

The Therendry/ Blackstone Herald

April, 603



Volume 2, Issue 3

The Therendry/Blackstone Award Winners

F or Most Ballsey Adventurer - Kestral De'Kiernan
F or Adventurer Most Likely to Kill You (PC) - Tomas
F or Creature Most Likely to Kill You (NPC) - Xantorax
F or Adventurer Most Likely to Be Bottled Someday - Tomas
F or Adventurer Most Likely to Be Overlooked - Encaren
F or Adventurer Most Likely to Jump on a Rifting Being - Sheriff Glenn Stormwolf, Baron Simeon Silvercord
F or Adventurer Most Likely to Cast Necromancy and Not Get Caught - Tomas
F or Adventurer Most Likely to Be Executed - Sheriff Glenn Stormwolf, Lutharian Kain
F or Adventurer Most Likely to Be Caught Unawares - Pyroxia Fyrestorm
F or Most Likeable Therendry Noble - Baron Valoric Treehawk, Duke Ellis Pinetree
F or Most Respected Therendry Noble - Lord Zug De'Kiernan
F or Most Likeable Adventurer (PC) - Squire Parthynia Domamore
F or Creature Most Likely to Do Deals with Adventurers (NPC) - Xantorax
F or Most Improved Adventurer (PC) - Encaren
F or Most Gullible Adventurer (PC) - Sir Delwyn Mithrilmist
F or Most Gullible Creature (NPC) - Papaya Effendi
F or Adventurer Most Likely to Save the Farm - Squire Parthynia Domamore, Squire Corin Sunliner, Squire Liam Andreus
F or the Best Dressed Noble (PC) - Lady Tenshi Ryu Toshori
F or the Best Dressed Adventurer (PC) - Spice
F or the Best Dressed Creature (NPC) - Duke Derek Blackstone
F or the Best Adventuring Fighter - Lord Zug De'Kiernan
F or the Best Adventuring Rogue - Kestral De'Kiernan
F or the Best Adventuring Caster - Squire Draelin Carlylin

F or the Best Adventuring Team - L0chwood
F or the Best Adventuring Backpacker - Lady Kilana Amendar, Pyroxia Fyrestorm
F or the Nastiest Creature (NPC) - Zimmerman
F or the Wimpiest Creature (NPC) - Papaya Effendi
The Write In Votes:
Most Dedicated Adventurer: Brynnlar Wimor, Sir Delwyn Mithrilmist, John Little, Mario Greymist, Squire Liam Andreus, Squire Corin Sunliner, Count Davy of Lochwood, Caliphar Belmont, Dame Pai Zhi, Logan Strongwill, Viscount Frost De'Kiernan, Theodoric
Most Likely to Become a Noble Someday: Squire Corin Sunliner, Squire Liam Andreus, Sheriff Glenn Stormwolf, Zapato Belmont, Squire Parthynia Domamore, Numair Salmalin, Squire Draelin Carlylin, Encaren, Lynx Windrunner, Luke Ockent, Acadia Stormwolf, Squire Anferry
Honorable Mentions:
Most Dedicated Noble - Baron Simeon Silvercord
Best in Tights - Lord Siranot DeGauss
Best Poetry - Jockimo Pleasure Buffet
Best Hottie - Canaan De'Amentre
Best Betrothed - Dathras Ran-Kirith
Best Jack-of-All-Trades - Caliphar Belmont
Most Generous and Supportive Traveling Noble - Lady Tenshi Ryu Toshori
Most Skilled Fighter - Kythe Wild
Most Positively and Accurately Representing Race - Dwa, the Dwarf
Most Devious Adventurer - Hooch
Friendliest Adventurer - Verbal
F or Thinking Things Through - West
Best Guild Service: The Wolfhawk Alchemical and Mercantile Guild
Best Provider of Business Opportunities - Dame Pai Zhi
Best to Have by Your Side in Battle - Caliphar Belmont
Most Likely to Not Make It Through the Winter - Boboda Wrexoul
Most Sexy - Nanoosh the Notorious

Rumor Has It...

Baron Valoric Treehawk is under the effects of a long-lasting feeble-mind poison.

Baron Simeon Silvercord has enslaved **Baron Valoric**.

Duke Blackstone is actually very ill and using a stand-in for public appearances.

The overuse of Celestial Magics is the cause of the fires in the Mage's Guilds.

Bandits are raiding the Blackstone coastline.

Sir Cedric Warclaw is the **Jaguar** (after all isn't he a sarr?).

Dame Pai Zhi is **Garendor** and she prints all our defenses in public as a means of informing her cronies.

Encaren is secretly the head of the Archery Guild.

Mirage is the Editor.



Come One, Come All, to my Little Shop!

Hello to all my friends reading this upon yonder tree. You do not know me but I assure you that I post this missive with the best of intentions. I am Mordikai Pennance, a sculptor by profession, and in my little shop I have a beautiful selection of statues, carvings, and sculptures worthy of any noble of the lands. Why, my statues have been called life-like, masterpieces, and works of true beauty. Oh yes!

My assistants and I long to sculpt likenesses of the best and brightest of Evendar, and have chosen this Duchy as the site of our first shop. I live to serve the customer, and love, just love, special requests. Statues make the greatest gifts too. Seek us out and you will not be disappointed. A statue can be a life changing experience oh yes!

In This Issue...

A Quiet Moment With... page 8
Attaining Station...page 4
Classified Advertisements...
page 3
Guildhalls Decimated by Fire...
page 6
Maps of Therendry and
Blackstone... page 7
The Jaguar Strikes Again...page
3
The Legal Corner...page 9
Top Ten.....page 6
Velwerzin's Busy Day...page 5

Classified Advertisements

HERE YE! HERE YE!

Know that Darius and Tan Tan Sandchaser are betrothed to be wed during the April gather in Calais. Anyone having reason why this couple should not be wed has been hereby notified, such that they might present their case to Baron Simeon Silvercord and all parties satisfied before the gather. Should ye fail to present your case by Friday of the gather, you are hereby decreed to forever keep your peace.

Love and Happiness find the couple

By my Hand and Seal,

Baron Simeon Silvercord

Baron of Blade

HERE YE! HERE YE!

Chivalry Class will be held on Saturday afternoon around the hour of 3 p.m. in the Tavern of the Calais gather in April. All interested in becoming a knight or attaining station are encouraged to attend.

Baron Simeon Silvercord

Baron of Blade

The Jaguar has struck again!

Another trading caravan has fallen prey to The Jaguar. This terrible bandit remains uncaught. No one knows his real name or face, only that he signs his crimes with a drawing of a hunting cat near each attack. This time, the bandit took a small contingent of payclerks from the 4th Crown Guard heading south from the capitol to pay the southern troops. No information is available on the amount of the theft, only that no one was slain in the attack, but no one can describe the actual assault than in the same manner as the man next to him. Duke Blackstone is said to be preparing to offer a reward of 100 pieces of gold for the head of The Jaguar.

Attaining Station, by Baron Simeon Silvercord

In order to attain station, one must do several things. My purpose in writing this article is to provide a rough outline of the many steps to attaining this goal so that those desiring to obtain it might find an easier time.

First and foremost, knighthood is not as glamorous as one might imagine. There are many perils and great responsibility that go along with holding title. I strongly advise anyone considering pursuing knighthood to ponder what it means to be a servant of the realm and all it entails before continuing.

Knighthood is a hard duty. One is responsible for settling disputes and meeting out justice. One is responsible for protecting the health and welfare of the common people. One is responsible to provide aid to your Liege in times of trouble. Most importantly, one is responsible for following the Code of Chivalry. No one is above the Code. Its principles guide us to be better people.

Now that I have addressed a little of what it means to be a Knight, let us discuss some of the road to becoming one. Anyone striving to become a noble must perform the following:

1 – Follow the Code of Chivalry. The Code is that which you will live your life for. It contains everything you need to perform your noble duties rightly and justly. One should not even consider being a noble unless they follow the Code and demonstrate such on a regular basis.

2 – Learn to read and write. As a noble one is responsible for following orders. These orders can come in written form from one's Liege. It is very important to be able to read these orders so that they may be followed correctly. Can one be sure he/she is following the Code of Chivalry if they cannot read it for themselves? Should one trust others to interpret their lettered missives from one's Liege? How then could they be certain their orders do not conflict with the Code of Chivalry? How can one study to become a better servant of the land and its people? Reading and writing are one of the most important skills to a knight. For this reason, it is taught in the Chivalry School.

3 – Obey the law and assist in enforcing the law. The law is explained within the Code of Chivalry. One duty is to obey the laws of the land. How can one become a noble without obeying the law? Simply obeying the law isn't enough in any case. The majority of the populous obey the law, but how many help to enforce it? Most allow the town guard and members of the Peerage to enforce the law and are content not to break the law themselves. This is not enough for one seeking to be a noble. One must be seen to be a champion for justice. This does not mean being foolhardy. Do not seek to execute justice yourself, but aid in the apprehension of known criminals. This will do much to improve your standing and will help to get you noticed.

4 – Attend the School of Chivalry. This school is operated in most Counties and is usually run by members of the Peerage. Here much is taught you need to know to become a noble: How to Read and Write, what the tenants of the Code of Chivalry mean, what the laws of the land are, etc. This is also where those very same nobles will be most likely to look for prospects for Squireship. Show your willingness to learn what you must, and set yourself apart from others by attending the School of Chivalry, before you are squired.

5 – Make yourself available to members of the Peerage. Whilst it is true that members of the Peerage may seek to speak with you from time to time, it is also true that they will be more likely to speak with you if they know your face. Simply being around a noble will aid you in your quest to join the Peerage. When a crisis arises, you will be at hand to help out and get noticed even further. Showing your worth

Continued on page 10

Velwerzin's Busy Day

A story dedicated to Velwerzin

Velwerzin awoke later than he would have liked to, and that was what led to him having such a busy day. The sun was high in the sky, and he had much to do. He swung his bony and decrepit legs out of his casket and sat up, smashing his sunken forehead into a low-hanging rafter. In a haze of pain, he staggered across the dingy room that he had taken as his home and changed from his fluffy bathrobe into the tattered robes of his chosen profession, liche. He did not make a very good liche, and would not have even made a good goblin, but he did not let that stop him from making a terrible breakfast and burning the toast.

Having sated his pallet with his horrible breakfast of burnt toast, kobold sausage, and spoiled milk, he gathered his staff of power and his old battered hat from where he had left them beside his front door and set off down the road to his friend Basil's house. Basil was not in his swamp, though, for he had run afoul of House Therenstar that very morning and was now cursing his luck from inside a resurrection circle. Thwarted in his first stop of the day, Velwerzin decided to bypass the session of evil plotting they had scheduled to go on to the second item on his agenda, and the part he liked most. He would now spend a few hours whispering to the fae tree, fluffing his ego and insulting the poetry others placed on the tree's boughs.

Quickly, Velwerzin skipped down the road to the fae tree. He rounded a bend and skidded to a stop, for before him were four large and fearsome men. Three of them were clad in garments of black fur, and one in robes of flowing white cloth.

There was a short period of stunned silence for all concerned as the barbarians faced down the liche.

"Begone wretches," Velwerzin spoke in his high and scratchy voice, "Lest I rain upon you my most vile and fearsome of magics! Know you fear, for I am the most powerful and dangerous of liches!" Velwerzin called up his magical power. A pale and sickly aura grew around his hand, the intensity of a firefly. The barbarians looked at Velwerzin. They looked down at the aura upon his hand, and they looked at Velwerzin again. "Kill it!" They cried, and rushed forward as one! Velwerzin wet himself. But, he was a creature not easily given to fear and recovered with inhuman speed, reaching into his magical stockpile to call up his mightiest spell.

"I call forth a Magic Missile!" Velwerzin screeched, and from his hand flew a bolt of magical power. It fluttered and fell to the ground in front of the approaching hoard. The mighty feet of the barbarians trampled the fading glow of the magic and fell upon him.

In the space of seven seconds, the barbarians had sliced Velwerzin into ribbons. His form was blasted with powerful spells of healing that the earthen magic can produce, and from the woods behind him the flanking troops of the barbarian clan sliced his back to the bone. The massive warrior in black fur who led the charge took Velwerzin's head with a single stroke of his longsword. In the resurrection circle deep in the swamp, Basil was sitting and sulking, waiting for Velwerzin to come along and let him out. The bottle that was spirit-linked to him began to shake. Basil removed the cork, and out came a horrible gas that consolidated into the form of Velwerzin. "What happened to you?" Basil asked. "Shut up." Velwerzin answered him.

Did you like the story, Velwerzin? Do you know that some stories have lessons that you can learn from? Dare to show your face in the Duchy of Therendry and I will be glad to teach you the moral of this one.

Verbal

Masked MWE Mapmaker

GUILDHALLS DECIMATED BY FIRE!

Several Mage's Guilds have suffered terrible fires in the past week. Cities all over Blackstone have seen their Mages Guilds burn to the ground (and a few even lower than that!) The cause of the fires remains unexplained, but this reporter has learned from a reliable source that Siren's Isle has dispatched representatives to each burned guild to investigate. Arson has not been ruled out as of yet, but this reporter can find no reason for such widespread intentional fire setting. The following is a list of towns suffering from these fires:

1. Cleast
2. Wolversher
3. Whitestaff
4. Jossa
5. Wave Froth
6. Aberwynn

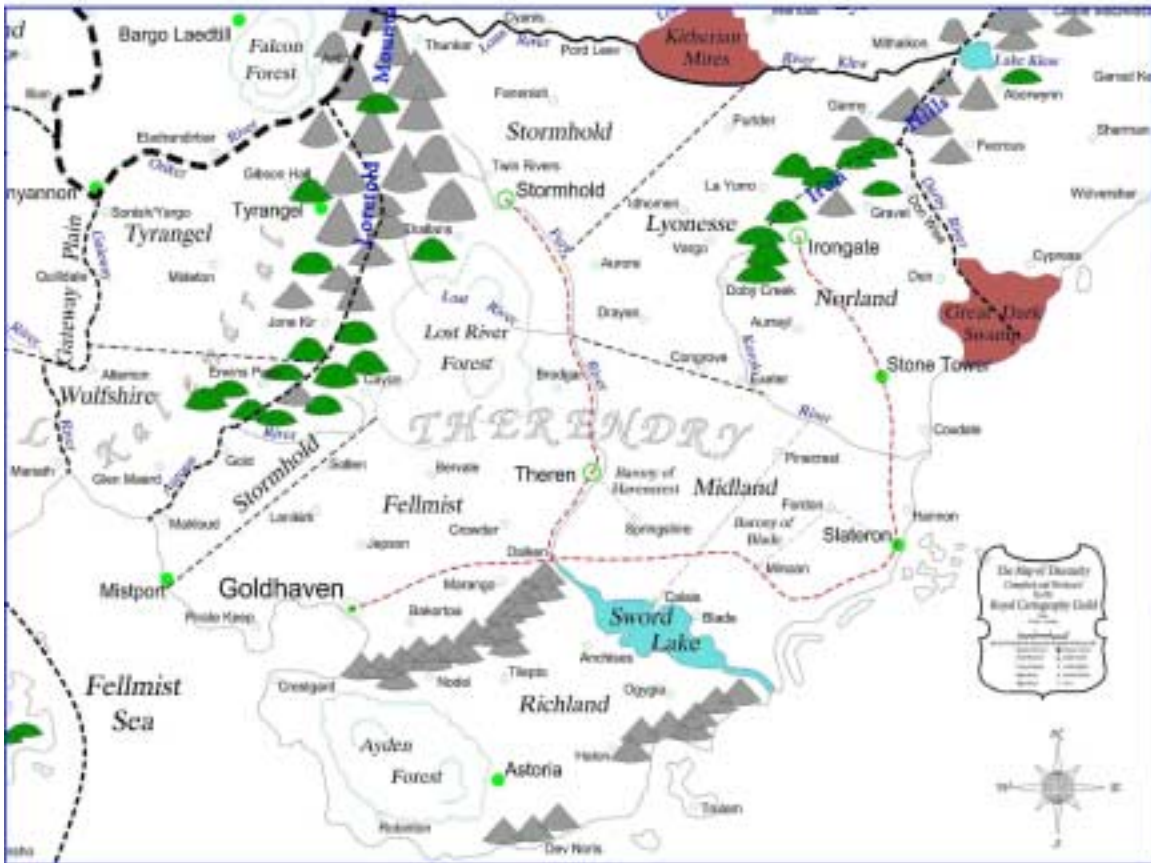
Our best wishes go out to those who have lost friends or loved ones in these terrible fires.



Top Ten Things you Should NEVER Say to the Magistrate of Midland County...

- 1 - "I know you told me to report to you, but I thought maybe you were just joking..."
- 2 - "How DOES one cast Chaos legally?"
- 3 - "So, what does a good bribe go for around these parts?"
- 4 - "Hey, can you give me one of those full body cavity searches please?"
- 5 - "Whups...that's the forget-it-well...Here's the love potion!"
- 6 - "If you tried the stuff I just had, you wouldn't be so uptight."
- 7 - "Didn't I see you get your ass beat last gather?"
- 8 - "But the Sheriff said it was OK!"
- 9 - "I thought that law only applied to you guys!"
- 10 - "I would have stopped, but I thought you were Davy!"

Map of the Duchy of Therendry



Map of the Duchy of Blackstone



A quiet moment with....Swiftwind Valornic

By Mara Foxglove

I got the chance to sit down briefly with Swiftwind Valornic and talk about one of the greatest adventuring groups in the history of Avalon – Lochwood.

MF: Did you enjoy your time with Lochwood?

SV: Yes, I did. Very much so.

MF: So, would you join again, given the chance?

SV: Probably not. I enjoyed my time with Lochwood, but it was time for me to move on.

MF: What was the best thing about Lochwood as a whole?

SV: Having the opportunity to build things at Lochwood Keep. I felt I brought some light to their dusty world. The lookout tower, the wine cellar....Very fulfilling.

MF: Anything they can improve on as an adventuring group?

SV: Not really. Now that they are Viscounts (countesses, respectively) and Barons, they could have a new set of problems.

MF: Such as?

SV: When I first joined, the group was new. The recruits had been part of House Kamera and were literally saved from the chopping block by V. Davy.

MF: So the problem is?

SV: I haven't been with the group for...two years? I'm not familiar with the challenges they face now.

MF: I see.

SV: Being a noble is a challenge beyond what a commoner can imagine.

MF: Are you happier outside the group now?

SV: Not especially. I enjoyed my time with the Highland people, the Hobblings, and even the Dwarves. Since I left, I haven't been back to see them.

MF: Why did you leave again?

SV: What, leave Lochwood? I felt they didn't need me anymore when Kiera returned.

MF: I thought when you left LW it was under bad blood. Is that true?

SV: Well, one of the members did threaten to withhold healing from me.

MF: Why would one of your fellow adventuring members do that?

SV: I'm not sure. He was angry at me for something. I'm not even sure if he was a member, more like "You're in...when you're around."

MF: I see. Well, that's about all the time I have. Any special words for the members, or anyone in particular?

SV: I missed seeing the group grow and take shape. I missed watching the deeds it took Anferny to become a Squire! And I will always remember Operation: Bawdy Wench with fondness.

MF: Well, thanks again for your time.

SV: Thank you. Good day. Need any protectives?

MF: No thanks. But thank you anyway.

From my experiences with Mr. Valornic, he seems very nice, likes Lochwood's members, and was a gentleman in offering to give me protectives. He must have been taken with me...for he asked me if I was...taken. All in all, I think it was a productive interview and my quest to learn more about Lochwood is progressing well.

The Legal Corner – The Laws of Therendry

The Laws are being reprinted at the request of Baron Simeon Silvercord

All citizens of the Duchy of Therendry are protected under the laws of the land and all citizens must obey those laws. Said laws also bind travelers from other realms unless specific exception has been made by treaty with the traveler's homeland. In addition, all travelers are protected under the laws of Therendry unless specifically accepted by decree of His or Her Grace. Therendry shall tolerate the customs of foreign travelers, which may not be in agreement with ours so long as those customs do not violate ours laws. Nobles outside of their own lands do not have the right to dispense justice for commoners. However, all nobility shall be accorded the honor and respect befitting their rank whether on their own lands or not. Nobles must always be properly addressed and treated.

Fines and Punishments of Therendry

Assault is any unjustified attack, through word or deed, upon another person. The punishment shall be a fine of not less than 1 gold and 10 lashes for the first offense, a fine of not less than 5 gold and 20 lashes for the second offense, a fine of not less than 10 gold and Death for any further offenses. Restitution must be made in all cases.

Assault of a Noble is any attack, through word or deed, upon any Noble that does not constitute Treason. The punishment shall be a fine of not less than 10 gold and 50 lashes for the first offense, loss of all worldly possessions and Death for the second offense, loss of all worldly possessions and Obliteration for any further offenses.

Bribery is the offering of money, goods, or services to an official of the duchy for the purposes of influencing that official's actions, or the taking of such a bribe. The punishment shall be a fine of not less than five times the bribe offered for the first offense, loss of all worldly possessions for the second offense, loss of all worldly possessions and Death for any further offenses.

Forgery is the production, use, or possession of any false papers, documents, or identification. The punishment shall be a fine of not less than 10 gold for the first offense, a fine of not less than 20 gold and/or Death for any further offenses.

Kidnapping is the taking or constraining of a person against that person's will or without that person's knowledge. The punishment shall be Death for the first offense, loss of all worldly possessions and Death for the second offense, loss of all worldly possessions and Obliteration for any further offenses. Kidnapping of a Noble is Treason.

Mockery is the insulting, degrading, or otherwise showing disrespect for another person. Mockery constitutes grounds for Honor Combat.

Mockery of a Noble Title is the insulting, degrading, or otherwise showing disrespect for one of noble title. It is also the failure to obey the command of a Noble, when such an action does not constitute Treason. The punishment shall be 50 lashes for the first offense, a 10 gold fine and Death for the second offense, loss of all worldly possessions and Obliteration for any further offenses.

Murder is the causing of Death through direct action, intentional inaction, failure to provide healing, or hindering others from providing healing. The punishment shall be a fine of not less than 10 gold and Death for the first offense, loss of all worldly possessions and Death for the second offense, loss of all worldly possessions and Obliteration for any further offenses.

Murder of a Noble is Treason.

Necromancy is the casting or excepting of any Necromantic spell, the use, creation, or possession of any Necromantic item, or aiding or consorting with any Necromancer or Necromantic being. The punishment shall be a fine of not less than 10 gold and Death for the first offense. The punishment shall be loss of all worldly possessions and Death for the second offense and loss of all worldly possessions and Obliteration for any further offenses. In all cases, a Necromancer shall submit to a Destroy Earth Magic Ritual if he or she is invested in any Earth Circle.

Pretending to a Noble Title is an attempt through any means by a citizen to convince another person that he or she holds a noble title. The punishment shall be a fine of not less than 10 gold and 50 lashes for the first offense, a 10 gold fine and Death for the second offense, loss of all worldly possessions and Obliteration for any further offenses.

Slavery is the holding in bondage of another. The punishment shall be the loss of all worldly possessions and Death for the first offense, loss of all worldly possessions and Obliteration for any further offenses. In all cases the freed slave shall receive all of the criminals possessions.

Stealing is the taking of another person's possessions through stealth, deceit, or trickery. The punishment shall be a fine of not less than 5 gold for the first offense, a fine of not less than 10 gold and 20 lashes for the second offense, a fine of not less than 10 gold and Death for any further offenses. Restitution must be made in all cases.

Robbery is the taking of another person's possessions through force or the threat of force. The punishment is a fine of not less than 10 gold and 20 lashes for the first offense, a fine of not less than 10 gold and Death for any further offenses. Restitution must be made in all cases.

Burglary is the entering of another person's home or place of dwelling with the intent of stealing. The punishment is a fine of not less than 5 gold and 20 lashes for the first offense, loss of all worldly possessions and Death for any further offenses. Restitution must be made in all cases.

Treason is the undertaking or planning of any action that would subvert, overthrow, or hinder the legal government of the duchy in any way. The Murder or Kidnapping of any Noble is Treason. The undertaking or planning of any action that would bring harm to the Duke or Duchess is Treason. The punishment shall be loss of all worldly possessions and Death for the first offense, loss of all worldly possessions and Obliteration for any further offenses.

Attempting to commit a crime is punishable as if the crime was actually committed. Anyone maliciously making false accusations against another shall receive the punishment of the crime that was alleged. Death is defined as forcing the spirit to flee the body and attempt to resurrect. The criminal does not have the right to commit suicide, nor to choose his or her executioner. Obliteration is defined as the suffering of three Deaths, as defined above. These three Deaths may be administered with the casting of an Obliteration Ritual or three separate executions.

Attaining Station...Continued from page 4...

and willingness to help is but one more point in your favor. Please remember though that being available and being a nuisance or hindrance and not points in your favor.

6 – Have Honor. Honor is a man/woman's gift to him/herself. Honor guides a man/woman in his/her quest for knighthood. An honorable person follows all of the above points and is still true to him/her self. A dishonest person will seek title for a life of luxury and power. One following this path will not remain a member of the Peerage for long.

7 – Dress the part. One should bathe regularly (at least weekly). One should always have on the best of clothes. When you care for what is outside, it shows you care for what is inside. Not many naked beggars have been elevated to knighthood. A man/woman with honor will work for food and clothes and make him/herself presentable to others.

If one follows these guidelines, they will be well on their way to becoming a noble. This will not happen overnight. It takes years of training in most cases to become a member of the Peerage. Don't expect to follow these guidelines for few gathers and POOF you are a knight. Patience and perseverance will win out in the end. Many of those persons you may feel were titled very quickly were actually working very long and hard towards that self-same goal. Some without realizing that they were working on that goal, whilst others put in long and arduous hours dedicating themselves to the pursuit of title. The more you demonstrate your ability to be a member of the Peerage, the more quickly you are likely to join them.

