5 gold to the cost and I provide the component (if available)

Combining Armor: 1 gold per additional suit of armor (you can combine 2 suits for 1 gold, or 3 suits for 2 gold, etc.)

Send a message to Rissan4ever at gmail dot com. Get your orders in now!



"Action" Jack Fidian
Human, Smith, Super Badass

NERO LARP Lawsuit Fundraiser

The Situation: As you may have read in one or more associated documents, NERO International Holding Co., Inc. is being sued by Mr. Michael Ventrella for Copyright infringement of the NERO® Rule Book©.

We feel that this lawsuit is a cheap ploy to make NERO® waste time and money on this lawsuit while distracting us from the continued development of the NERO® LARP game, building the NERO® brand, working with other groups to help LARPing break out into mainstream gaming, and most of all the entertainment of our players. We believe that the lawsuit was initiated by Mr. Ventrella in an attempt to take the NERO Company by force through its inability as a small company to acquire the capital funds needed to defend itself. Let me assure you that NERO International will not lose the lawsuit.

Defending against this lawsuit will cost between \$20,000 and \$200,000 or more in capital. While NERO® and Joseph Valenti are by no means poor, and are in fact doing better than they have ever had, this sum of money is so immense that it will be very difficult for both the company and Joe to survive the lawsuit without help from outside sources. We hope those outside sources will be us, you and all the people that you know.

Don't let this lawsuit damage NERO®, the Live Action Role Play industry, or Joseph Valenti; donate today to help save NERO!

The Details: We need to raise money to keep OUR game running, be the hero in real life now and help Save NERO! Every bit counts. To add incentive to donations and as a thank you to our members, everyone who donates will receive National Goblin Stamps redeemable at all chapters on a 4-1 ratio with their donations (you donate \$50, get 200 gobbies). These are also redeemable for National Production, following national production expenditure guidelines. This is a limited time promotion and NERO chapters are not permitted to sell Goblin points at this time for other purposes than this.

Donate Any Amount by Going to <http://helpnero.org/>

In addition, the specials are being offered by NERO International... and some Local Chapters. Currently, NERO Boston (Volta, Winterthorn, Bloodlines, War of Ages), the Avendale Game, and the Ashbury game are offering the packages listed below for those who attend there games in the CT, MA, and NH areas.

Cost: \$ 100.00

Receive 1 NERO Weekend Event at any NERO LARP Boston, NERO LARP Ashbury, NERO LARP Avendale Event
Receive Food, All You Can Eat, Included Total of 400 Goblin Points.

Cost: \$ 300.00

Receive 3 NERO Weekend Events at any NERO LARP Boston, NERO LARP Ashbury, NERO LARP Avendale Event
Receive Food, All You Can Eat, Included Total of 1,200 Goblin Points.

Cost: \$ 500.00

Receive 5 NERO Weekend Events at any NERO LARP Boston, NERO LARP Ashbury, NERO LARP Avendale Event
Receive Food, All You Can Eat, Included Total of 2,000 Goblin Points.

Cost: \$ 750.00

Receive 10 NERO Weekend Events at any NERO LARP Ashbury, NERO LARP Avendale or NERO LARP Boston Event.
Receive Food, All You Can Eat, Included Total of 3,000 Goblin Points.

Cost: \$ 1,000.00

Receive 12 NERO Weekend Events at any NERO LARP Ashbury, NERO LARP Avendale, NERO LARP Boston Event.
Receive Food, All You Can Eat, Included Total of 4,000 Goblin Points, Total of 4 Large Plot Submissions



Schedule of Events:**METRO**

Date:	Location:	IG Loc.:
February 10-12	Prince William Forest Park Camp 5	Lyonesse/Stormhold
March 31-April 2	Prince William Forest Park Camp 5	Trulam/Richland
May 19-21	Prince William Forest Park Camp 1	Trulam/Richland
June 9-11	Prince William Forest Park Camp 1	Trulam/Richland
July 7-9	Prince William Forest Park Camp 1	Lyonesse/Stormhold
August 18-20	Prince William Forest Park Camp 1	Lyonesse/Stormhold

VALOR

Date:	Location:	IG Loc.:
April 7-9	Smaller Pocahontas Site	Firelight Cove
May 26-29	Pocahontas Ecology	Firelight Cove
June 16-18	Pocahontas Ecology	Whitestaff
July 28-30	Pocahontas Ecology	TBD
Aug 25-27	Pocahontas Ecology	TBD
Sept 22-24	Pocahontas Ecology	TBD
Oct 27-29	Pocahontas Ecology	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.

