

# The Therendry/ Blackstone Herald

November, 603



Volume 2, Issue 17

**November 10, 603.** His Excellency **Count Octavius Justice** died in his bed after being out in the field reviewing his Troops. When his servants attempted to wake him the next morning, He would not be roused. His personal physician was called to his bedside and pronounced him dead shortly after. He is to be succeeded by his first cousin on his father's side, **Devon Justice. Devon**

**Justice** is to be confirmed in status later in the month by His Grace, **Duke Ellis Pinetree**. Until He reaches His maturity, **Aaron Solinari, Octavius'** childhood friend and companion, will act in the capacity of Regent as His Excellency stated in his Last Will and Testament.

**Count Octavius Justice is dead.**

**Count Devon Justice is the new Count of Stormhold.**

**Long Live The Count of Stormhold!!!**

In This Issue...

Concern with Resurrections...

page 2

Weekly Words for the

Wayfarer... page 3

### Concern with Resurrections

By: Sepi Kessner, Archwizard of Fire and Storms

It has come to my attention that the delicate art of resurrection has felt a disturbance recently. As the month of October arrived, resurrection seemed to falter for a moment. Since that time, those who have been successfully resurrected have had strange tales. Normally, a spirit is able to sense the earth circles that are around and easily find their way to the circle of their choice. This natural ability of the spirit seems to have been, at least for a time, blocked in some way. Some people have said that they were able to travel to where they simply remembered circles to be and, without seeing it's power still, managed to be resurrected. Others claim that they followed what appeared to be a bear with green fur to a place where a resurrection would begin. Still others say that they briefly saw a large saber-toothed lion with a fiery mane that appeared to be focusing on something just before they felt their spirit pulled back towards Tyrre. I have begun research here in Slateron both of an earthen and celestial nature. So far we have been unable to conclude any results with measurable certainty. I humbly ask that any with information, or perhaps ideas that we have yet to come up with, get in contact with me. Missives may be sent to me here in Slateron at [FuzzyNPCs@aol.com](mailto:FuzzyNPCs@aol.com). I thank you all in advance for any assistance you can provide.

#### Top Ten things to do with the Evil calling card

10. Use it as a focus for meditation in hope of contacting Evil without ripping it.
9. Tear it yourself.
8. Randomly lose it.
7. Give it to a friend.
6. Offer it to Rakurai because you think it's funny.
5. Discover that when you really need it, you've left it at home.
4. Advertise that you have it.
3. Get it spirit linked to you.
2. Tear it yourself inside one of Rakurai's permanent earth circles.

1. Give it away to the Incarnation of Good, who will undoubtedly pocket it for a rainy day.

**A highlander village in southern Stormhold was found burned to the ground on Wednesday November 5, 603.** According to the people who went to investigate the billowing smoke on the horizon the carnage found in the still smoldering village and its surrounding environs was truly incredible. The bodies of slaughtered men, women, and children lay littered about the shire where they had been slain. Smoke still rose from the blackened buildings, when the would-be rescuers arrived at the scene of this atrocity. Strongmen wept tears of rage at the sight of the devastated village and its murdered inhabitants. The dead revealed little to indicate who was responsible for this crime and whoever perpetrated the slaughter was very thorough, leaving not one of the village's inhabitants alive to tell the tale of the massacre. As the men began to bury the bodies, surprisingly enough, survivors began to filter back to the village. Apparently the carnage had not been as total as first thought. These lucky individuals brought back tales of Stormhold troops falling upon the village mercilessly putting its inhabitants to the sword and its buildings to the torch. The captain of the nearby garrison at Thalasa was surprised when he learned of this and informed us that none of his men were involved. He also informed us that he would investigate this crime and its perpetrator would be quickly brought to justice. So for now, the mystery continues.

### Weekly Words for the Wayfarer

*Champion:* clearly superior or having the attributes of a winner.

Correct: Champions wear cleats.

Incorrect: Champions order salad at bars.

*Ensure:* make certain of.

Correct: I will ensure your survival

Incorrect: I will insure that you die.

*Evil:* that which causes harm, destruction, or misfortune.

Correct: Evil should be fought without cessation.

Incorrect: Evil should be asked about its benefit package.

*Liege:* a person owed feudal allegiance and service.

Correct: I will obey the orders of my liege.

Incorrect: I am my leigh's sword.

*Peerage:* the peers of a kingdom (duke, marquis, earl, viscount, and baron) considered as a group.

Correct: Do not issue orders to members of the Theren peerage.

Incorrect: Squires are part of the peerage.

*Viscount:* a nobleman equal to a Count, but holding no lands.

Correct: I announce His Excellency, Viscount Insert-Name-Here.

Incorrect: Good morning, VieCount So-and-So.

*Martial:* suggesting war or military life.

Correct: Martial Law has been declared.

Incorrect: I am imposing marshal law.

# ANNOUNCEMENTS

CITIZENS OF THE KINGDOM OF EVENDARR,  
YOU MUST BE CAREFUL WHOM YOU ARE AROUND FROM THE NEW KINGDOM OF  
DAR'KHABAD.

I WAS AT THIS PAST GATHER IN THE KINGDOM OF DAR'KHABAD AND WITNESSED MANY  
DISGUSTING THINGS. PEOPLE OF THIS FINE KINGDOM OF DAR'KHABAD WERE PLOTTING  
DEATHS OF NOBLES OF THE KINGDOM OF EVENDARR. I SAW THIS WITH MY OWN EYES!  
I HEARD THIS WITH MY OWN EARS! I EVEN WITNESSED MULTIPLE PEOPLE THROWING  
THE MAGICS OF CHAOS AND TALKING OF ENSLAVING THE CITIZENS OF EVENDARR. IS  
DAR'KHABAD REBELLION AGAINST THE KINGDOM OF EVENDARR SO THEY CAN CONTINUE  
THE PRACTICE OF SLAVERY? WILL THE CITIZENS OF EVENDARR BECOME THE NEXT  
SLAVES OF THE KINGDOM OF DAR'KHABAD? WILL THE KINGDOM OF DAR'KHABAD BEGIN  
HARBORING FUGITIVES AND CRIMINALS FROM THE KINGDOM OF EVENDARR, SO THEY MAY  
ACCOMPLISH THEIR EVIL DEEDS?

THESE ARE THE QUESTIONS WE MUST ASK WHEN THE NOBLES OF THE KINGDOM OF  
EVENDARR LEAVE THEIR KINGDOM TO "VISIT" OURS! THESE ARE THE THINGS THAT  
SHOULD GO THROUGH YOUR MIND WHEN YOU SEE CITIZENS OF EVENDARR ACT LOYALLY  
TO THE KINGDOM OF DAR'KHABAD! YOU MUST ACT NOW! IF DAR'KHABAD WANTS TO  
BE THEIR OWN KINGDOM, THEN THEY CAN STAY IN THEIR OWN BORDERS! THE  
KINGDOM OF DAR'KHABAD DOES NOT HAVE A LARGE MILITIA. DO NOT LET THEM  
ENSLAVE YOU TO BECOME THEIR LOYAL SERVANTS. DO NOT LET DAR'KHABAD INTO  
OUR BORDERS!

~LOYAL CITIZEN OF THE KINGDOM OF EVENDARR

### How Easily Do You Find Trouble?

Take the following quiz to find out!

- 1) You leave to help a stranger who came to town asking for assistance. A mile out of town, they turn to you and you find out:
  - a) they can't afford to pay you well.
  - b) they may have downplayed the problem.
  - c) they've lured you out to kidnap you.
  - d) they've lured you out to enslave you for all eternity.
  - e) all of the above.
  
- 2) You pick up a pretty stone off a creature. Based on your previous experience, the stone
  - a) is a pretty stone.
  - b) is a valuable gem.
  - c) is pure chaos and causes you to go berserk.
  - d) belonged to a dragon but is now spirit-linked to you.
  - e) all of the above.
  
- 3) Sitting in the tavern, you:
  - a) spend a quiet evening.
  - b) talk to someone and have to help solve their problems.
  - c) buy something off a merchant and end up spending the evening dodging creatures.
  - d) get rifted away by a villain.
  - e) all of the above.
  
- 4) Spending the night in a warded cabin, you
  - a) get a good night's sleep.
  - b) are briefly disturbed by the sounds of fighting outside, but fall back to sleep.
  - c) are awakened by adventurers pounding at your door requesting your presence.
  - d) are visited by a fae hound who turns out to be your new pet.
  - e) all of the above.
  
- 5) You find a weapon lying on the ground. The weapon:
  - a) was dropped by another adventurer, probably Caliphar.
  - b) is bait for an ambush.
  - c) tests you, and then names you champion for a cause.
  - d) rifts you to another plane when you touch it.
  - e) all of the above.
  
- 6) While taking a stroll through the woods, you find
  - a) an appreciation for nature.
  - b) a bear.
  - c) an army of orcs.
  - d) a death drider.
  - e) all of the above.
  
- 7) You meet someone new at a gather. They turn out to be:
  - a) a hungry townsman.
  - b) a fellow adventurer.
  - c) someone with a problem.

d) a vampire.

e) all of the above.

*(Continued on page...)*

## *Count Lyonesse, Lord Exeter Save Serfs from Starvation*

Court was held in Lyonesse on October the 17<sup>th</sup>, in Exeter. Count Davy of Lochwood, Lord Siranot DeGauss, Lord Kain Aspen, and their prospective squires were present, as well as the Viscountess Kiera Zobrist, the Viscount Simeon Silvercord, a delegation from Koreket, as well as a representative of Myrr, and a representative of the Barbarians in Stormhold, and Therendry.

During Court, a representative of the Serfs in Lyonesse stood up. She was obviously uneducated in Courtly protocol, but did make the point that the crops had failed, and ask that something be done to aid the starving peasants. Count Lyonesse didn't seem to know much about the situation, but Lord DeGauss did. He said that while the swamps had been mostly cleared in Exeter, the surrounding lands had not. Further, he stated that the stores of Lyonesse would be opened up to the people, and if they entered town they would be able to obtain anything necessary that they needed to survive. The representative stated that she was named Jean and that she would be happy to relay the information. She then asked what was being done to make the situation better. The Count and Lord assured her that appropriate measures would be taken, but she didn't seem to take that answer as the conclusion of the matter. As she was still in the process of asking questions, Court was called to adjournment.

This reporter understands that Lord Siranot DeGauss did inform the woman that all Healer's Guild buildings in Exeter would have a symbol placed on them, as would all buildings with food available for the masses. He also assured her that they were looking into raising rice in the wet bogs of Exeter and beyond, as it grows well in such areas and will feed many. These answers seemed to satisfy her, and she left.

Saturday morning, a group appeared in town looking for His Lordship. They were obviously not rich people, or those of culture. They didn't appear to have skills in adventuring at all. They were a family, following the instructions given to Jean. I don't know the whole story, but apparently they were terrorized by headless people, and laughed at by common adventurers. They did say that Squires of Richland and Lyonesse were available, and made sure that they got what they needed. They were unable to contact anyone of rank or status over that, apparently.

They wish to extend their gratitude to the Court of Lyonesse for opening its stock, as well as to the squires of both Lyonesse and Richland for their assistance against the evil no-headed people.

To all adventuring class, they ask that they not be threatened or abused when entering town, as they have no means of defending themselves and are the subjects of the local nobility.

### Rumor Has It...

Justice's men in reprisal for the Count's death burned the highlander village.

**Prince Alejandro Sparras** is feeling insulted as of late, for His Excellency was given pie and he was not.

Davy assassinated Justice for his treatment of the **McClellan** clan, thereby ending Davy's blood feud with the Justice family.

A large contingent of nobles from Greyhorn will be visiting Therendry in November. Although the Duke of Greyhorn will be attendance, it is the Baroness of Calomere who is the important guest to watch this gathering. Rumor has it that she is looking for a husband in the Theren peerage or she may already have one lined up and is closing the deal.

**Diablo Evermore**, a Criminal of Evendarr may make an appearance at the November gathering in an attempt to assassinate the visiting Duke.

His Excellency, the **Count of Lyonesse**, recently made a visit to the duchy of Greyhorn and after a brief stay in the adventurer's quarters outside of Elmstar, was seen on his way to the northern barony of.... Calomere.

There is a lovely Greyhorn Lady Chancellor with her astute elven eye on **Seronia**.

The highlander village was burned by the Dark Elves to make room for expansion on to the surface.

His Excellency, the **Count of Lyonesse**, is planning to annex part of Greyhorn as his own. He was seen surveying the lands and inquiring to the local exports.

The men of Lyonesse in Stormhold tabards burned the highlander village.

His Lordship, **Lord Siranot DeGauss** of Exeter, has been seen lately in a fit of nerves and butterflies. There's more behind his pre-gather preparations than normal. He has been seen pacing, acting forgetful, and running around madly trying to get everything to quote "just perfect".

**Justice** was actually assassinated by his officers for ordering the reduction of the size of Stormhold's armies.

**Swiftwind Valnoric** has been stirring up trouble amongst the **Evermores**- once again pouring salt into the wounds of that family feud and igniting the fires beneath the war.

**Faustus** is visiting Therendry because currently he is in hot water with his wife Juliana. It seems that she recently tried to slay him after being called "wench" one too many times. Witnesses claim they saw her take up his sword and chase him half the way to Exeter.

**Glenn Stormwolf** is trying to find a mate before winter, who will the lucky girl be?

**Jack "Action" Fidian** has been seen making little dolls of himself so that he can sell Jack "Action" Fidian "Action" Figures.

*The Quiz...Continued...*

- 8) After a brief conversation with an Incarnation,
- a) you move on to other things.
  - b) you agree to follow their ways.
  - c) you have an extra eye embedded in your forehead.
  - d) you end up spirit-linked to a tribble.
  - e) all of the above.
- 9) When you come to town:
- a) you get caught up on all your journal writing.
  - b) you get caught up helping other people.
  - c) a dedicated group of adventurers never leave your side. Except when you all resurrect.
  - d) the entire resources of the town are needed to keep you safe.
  - e) all of the above.
- 10) Your friend invites you to a party. While there, you:
- a) have a great time with the gypsies and cousins.
  - b) get a bit intoxicated and wake up with someone you didn't intend to.
  - c) get really intoxicated and die when weird creatures crash the party.
  - d) are attacked by the minions of the master vampire who's chatting with your friend.
  - e) all of the above.

**Scoring:**

Give yourself 1 point for every *a* answer, 2 points for *b*, 3 points for *c*, 4 points for *d*, and 10 for points *e*.

*10-15:* Trouble avoids you like Mordekai avoids a fight.

*16-25:* You get in your fair share of trouble, but only when you hunt it out.

*26-35:* Trouble is drawn to you like Glenn to undead.

*36-40:* You get in trouble sleeping in a warded cabin.

*40+:* Do not pass Go. Do not collect silver. Go straight to the resurrection circle.