

July, 605



Volume 4, Issue 8

NEWS FROM BLACKSTONE

Last night, in the town of Whitestaff, three separate individuals have come forth to report that the wards they had placed upon their homes and businesses, to protect against the peasant mob, disappeared around them! The method of their vanishing is unknown, but rumor of the cause runs from the criminal Rawling to Morbidus Bane to the Red Star.

The one witness to this vanishing, one Jasper Coots, reports that the ward began to flicker before his eyes, then in a flash of light did sink into the ground "Like water off of a duck's back". He also reports that the entire process took about ten seconds from start to finish. When Jasper's cries for help were answered by his neighbors they searched around and inside of the house, but found no one or no thing lurking about.

While three wards were lost, there is no report of any ill effect upon the reported twenty-three others that were standing last night. Neither of the two greater wards that stand in Whitestaff were effected by this strange event. Horace Whitmore.

Town Cryer.

Squire Dawnware is also missing. He asked me to help him with some errands, while he was visiting one family in town I ran to another shop for him, when I returned he was gone. The Reese family only told me he walk outside, they

heard some spell incants and when they rushed to look, nothing was to be seen, including the good squire.

Leon Ro,
Town Guard

In the skies over Blackstone tonight appears a red light in the Southern sky, like a small red star that was not there last night. Over the next two weeks the light will grow larger and stronger, as the red star draws closer to Tyrra. On the weekend of July 8-10 it will be at it's brightest.

Also on this night animals all across the Duchy start to act unusual. Hounds and Falcons are not interested in hunting, and will howl or squawk at the night sky. Horses are skittish when taken riding under the night sky. Farm animals begin to grow aggressive, and the wild beasts of the wood are making much more noise than usual, but are seen much less.

[Any PC with a divination, scrying, or similar sort of craftsman skill, all PCs with a transform on their spirit of a celestial magic nature, and all PCs who are able to cast celestial magic start to have troubled sleep. Their dreams feel wrong, as though they were dreaming another's, and those who are normally deep sleepers start to toss and turn all night.]

Behold good men and women of Blackstone, our end is at hand! The red star of evil looms in the southern skies,

and all around us its foul power spreads! The corruption it will bring will blight the fields, and its rays of light bring death with their touch! I implore you, forsake the plow and the shovel in these, our last days, and take to the streets! Let us band together and strike against those who have brought this doom to us! I say this star has been summoned by the workings of wizards! Those foul warlocks who dwell in their dark towers and brew vile elixirs of doom, those tricksters who dabble with the eyes of newts and wands of suspicious wood! These necromancers and mountebanks are the cause of the doom that comes for us all, but I for one will not take this death quietly! I say we strike at these fools and take their lives before their latest summoning takes ours! Who is with me? Which of you is true? Let those who can read take this missive on to those who cannot, and let our number grow! Join my legion in the woods outside of Whitestaff and we shall drive this plague from our lands! If we can slay enough wizards then perhaps this celestial doom will spare us!

~Dorik the Elder.

Let it be known that an attack by the roving mob of peasants, the horde who seeks to bring doom to all the wizards of the area, was averted last night, and nine of their number captured!

The assault took place at the house of Erik Wilberforce, a young wizard recently of Braugm Roar, who had journeyed to Whitestaff to study in the area. After dark a mob of no less than fifty peasants assaulted the location, but due to forward planning by Erik and a local adventurer who wishes anonymity the mob was broken! The captured Peasants are locked away safely in the dungeon of Whitestaff, where they will remain until noble order as to their fate is received.

Erik had the following that he wished to make known. "The adventurer who assisted me is both kind and courageous, and one of the best people I have ever known. Because of you my house stands, and I live. Thank you a thousand times."

Horace Whitmore
Town cryer.

Mob Violence Spreads Through Blackstone!

Hear ye! Hear ye!

Today, in the early morning hours, the slums surrounding the fortress of Garrad Keep in the Barony of Blackmoor were rocked by three acts of arson that all bear the tell tale signs of the mob that has arisen in Whitestaff in the past few days. The targets were all the shops or homes of those who are known locally to have magical abilities or who are suspected of doing so. Miller Henry was found outside of his shop beaten to death, but his is thankfully the only life that has been lost so far to the violence at Garrad Keep.

This morn also saw the town of Eneogle, in the Whitemane Barony, erupt in violence.

There a shop that dealt in herbs and potions, run by a retired adventurer named Jartok, was put to the torch and now lies in ruin. Jartok himself was burnt at the stake in front of his own shop, and the mob's symbol was carved into a tree near by. Some comfort may be taken in the fact that Jartok took several of his attackers with him before he died, all identified as men local to the area. The town's lady, Roberta De'Arnor, who is also the town's Menta, has mobilized the local guard, who are now on constant patrol.

All are warned that this mob is highly dangerous, and their attacks are growing bolder as the days progress. Any information divulged on them should be reported to a representative of His Grace immediately.

Horace Whitmore
Town cryer.

Another Assault Upon a Whitestaff Citizen

Tonight the home of Goodwife Hester Fraught was put to the torch. The Goodwife was able to escape with her life, but the home and her possessions are a total loss. The night watch found a symbol of a circle with two lines leading away from it burnt into the ground outside her house. The Goodwife is well known in the local area for her skills as a midwife, and the healing her magics provided to the locals in their time of need.

All citizens of, and travelers to Whitestaff are urged to use caution until the mob that has been assaulting the locals is rounded up and justice dispensed upon them.

Sergeant at arms Jonathan Whitestaff Night Watch.

A Life Lost in Whitestaff

Hear ye! Hear ye!

Let it be known that last night, between the hours of midnight and dawn, the sage and astronomer Theodore Centus, a kindly man of seventy years, was murdered most foully! After his spirit failed to resurrect in the Healer's Guild circle a detachment of guards were dispatched to his home to investigate and hopefully recover the body. What they saw was a sight that broke the resolve of several of these brave men!

Goodman Theodore was found hung by the neck from a tree outside of his home, and the building itself had been ransacked! All manner of star chart, book, and other objects of Theodore's profession were piled before the house and were burning as the town guard arrived! Upon the door itself a symbol was drawn with the end of a log taken from the fire, a symbol described by the guardsmen as a circle with two jagged lines rising from it angled towards the Northeast, as though the circle itself was the Southwestern point upon a compass.

Any family of Goodman Theodore is asked to come forward to the Healers Guild to receive what remains of his belongings.

Horace Whitmore
Town cryer.

Deadly Encounter...

Unto the eyes of Sir Alexander Norfolk, Commander 31st Royal Dragoons.

Good Sir Knight,

Forgive me for placing this missive on the trees, but this

Continued on Page 6...

FOR SALE

MAGIC ITEMS FOR SALE

HELLO GOOD PEOPLE OF THERENDRY

DURING MY TRAVELS THROUGH YOUR GREAT LANDS I HAVE FOUND TWO MAGIC ITEMS WHICH I'D LIKE TO PUT UP FOR AUCTION I WILL BRING THE ITEMS TO THE NEXT THERENDRY GATHER

THE ITEMS ARE:

SILVER BEY CHARM - THIS BEY CHARM IS OF THE SCHOOL OF EARTH AND ALLOWS 9 LEVELS OF EARTH SPELLSCORE AND CLOAK CHAOS 2 TIMES PER DAY THE CHARM IS RENOERED AND SHOULD LAST AT LEAST UNTIL NOVEMBER OF 06.

THE SECOND ITEM IS THE REFERENCE MANUAL AN EARTH SPELL BOOK THAT FALLS INTO BOTH SCHOOLS OF MAGIC IT ALLOWS A WARD ONCE PER DAY AND A DUPLICATE WARD BEY ONCE PER DAY THE BOOK WILL ALSO ALLOW ITS USER TO DETECT MAGIC TWICE PER DAY AND DISPEL MAGIC ONCE PER DAY THIS BOOK IS ALSO RENOERED AND SHOULD LAST WELL INTO AUGUST OF 06.

KEEP IN MIND THAT I'M OFFERING THESE ITEMS TO THE PERSON OR GROUP THAT CAN OFFER ME THE BEST DEAL "THE BEST DEAL" DOES NOT NECESSARILY MEAN THE MOST MONEY THOUGH MONEY ALWAYS HELPS BUT ANYTHING ELSE YOU CAN OFFER TO SWEETEN THE DEAL YOU CAN OFFER SERVICES SKILLS PROTECTION OR ANYTHING ELSE YOUR CREATIVE MINDS CAN COME UP WITH JUST SO YOU KNOW I HAVE BEEN LOOKING FOR A GOOD SHORT STORO BAG AND LEATHER ARMOR.

GOOD LUCK AND HAPPY BIDDING!

RYNDOR TRUEHAVEN

FOR SALE

A NECKLACE WITH THE ABILITY TO IMPRISON 2 TIMES A DAY AND DISPEL MAGIC 2 TIMES A DAY ALSO RENOERED AND WILL LAST 2 YRS HIGH BTO IS 175G.

ALSO SELLING A LONGSTORO GOOD FOR YRS RENOERED HAS DAMAGE AURAS CAST UPON IT ALSO HAS ABILITY TO CAST IMPRISON AND LIFE ONCE PER DAY

AGAIN ALL OFFERS GO TO PROFZZORBAIN@YAHOO.COM GM LEGION MYSTIC

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

Dear Tovolia,

How did the universe come to be? It is so vast and grand and wide. What force could have made it so?

~Wondering in Whitestaff.

Dear W. in W.,

Tovolia knows the secret of the universe! Oh yes, Tovolia knows, for the powers of Tovolia's mind are mighty, and can see through the lies to the truth beyond them! You see, W. in W., the universe did not always exist as it was. A number of times great changes have occurred through the rogue elements of foul celestial magic. Each time the magics of the sky change the universe changes. Before the celestial changes began though there was a force of such power that none could stand before it. This force brought order out of chaos, shape from nothingness, and banished the foul void to the anitplanes that exist outside of time. This force walks among us today though, for after making the planes and placing them in rotation around a spec of existance named Tyrra this being stepped through time to bereborn when Tyrra would need it most! And that being walks beside us today, protecting us, guiding us, and mocking our failings to help us learn from them. And this mighty being has a name. And it is called "Duncan!"

Dear Tovolia,

What's this new rule about consorting I've heard so much about?

~Scribe!

Dear Scribe,

Here is a fun anagram! Solve it to find the secret message about consortion! I will give a formal magic component to the first person who brings me the correct answer!

"Don thinks Futhoit's icecream is too thin."

Dear Tovolia,

Are you really a wizard?

~Hubert.

Dear Dolt,

No, I am a wizard.

Dear Tovolia,

Encaren is coming! Should I run in fear?

~Philip the yellow.

Dear Philip,

Nay! For I say to thee that the Encaren is not to fear but to admire! For the Encaren is a mighty, mighty warrior who shall slay nations of Therendry's enemies and drive them broken before him! The Encaren is as strong and pure as the earthen magics that power him!

Rumor Has It...

The Great Dark Swamp is still expanding, growing slightly larger each day.

Glenn Stormwolf murdered Sir Wolf during the final battle in the swamp, slitting his throat as he lay bleeding.

Encaren has race changed into an elf since he was last seen in Therendry.

Doppelgangers do not wear socks.

Papaya Effendi has been eaten by a llama.

The goblin slaves of Irving the Terrible have all been killed by Covolia and Cannan.

As the time when the so called "Star of Ill omen" passes in the skies over Blackstone draws near more and more people are abandoning their possessions and banding into large mobs who are sweeping across the countryside forecasting doom.

John Little is the secret power of the Blackmoor Barony.

After Draelin killed Zimmerman the magics that once were in Zimmerman's body entered Draelin's. All hail the new Lord of the Great Dark Swamp!

Connor Whistlethorn beat Danrick in a duel. And that how Connor killed all the monsters.

Sarr who speak a strange language have been seen stalking Myrran Sarr, and attacking them when they can find them alone.

Cave magic is the only thing that can save us now!

Silus, the elf found in the Great Dark Swamp, is continuing his research into combining the essences of dream and reason elementals.

Squire Seronia Merritt will become a knight soon. Just not a Knight of Therendry.

A Mystic Wood Elf in a long hooded cloak was seen battling several twisted creatures outside of The Purple Rose Inn in Whitestaff while the forces of Blackstone and Therendry fought in the Great Dark Swamp.

Continued from Page 2 ...is the quickest way I can think to warn people as well as report to you my lord. After receiving about half a dozen reports of citizens being bitten and resurrecting from vampire bites, 2nd platoon moved to investigate. While enroute we encountered a tall, thin pale man moving westward in a hurry. The man made motion to avoid us quickly and we ended up confronting him to speak regarding reports from the east. He merely ignored our inquiries and attacked. We engaged and the battle ensued, though it did not last long at all. Private Casara, the strongest warrior of our unit, moved to confront him with sword and shield. The man spoke some words evoking a shield against Private Casara causing his sword's swing to be halved, and while his mighty blows would have most likely fully affected the man he had no time to work up his strength to do so. Private Casara was defeated quickly and bitten. The battle ended quickly as this vampire was powerful swinging his weapon mightily and casting many top sphere spells. In the end we fell. All but Private Casara successfully resurrected. My Lord, this vampire is powerful and seems to be moving west. We shall regroup and reinforce in order to track him. I shall have another report to you in a few days time.

Sgt. Robert Matthews

2nd Platoon

More Announcements

My friends, Cousins, and Brothers,

I would like to wish everyone a happy Mereth Eldarlear – "Feast of the Summer Elves".

A time for some rest and relaxation is in order this day. So find yourselves some time and have some wine and laugh at a joke or two.

May Honor guide your footfalls.

Adrian Serife

Dragon Squire of Honor and Vengeance

Avatar of the One Tree

Loyal Citizen to Quentari

BONADEEFKA ALL!!

On June deh 25th, I hed my tvins. A lil boy and deh lil girl.

I hev named deh girl, Jhudora Ellanor Kalayempi. Romero hez yet to come up wit a name for deh boy, but it vill be announced vhen he tinks of it.

I hope eddyvun is doink vell and hopefully in an upcomink gatter I can come vit my honey and shov off deh children.

BaXt to jou all!

~Dara Kalayempi

Bandoleer

Mommy

I request all adventures in the area to help me and Whitestaff. Please arrive as quickly as you can to Whitestaff. This matter is something I can not handle alone as a single person. All of those with any information with the current situation, please seek me out so we may all exchange information.

Please travel safe and with company. I will be in the area, as should be some of

the Blackstone nobles to assist. May the stars protect you all.

Rastlin

To anyone that can help,

Lately Mark has been sleeping funny, and he usually doesn't wake up when I try to wake him and sleeps later than me, but lately he wakes up before I do and says some gibberish about how his dreams aren't his own. I am not having any trouble. The wolves in the forest are howling louder and more often now, too, and maybe that's what's waking him so much.

Thanks for any help.

~Tegra Egam Cindawsh

A pretty colorful distraction. Lookink for cool stuff to be puttink here like

"Earth formalist"

"Squire to ___"

"Master Librarian"

"Entertainer extraordinaire" please be givink me ideas

Invitation

To all those that I consider friends, which admittedly is most people i know but hey that is how I am, I mean really you all know this....

Oh wait....Yeah sorry honey, ok I love you!

Sorry all Spice was telling me to get to the point which I really should. As you all can tell I am sitting here talking to the tree instead of writing on it like most normal people would but hey nobody has....

Ok ok ok, sorry my love....

Sorry all, Sugar was telling me to get to the point, but before I was so rudely interrupted I will say that nobody has ever been the cause of saying that I am

normal so what can I say, maybe flighty and happy but not normal....

Yes My desire I will....

Sorry all Penj said that he is leaving to look for things so I am going to have to speed this up as we all know how I have to stay by his side. You know if Sugar and Spice ever figure that out I am screwed, and in an only slightly good way, ok I will love every second of it.

UH OH I gotta go they are all leaving.....

Ooops I almost forgot. WAIT MY DEARS I AM ALMOST DONE!!!!!!!!!!!!!!

So Penj, Sugar, Spice and I are all getting mated, most of you know that, well technically Penj and I are already mated but....anyways we are having a mating ceremony at the gathering in Blackstone this coming month of August, and we would love it if you all were there. So yeah please come, I know we all will.

Passion and Pleasure,

Leviathan Jongleur

Strawberry Conisseur

Extraordinaire

Master Fisherman

In love!

Riddle Fish,

I just vas realizink dat I had not gotten to see jou at deh 9 days long gather. Deh fact remains dat jou are totally chad, and I em not beink chad at all because I vas not seeink jou.

Just lettink jou know.

Information Sought

I seek information on elementals, in specific the nature of their manifestation within the Blackstone Duchy. Information of use shall be rewarded.
Silas.

Dead from Tower

A list of those who fought bravely in the initial push to destroy the tower of red light and lost their lives in the defense of Evendarr.

Duke Mikhail Blackstone,
Duke of Blackstone
Squire Rastlin Dawnware,
Squire of Blackstone
Sir Alexander Norfolk,
Knight of Evendarr
Sir Dehlar Greymist, Knight
of Evendarr
Sir Milo Farengale, Knight of
Evendarr
Sir Torin of Ravenholt,
Knight of Westmarch
Sir Jokarius Bashere, Knight
of Avendale
Baron Zug De'Kiernan,
Baron of Havencrest
Lady Kestral De'Kiernan,
Lady of Havencrest

Baron Siranot DeGuass,
Baron of Exeter
Viscount Simeon Silvercord,
Grandguilmaster of
Therendry
Squire Ruendil De'Kiernan,
Squire of Therendry
Lt. Anthony Darkforge of the
Royal 21st Dragoons
Peregrine, Squire of
Lyonesse
Brigadeer William
Huntington of the initial
Great Dark Swamp
Exploration regiment
Kazz

Many troops of Blackstone, Therendry, and Evendarr also lost their lives. Many failed to resurrect. Lists are still being compiled so that families may be notified.

Evendarr has been rid of another vile foe this day! Remember these men and women fondly as they fought valiantly in defense of this land.

Report of the destruction of the tower of light to come.

Will all members of the Ivy Hind Guild planning to attend the upcoming gather in

Whitestaff please contact me? Travel has become dangerous, and I wish to ensure safe arrivals and lodging.

If any other travelers in the area need escort, I'm certain something can be coordinated.

Thanks.

Beryl Qain

Ivy Hind Guild, Assistant Guildmistress

To Ember

Princeling,

I will only be able to attend the first night of the upcoming gather, due to other obligations. If you wish to speak to me, come find me on Friday evening.

~Roland

Ypw ph jssxgxw.

P rojf js nyiixgh kxgiypopot
ij iux gxw hiyg, zdi wygx oji
nyrx y hiyinxoi kdzmpvymyp.
Ps bjd fphv ij rojf vjoiyvi nx
yi iux gjjhi dkjo iuxhx igxxh
fpiu iux fjgw "fjqs" po iux
ipimx.
Ysgpxow.

On the nature of the so-called "Star of Ill Omen".

Sherman Collens, Wizard of Syrian's Isle.

With all the talk lately of the forthcoming astrological event where a star that burns red will pass in the skies over Blackstone in less than a month's time, I feel it is time to separate the facts from the fiction on this matter. In this regard we have the following information available in our libraries that may help those who are to face this threat firsthand. The scrolls of the wizard Agurn Welcorin, who lived from the years 145 ER to 223 ER, and also 21 ER to 30 ER, tells the following...

"And yea, the starre doth returnith as predicted in the scrolle cache O' the wizzarde Fwezel. The starre be of a rudy complexion, and be brighte enough to be seen by the eye in the lighte O' dae. And as Fwezel did'st perdicte surely the magices Celestile are made mad by the passage of the starre. The wardese do flicker and faile, only to be reborne momentes later, and beastes do walke where they stode but momentes before. The circlese of powere do grow randome and wilde, and magices backlashe inside of them. The spelles of celestial nature do oft bounce in randome directione, as though a hande from the starre do guide them in a pathe O' its owne determining. These effectes do seem by mine reasoning more severe then in the age O' Fwezel's writing on the Starre, for in his age the magikes did not flowe so wilde, but rather would only flickere."

If the words of the wizard are to be believed, then this passing of the Star of Ill Omen may be far worse then the last, as the one in Agurn's time was far worse then the one in Fwezel's was. Further research will be needed before we may know the exact nature of the star, and all who are skilled in astronomy, astrology, various sages of different lores pertaining to this field of study or magic, and scryers are asked to contact Syrian's Isle at the roost BayushiGoshui@aol.com to help in whatever way they may be needed.

Schedule of Events:

Date:	Location:	Chapter/IG Loc.:
July 8-10	Pocahontas State Park	VALOR
August 5-7	Pocahontas State Park	VALOR
August 12-14	Camp 2, Prince William Forest	METRO
September 2-5 (3-day)	Pocahontas State Park	VALOR
September 23-25	Pocahontas State Park	VALOR
October 7-9	Pocahontas State Park	VALOR

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

Pre-registration:

Gateways,

Mike Smith: illuminating1@hotmail.com

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

Logistics:

VALOR: valorlogistics@yahoo.com

METRO: characters@therendry.com

The rule of physical representation is included in the Miscellaneous Rules section of the 8th edition NERO rulebook (pages 96-98).
The rule of physical representation reads in part as follows...

"If you acquire any potions, scrolls, poisons or alchemical substances during your adventures, then they should have an appropriate tag attached...If you create your own through the production system then you must provide your own rep, and the tag must be attached... A scroll or potion rep that does not have a tag attached it should not be used....The tag itself is not the item...."

These are not new rules, but they are ones which have in the past been rarely enforced.

How this will be played at VALOR.

1. The proper way to use a potion or a scroll or an alchemical substance at VALOR is to follow the rule of Physical representation. If you make a scroll or acquire a non-VALOR tag, or a VALOR tag printed prior to 8/8/05, from another PC you should provide your own rep.
2. VALOR will endeavor to put out phys reps for the scrolls and potions we put out ingame. A set number of vials will be purchased, and scrolls made, before each event. If a monster goes out with them on it then the rep will be there ingame for the PC who kills the monster.
3. If the potion rep gets used ingame, then the PC who used it has two choices. They can keep the rep, or they can turn it back into monster camp. If they keep the rep then later monsters may go out without reps for their tags, in which case a rep would need to be found before the tag could be used. If the reps are returned then the treasure cycle can begin anew, and be maintained throughout the event.
4. Any potions, elixirs, scrolls, or gasses need both a tag and a rep for them to be used.

If there are any questions or concerns due to this please post them here and I will answer them as best I can.

Thank you,
Thomas Hylton
VALOR head marshal.