

The Therendry/ Blackstone Herald

November, 604



Volume 3, Issue 13

An Interview with Dame Parthynia Cesca Domamore, page 4



NEWS FROM EXETER

Sighted within Exeter this month:

- ~ Alligators, newts, and toady-frogs.
- ~ Chaos Elementals.
- ~ Sickness.
- ~ Shadowy Creatures.
- ~ Constructs and Golems have been spotted moving with a purpose.
- ~ Strange Elves with slaves.
- ~ Men in strange tabards are still wandering the area.

Current Events:

- ~ The Marketplace is still booming as the merchants get ready for Winter. Local merchants charge prime rates for dried goods.
- ~ Animals and people have shown up sick from some sort of contagion, source unknown.
- ~ Creatures of shadowy form have been seen intermittently. They do not appear hostile.
- ~ Undead numbers have accelerated within the past 30 days.
- ~ A strange woman appears to be collecting spirits from the battlefields and hospitals in the area.
- ~ Anxious "You Betcha" Rowmonger to appear in town this gather. In lieu of appearance, he promises to send an associate.
- ~ Ex-CFT members to approach nobility: the ex-members of the CFT have stated that they will approach the nobility on Saturday to discuss the release of Christopher Smalley.

Goodman Christopher Smalley Apprehended

Saturday, the 23rd of October, Exeter.

Christopher Smalley, along with a contingent of the CFT (Council for Freedom in Therendry) came to answer charges against them and to make their own.

Smalley appeared in town with several other ex-land owners from Lyonesse, and some local peasantry who support his cause. His appearance was in answer to a proclamation posted on the fae tree from **Viscount Simeon Silvercord**, ordering **Lord Siranot DeGauss** and Goodman **Smalley** to appear before the seneschal triad. In a heated exchange, **Christopher Smalley** accused **Lord Exeter** of slavery in his dealings with the "Last Chancers". **Lord Exeter** responded with his own charges, including murder, against Goodman **Smalley**.

Lord DeGauss contended that Smalley was given stores to distribute to the peasantry last year when blight had starved them, and that he had kept the stores for his own uses. He further asserted that he had taken a guard to reclaim the stores and met with violent resistance, and offered Smalley a place in the "Last Chancers" instead of executing him. Christopher was further charged by Siranot of burning crops to aid his escape from the "Last Chancers" and killing several peasants in the process.

Goodman Smalley claimed that he was unaware of any peasant deaths due to his escape. He refused to allow the triad to place him under house arrest, charging that he was merely guilty of standing up for himself, whereas Lord DeGauss was guilty of treason and slavery. He further stipulated that any stores he was using were his own. He pushed the point that the "Last Chancers" are an unpaid militia and that they are, therefore, slaves. He added that his escape was in protest of the situation.

The Seneschal Triad, consisting of **Viscount Simeon Silvercord**, **Viscountess Kiera Zobrist**, and **Dame Parthynia Domamore** debated the topic for an extended period of time before rendering the verdict, which has been confirmed in the following letter from His Excellency, Silvercord:

"The last chancers have been made a Ducal force until their status may be further

determined, they are given pay at 1/2 normal rate of pay for a soldier of Therendry during the investigation period. Each case is to be reviewed and any evidence presented to the Triad. Lt. Anthony Darkforge is assisting in the training of the Last Chancers in military tactics. This will be ongoing during the investigation, thus ensuring that they are prepared for all engagements they are sent upon.

Christopher Smalley was sent under house arrest to Theren City. At his request he was removed from his position as Estate operator within the County of Lyonesse. He is to present any and all evidence of his case to the Triad, with Dame Parthynia overseeing his day to day actions and assisting him in gathering his evidence. He is also assisted by a small contingent of Fellmyst soldiers placed at his disposal, but subject to approval of Dame Parthynia. Such is done that he may send runners to acquire the evidence of his case.

Lord Exeter has sworn an Oath to not hinder any investigation into the affairs of Exeter, Lyonesse, or the Last Chancers. His Grace placed great trust in Lord Exeter and we see no reason to doubt his honorable word at this time. Lord Exeter remains in control of all he had been in control of, with the provision he keep Viscount Silvercord informed in all activities within the County of Lyonesse.

The CFT was officially disbanded by the Triad. Christopher Smalley to assist in acquiring a list of names of those who were its members. All its members are pardoned of all activities that occurred as results of membership up to the date of October 22nd 604. Those persons having grievance are to present their evidence of wrong treatment to the Triad for further review, such that the people of Therendry are not unheard.

This was the ruling of the Triad as I have it with one exception. Copies of all information were to be given into the hands of the Legal scribe of Therendry for archival purposes.

Viscount Simeon Silvercord"

The Herald applauds the diplomacy with which the triad has chosen to deal with this situation, and will report as more information is provided.

News from Therendry

Marcus Gunnar has renounced his title. It is unclear what prompted the action, but he was seen taking off his tabard, and throwing it to the ground before leaving Exeter for the remainder of the gather.

Sugar has agreed to become the new Earth Guildmistress for Exeter.

Zimmerman appeared with many undead. At one point, he rifted out with half of the town, presumably to his Keep. It is unknown how they escaped, but rumor has it he was killed shortly thereafter.

Donovan Nauglamir, Tomas, Morganna Randra, Ruendil, Jaden Silverlake, and Tempest Carlylin made an appearance at the gather in Exeter. This is the first time they have been seen in quite a while, and a couple of years in **Donovan's** case. It is unknown where they have been or what they have been up to.

A strange pale woman was seen on the battlefield this past gather. She was bending over the dying bodies of earth elementals. Sources claim she was harvesting their spirits, but the story is unconfirmed.

News from Blackstone

Crazy things are happening in Whitestaff. Overnight, it seems, buildings sprang up in town. They are from an ancient town, apparently, that was located in the same spot. There were great

amounts of undead around this gather; far more so than is normally seen. It is said that at this time of year, undead are attracted to the area and the planes are closest together. Everyone in town had a nightmare on Friday, the 29th of October. Apparently, they all had the same one. There appears to be no explanation for this occurrence.

There were pumpkins with glowing faces carved into them all over the town. They led into the graveyard and each area of the town. No one seems to know where he or she came from.

There were some fae in the area as well. Rainbow appeared with some friends, and they were trick-or-treating. They were handing out lollipops that had unusual effects on them.

One of the orphanages in town was taken over by goblinoids. They were eating the children and sending them to the fae plane to be kept there. The adventurers were able to clean out the orphanage and retrieve the remaining children. They also found a gateway to travel to the fae plane and retrieve the missing children.

Morbidis Bane made an appearance on Saturday night of the gather. He was killed, but dissipated without reappearing.

Squire Seronia Merritt and those staying with him were attacked on Saturday night by a pantherghast that could be seen by all and affected by all. It was destroyed after a heated battle. Found on it were items stolen from **Squire Merritt**.



De'Kiernans Frost, Draelin, Zug, Kes, and Pledge in Ae'renor 11/6/604

A n I nterview with D ame P arthyria

Where/When were you born?

Mount Xmor, in Therendry, is home to the Homelands for the Southern Biata. I wish I could give you a better name, but directly translated the word means "Homelands".

When: August 6 -- and a lady never gives her true age

Who were your parents/family? What are they like?

My mother was a healer of high station in the Homelands. She is the one who graciously taught me the Art. Her name was Cesca - which is where I get my middle name.

Unfortunately she died several years ago. She was the most kind and generous person I have ever met.

My father is a Talon Knight - known for their prowess in efficiency in smiting undead. His station is amongst the officers of the Talon Knights. I have not seen him since the death of my mother - but I am sure he still watches over me. I have run into some of his men and women in the past who have delivered his messages to me. His name is Garland. He can be as hard as stone when he needs to be, but he was always quite affectionate to my mother and all of his children.

When did you begin adventuring, and why?

I began adventuring in 596, or thereabouts. I came to Don Wise in search of my younger brother who had been adventuring for a few years. I found him in the company of some nefarious people. He was even murdered by a member of his own house right before my eyes. As I cried over his body, begging for a life spell from someone, I swore to myself I would make sure that life could not be taken from me so easily again.

What have you learned since you began adventuring?

Try to live your life as honestly as you can. Share with others, not just money or items, but stories and success. Leaders are nothing without the people they lead.

What would you like to learn, or what are your goals?

What it is about people that drives them to thievery. I am not talking about the poor peasant who needs to feed their families - I am speaking of wealthy adventurers whose coffers overflow with gold and magic items who still manage to pilfer from the people.

It is difficult to say what my goals are - but I would like to continue being a Knight of Therendry and to learn from His Grace. Do I aspire to higher station? I do not know. I will go where His Grace needs me to go and do whatever he needs me to do.

Are you currently involved with anyone? If so, who?

I do not usually disclose information of such a personal matter. I have been traveling a great deal with Mario Greymist - and have found a niche in being a "backpack" for him - we are a great team.

Continued on page 13...

Couriers for Cormyn

Cormyn,
Is it best to eat my steak raw or to cook it
first?

Meat-eater in Midland

*Meat-eater,
With ale, that's how you always eat
steak!! Or some brew! Doesn't matter if
it's raw or cooked just make sure it's
with beer!!*

CORMYN! HOW DO I WRITE IN LOWER
CASE LETTERS?

Capital-stuck in Calais

*Capital-stuck
BEATS ME!! HAAAAAAAAAAAAAAAAAAAAA!!*

Cormyn,
How do I become invincible like you?
Lacking in Lyonesse

*Lacking,
Get rid of the blue tabard, loincloths are
the key to Invincibility. Nothing will keep
you alive more then fearing your twig
and berries being plucked!! Drink your
brew, eat your beef, and learn to read,
do your homework and stay off
Euphoria. Cormyn pity the fool who takes
Euphoria!*

Cormyn,
Who's your daddy?
Inquiring in Exeter

Inquiring,

*Kelmyn Bloodstar, brewer of brews and whacker of backs.
But Cormyn sees your daddy everytime he looks into the lake!!*

May the Strength of the Bear guide you!!



Letters to Lynne

Dear Lynne,

I have never courted anyone before. Is it really all it's made out to be and what should I do if anyone ever asks me to court them?

Signed,

Courting Curiosity

'ello CC. First, I am not to be tinkin dat anyone should be asking you to court dem. Dey should be asking to court you...or, if you are to be a guy, asking de lady to allow you to court dem. Or you just tell dem dat one day you are going to marry dem - and ewentually dey give in. Courting is a game...wery similar to politics, actually. One does de offering, de odder considers, feigns a bit, den accepts - den dey argue some - and den dey work on treaties - see? Just like politics.

Dear Lynne,

There is a fellow adventurer and friend that I feel speaks way out of line on many issues, saying whatever words he feels is necessary even at the expense of others feelings. Is there any way to let that person know when they should refrain from speaking that way without compromising our friendship?

Signed,

Buddy to Boris the Butthead

I am to believing dat you should say what you mean. Tell dem dat you tink dey are out of line and dat you feel dey are putting demselwes at risk. You could also recommend dat ewery time dey tink of saying sometime dat dey should sing a little song in dere heads until de thought passes - sometimes dat works too. Dis particular trick is also good for conwersations you are not really interested in.

Dear Lynne,

Sometimes I can't tell who is a Noble and who is not. Are there any distinguishing factors between such classes other than dress? Some of my fellow adventurers can be dressed quite nicely as well.

Signed,

Wants Telling Tailoring

Most nobility dat is born into it show a severe lack of interest or caring. Dey did not work for dere position, nor have dey ever done any real work. Sometimes dese people are de ones who look down dere nose at you. Usually de ones who once were common are a little more down to Tyrra. I have seen some dat used to be common try to look down dere noses, but dey usually lose de respect of de people. Wit out de people, who are dey anyway??

Dear Lynne,

How are stations determined and who does the determining? How do you know what your station is? What happens if you dress and act above the station you have been placed in? What can you do to go about changing your station if you don't like it?

Signed,

Not So Station Saavy

I do not tink I can really answer this question very well. Dere are always "classes" or "stations" dat just sort of happen, regardless of where you are. I tink dat any common person, as long as dey are not "pretending" to title can speak however dey want - and as long as dey are not usurping power or someting silly. I tink ewen de poorest peasant can be well spoken if he wants. It is the Squire and de Sherriff who often get told "know your role" etc. Dey are in training and I tink dis is a way dat higher ups sort of give dem a hard time.

Continued on page 12...

The Running Grass of Fear: The ecology of this strange and deadly beast.

By Jasper Coots of Whitestaff.

The beast known as the **Running Grass of Fear (RGoF)** is an example of the strange and deadly interplay of nature and raw magical energy. The first of these creatures is believed to have been created in the 440s, when the town of Trystaln in northern Stormhold County, Therendry, was destroyed when the tower of a local wizard exploded in a magical backlash. The wilderness quickly overgrew the ruins, and from here a sentient, though barely, creature of grass emerged.

The **Running Grass of Fear** resembles nothing short of a patch of grass with long wavy tendrils of more grass, and a head of even more grass. It likes to lurk beside well trodden pathways and ambush unsuspecting passerbys with loud noises and leaps of doom. The plant appears to feed on the fear of others, and can sometimes cause such terror from these otherwise childish assaults that bowel shaking fear overtakes a person, who turns tail and runs. The ever hungry plants often give chase, clamoring in their strange chittering voices and waving what can only pass for their arms in a horrible manner, trying to keep close to the delicious fear being produced by their victim.

If confronted by one of the **Running Grass of Fear** it is best to face it head on and not flinch. Their grassy claws are only capable of causing the most minor of damage, and they will easily fall to a mage's storm of ice, though lightning heals them and is best avoided. If one can resist the effects of fear then these plants can make excellent guardian for manor houses and keeps too, as long as one gives them a nervous butler or two a week to keep them in a healthy state.

~ On the **Author**. Jasper Coots resides in the town of Whitestaff, in the Duchy of Blackstone. Though bedridden in his old age he still write extensively on creatures he has encounters over the years, and can often provide when needed on matters of flora and fauna. You may find him in the House of the Fish and Duck, in the old section of Whitestaff.

The Poet's Corner

Sacrifice

You sacrifice too much...
 You give as if it's your only today.
 You have not concept of yourself anymore.
 You hand out all that is you.
 Why are you doing this to yourself?

You keep it as if it's your savior
 You hold it like it's the only one that matters
 You care for it like a mother would a child
 You nurture it always.
 Why are you doing this to yourself?

You have sanctified all that is you so that it can live
 You feel it needs you to survive when it speaks otherwise
 You show loving attention but yet nothing is returned
 it is your life.
 Why are you doing this to yourself?

So it can hurt you, so it can make you
 So you may be left on the corner like a beat up can
 So you can stand out in the rain watching it through a window
 So you cannot be loved.
 Why are you doing this to yourself?

You are dead to so many
 You blame them when it should be blamed
 You have no control anymore you are lost
 You are even burning those last little

candles of hope now.
 Why are you doing this to yourself?

We stand by you when you make bad choices
 We stand by you when you choose over us
 We stand by you in your down times
 We stand by you when you are not yourself
 Why are you doing this to yourself?

In time things will make sense.
 In time you may see what we see
 In time you will notice the harm
 In time we may notice we have sacrificed too much to you, and ask
 Why are "we" doing this to ourselves?

The Rain

Little people running skipping,
 jumping into oblivion
 To fall is their life
 but not of failure, but for unity
 How I wish I to could fall
 Screaming at intense speeds
 for a purpose
 For reason
 Only to fall into the embracing
 arms of friends
 Others who have fallen already
 and are waiting
 Waiting for the moment
 Were a new day will give them a new
 Should I fall again
 Or am I wanted somewhere else



The Legal Corner
The Duchy of Therendry:
Wanted for Questioning:
 Lady Ambassador Tenshi Ryu Shubiata
Criminals of Therendry:
 Zimmerman
 Evil
 Anyone consorting with Evil
Kill on Sight:
 There are no personages considered Kill on Sight in Therendry.
The Duchy of Blackstone:
Criminals of Blackstone:
 Morbitis Bane
Kill on Sight:
 There are no personages considered Kill on Sight in Blackstone.

Rumor Has It...

Viscountess Kiera Zobrist is seeking to have Anthony Darkforge made into the right hand of His Grace Pinetree. With Darkforge as First Knight of Therendry her plan would almost be complete.

Seronia Merrit plans to spirit forge into the role of a celestial war-wizard. When asked why he responded with the cryptic phrase "Wooo."

Seventeen ships have gone missing off the coast of Blackstone and Therendry within the past year. None have been seen since they were lost at sea, but some of their cargo has washed ashore in the Darksands Bay, cargo that has been scorched by hands of fire.

The Panthergast of Exeter, Vigo, is quite happy with his panthergast house and the bowl with his name on it.

The fae Rainbow plans to bring in several large fae knights when she next comes to Blackstone to deal with the number of iron weapons in the area.

Cormyn Bloodstar has wandered off into the wilderness looking for Encaren, who is secretly his long lost brother.

The rat Vardimez Al-Zeph plans to return to Therendry shortly.

Zimmerman and Zymmerman are the same person. Zimmerman created the Zymmerman persona to attempt to infiltrate Therendry undetected.

Caliphar has declared that Andris Belmont is going to be the next adventurer to make a name for himself.

Lord Exeter is best in tights.

Cryptogram – Quote from an Adventurer

- A. Proprietor, Angry Ogre Tavern 9 13
- B. Present-tense of the word 'thy' 30 2 38 5
- C. Human female healer, free agent 33 12 25 8
- D. Net used in Exeter for collecting fish 7 37 14 17 3
- E. Young Silvermoon pack member 29 39 27 16 35
- F. Zaputo Azul Del'Ante 19 31 11 21
- G. Grand Master Smith of Exeter 36 32 4 15 23 24
- H. Charged by Guilds for Services 10 28 34
- I. Spirit Formal Magic Ritual 6 26 22 18 20 1

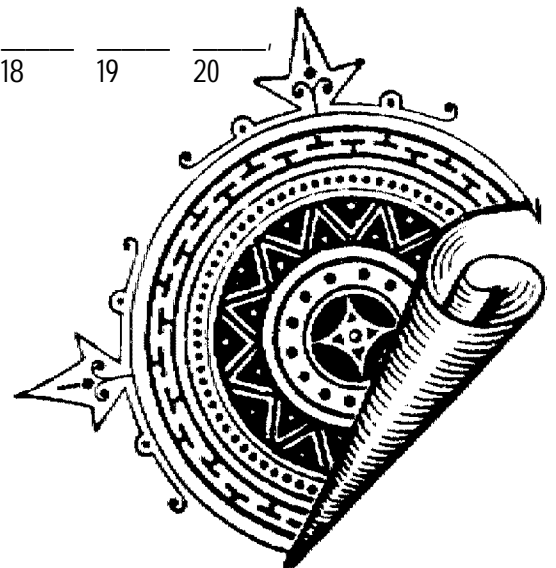
1 2 3 4 5 6 7 8 9

10 11 12 13 14 15 16 17 18 19 20

21 22 23 24 25 26

27 28 29 30 31

~ 32 33 34 35 36 37 38 39



Obituaries

Resurrections:

Peregrine, in Blackstone on the 30th of the tenth month. It is unknown what caused her death, but undead are suspected.

Permanent Deaths:

Lutharian Kain died on the 31st of the tenth month. Little is known of his death. At the time of his death, Goodman Kain was a citizen of the Kingdom of Myrr, and a wanted criminal in Therendry. He leaves behind his friend Glenn Stormwolf. Letters may be addressed to Goodman Stormwolf at theroninwolf@hotmail.com.



Kierianna Darkmoon Shubiata Randra Carlylin died on the 23rd of the tenth month. She is survived by her mother, Morganna Randra, her mate, Draelin Carlylin, her sister, Kathryn De'Kiernan, and her sister Tenshi Ryu Shubiata.



The Harmonomancer: Necromancer, or Constructor?

Friday, the 29th of October, Whitestaff. A peasant came running, out of breath, into the tavern. He said that there was a contingent of undead on the outskirts of town. The adventurers in the tavern arose immediately and ran to the area. As they approached, they saw a cloud of smoke and mist. There were strange lights, and a circle of power. Inside of the circle, skeletal figures were dancing and playing musical instruments. There was a tall man with a large hat and a glowing cane that was singing. There was no way to enter the circle, and the adventurers had no DFM scrolls available to them. They waited outside of the circle until it was dropped, and then they killed or chased off the creatures within it.

Squire Seronia Merritt and some other adventurers shattered the instruments. He said the man's name was the Harmonomancer and that the instruments gave him some kind of power. Then, they left.

A few adventurers remained behind, including **Sir Noah** and **Lord Baldur Moonshadow, of Slateron**. **The Harmonomancer** returned and asked why they had broken up his party. He claimed that the creatures they had destroyed were actually bone golems and not undead, and that they had been having a party and invited the adventurers to come.

The Herald has had reports that healers had hit the creatures with destroy undead and harm undead spells that had no effect, so it would appear that the Harmonomancer was correct in his statements. It is unknown what decision was reached by the Blackstone nobility with regard to the situation.

By Edwin Tweeter.

To his friends, enemies, and all it concerns,
Lutherian Kain is now dead, and eaten by worms.

A necromancer in life, though now he is mash,
best though to dig him up and burn him to ash.

He was an elf of the Quentari wood,
Now he is dead and its very good.

For he was the sort to kill for fun,
to torture and maim, and chain dark elves in the
sun.

His sport was necromancy, 'twas chaos he did
chuck,
but when death gave him the bag he was all out of
luck.

He is survived by those who loved him in life,
best to find them all and add to their backs a knife.
When he died he was a sarr, black as coal was his
furry face,

probably choked on a hairball from licking in a
disgraceful place.

But Kain is dead, that much is clear,
and remember the date, for we'll celebrate it next
year.

So break out the best wine and put voice to song,
for the necromancer is dead, and it won't be long,
before like Kain all others who invoke,
by magic, or item, or voice that is spoke,
that magic of chaos hated by all of true heart,
will be dead and burried, ere a new ode to start.

The proper fate of a necromancer is to die,
and like Kain before them all others will fry.

Necromancy is wrong, but I have a different description of what Necromancy is. I feel that true Necromancy deals with undead, and that throwing chaos to cause damage is no more wrong than Celestial casters throwing damaging spells by that school of magic. Can you tell me why and how there is a difference?

Signed,

Continued from page 6...

Dear Lynne,
I am a 16-year-old human female who is in love with a 57-year-old human male. He is very kind to me and treats me with great respect and love. Is it wrong to love one so much older than yourself? I know that his feelings toward me are mutual.
Signed,

May-December Disaster
Love knows no bounds or age - however, do not mistake his respect and love as romance. He may feel fondly towards you - or even tink of you as his own daughter. It is not, however, uncommon for a young woman like yourself to be courted by someone so much your senior. You just have to decide what you want in life.

Dear Lynne,
How can I tell the difference between a female and male dwarf? They all look the same to me.
Signed,

Dwarfing Deliemma
Dat is a very funny question. Most of de female dwarves I have met have been obviously female, except in regards to de hair on her chin. I tink you can also check up dere skirts, but I tink dat is a way to get your throat slit.

Dear Lynne,

Nancy Necromancy

Calling upon Chaos is directly going against de growth of dere eardt. It is dark and vile and ewen has been known to mark one's spirit with it's darkness. I know some Kingdoms allow de casting, and if dat is what you want to do...move dere, but corrupt not de lands dat my feet touch.

Continued from page 4...

Where are you living now, and why?

I am currently residing in Theren City. I am acting Seneschal for the city and have a great many responsibilities there.

What do you have to say to those who feel that you are too young for title, or to hold the 1/3 seneschal position?

It depends on what you consider young. I have been breathing and alive for almost two centuries. I have been an active adventurer for almost 9 years. Age has little bearing on experience. I know many who are cresting close to three centuries and still lack experience. I do not think one can say "I am XX years old, therefore I know more than you."

What can you tell us about the Duke's illness at this time?

I have no new information at this time. After the destruction of the Emperor of the Graveyard in September, the color has come back to his cheeks. Since Lorelei's return, he has been calmer and I have even seen a smile.

Why have you chosen to take title under his Grace, Duke Pinetree?

Duke Ellis Pinetree is the finest example of nobility I have ever seen. He truly cares about his people and what is going on with them. To take title under him was an honor. I hope that as his vassal, I reflect his character.

What do you hope to accomplish as a Knight of Therendry?

First and foremost, his Grace's health is my ultimate concern. After that, I will re-evaluate my intentions.

Who, in your opinion, exemplifies the perfect adventurer, and why?

This is a difficult question. I think someone who is outgoing and intends on having a good time is a good adventurer. Someone who is honest and helpful is also a plus. I do not wish to name names for fear of leaving someone out.

Who, or what, in your opinion, does not?

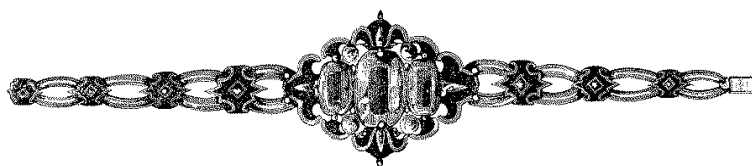
Someone who is greedy, a bully, a brow beater, or a jerk face. I do not take kindly to people who go out of their way to make other people have a bad time.

What would you like the average citizen of these lands to know about you?

I do know how to answer this question. I guess I would hope that they know I am approachable and hopefully have their interests as my own.

Do you have skills that are non-adventuring skills? If so, what are they?

Some people say I can sing. I also have a biting sense of humor that hopefully people do not take the wrong way.



Schedule of Events:

Date:	Location:	Chapter/IG Loc.:
November 19-21	Camp 5, Prince William Forest	METRO/Exeter
December 17-19	Camp 5, Prince William Forest	METRO
January 7-9	Camp 5, Prince William Forest	METRO
March 18-20	Camp 5, Prince William Forest (Check out 12pm)	METRO
April 1-3	Pocahontas State Park	VALOR
April 22-24	Camp 5, Prince William Forest (Check out 12pm)	METRO
May 27-30 (3-day)	Pocahontas State Park	VALOR
June 3-5	Pocahontas State Park	VALOR
July 8-10	Pocahontas State Park	VALOR
August 5-7	Pocahontas State Park	VALOR
September 2-5 (3-day)	Pocahontas State Park	VALOR
September 23-25	Pocahontas State Park	VALOR
October 7-9	Pocahontas State Park	VALOR

9-day: May 27 to June 5

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

Pre-registration:

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

David Bliss: VALORHQ@aol.com

Chris Hill: valornero@aol.com

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

Pre-registration:

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

Mike Smith: illuminating1@hotmail.com

Costs for Events:

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

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

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

Logistics:

VALOR: VALORHQ@aol.com

METRO: characters@therendry.com

