

Capulan Sailors Report Sounds, Movement on Monster Island

In the early summertime of this year, sailors and merchants in Capulus reported that the mists around Monster Island off the coast of Capulus had begun to grow thicker, taking on a yellowish tinge. By mid-June, the mists thickened to the point at which the bulk of the island itself could not be seen. Merely a thin strip of rocks or shoreline remained visible, no more than five feet in diameter in any location. Local officials, ordered by the Baron Wolvestride, have attempted to investigate the mist, but strangely all that walk into the mist find themselves exiting the mists less than two feet from where they entered within a few steps, although all swear that they had set one foot in front of the other, in a straight line. Official reports state that this effect is being monitored, and that nothing more has occurred, but local rumor in the shipyards of Capulus states otherwise.

Capulan merchants and sailors report that ships now tend to avoid the island at all costs, as there are rumors of small vessels wrecking on its shores, and the boats and all inhabitants vanishing into the mist before rescue ships may be dispatched. Others say that they have heard strange, "inhuman" moans and noises coming from within the mist, and seen humanoid shapes creeping along the shore within the mist itself, but these beings do not respond to calls or hails, and outsiders are still unable to enter the mist. One merchant, who requested his name not be used, insisted that the mists surrounding the island are identical to those that enveloped Sercia in late 598:

"I was there! I was there [in Sercia] when it happened! The mist flowed in, all slow-like, then it was everywhere, and the Rifts opened, and those things...they came out...and their eyes...and...Ah, ahem. Sorry. But that, that MIST out there on the island - it is the same stuff, I tell you. I'd know the smell of it anywhere. I dream every night of that day, that mist, and those creatures in it - there is no one on this world that can tell me that this mist isn't the same stuff. I've seen them, you know, when we go by the island - there are THINGS in that mist, moving around in there, planning, plotting, waiting for their time to come and get me...I mean us, all of us...back. They never died, y'see, they can't die, they're not like us - the Gates of Xylar, they were never destroyed, just shut. And once a door has been opened once, what is there to stop it from opening again, you know? Nothing - it just takes a push, a push by the right person or thing at the right time..."

Local officials have been downplaying these concerns - they report that they have not yet been able to determine the exact names of any ships or persons gone missing that have not been accounted for, there is no proof that there is anything or anyone on the island, and they state that they are more concerned about these rumors being a product of what they call "Curse Hysteria," rather than an actual problem. They report that they are monitoring the island, and that any changes will be dealt with swiftly.



Undead Brigands Attack Westmarch Merchant Caravans

Several influential merchant houses in Westmarch have reported that Undead have been attacking caravans throughout the last few weeks, and have requested that the Raven's Herald issue a warning to all travelers to that area. According to report, the merchants of the fallen caravans reported that they had been en route to Ironvale when they heard screams coming from the forest near the road. They had stopped to investigate, out of concern that someone might be in danger or need of aid. When the majority of the caravan guards left the trail, hordes of Undead

(Continued on page 2)

INSIDE:

<i>hrh prince kewyn</i>	p2
<i>public notices</i>	p2
<i>the signpost (crossroads)</i>	p3
<i>out of game</i>	p4-7
<i>international policies</i>	p7
<i>2001 event schedule</i>	p7

Undead Brigands (Continued from page 1)

broke forth from the earth beneath the wagons and set to killing every living thing in the caravan, and jumped the guards from behind. Other merchants found the remains of the attack, and reported that all of the material goods and coin was taken, apparently either by the Undead themselves, or whatever was leading them.

Thus far, there have been no clear signs as to what, or who, is leading these attacks, but merchants in the area of Westmarch are taking no chances. With the permission of local officials, the Merchant houses have taken to increasing the size of their caravan guard, and have given their employees strict orders regarding travel at night, and stopping unexpectedly for any reason. Westmarch officials assure the Raven's Herald that the origins of these attacks are under investigation.



His Royal Highness' Good Wishes

Greetings my good people of North March,

I wish to extend my warmest wishes to all the good people in the principality of North March. During this Winter Season we find time to reflect on all things that happen through out our year. This year has been a good one, we the people of North March have much to celebrate. We have expanded our borders to include some lost brethren. Our borders are more secure and interlopers seem to be at bay about Elysia. Ravenholt has been reclaimed and the undead seem to be defeated. My thanks go out to those who have given so much for our King and our lands. I ask you now to rebuild and replant our lands that we can see greater things in times to come.

Long Live King Mykel!

HRH Prince Kevynn Blackfox

public notices

To my friends in Ravenholt:

I apologize for my absence in what seems to have been your time of greatest need - my experiences in Ravenholt when last I was there have caused many...changes...in my life, and many things are clear to me now, which were obfuscated before. For fear of making known my knowledge and plan to those that would align themselves with destruction, I must be vague here, and I apologize for that - all will be explained in time. I have done my best to be helpful to the town and peoples of Ravenholt, and now I must ask the same of you. As many of you must realize now, our goals are the same, and it is only through mutual aid that we may set right what has gone terribly wrong. Please, those that would aid me, I ask that you attend me at the Falcon's Perch Inn, just outside of Runidin, Eastwyck, on the second day of February. For reasons I cannot say here, it is important that we come together at this time, in this place, if things are to go as they should.

Cassandra
or, as you call me, The Seer



Seeking D or Westmarch for the preservation of Ice.
- K.

Vallentines

It is the time of year again: time to submit your Vallentines to the Raven's Herald! In honor of the Raven's Herald's most colorful past editor, Vallen, we've kept the name and the game the same! Write a little note for your nearest and dearest to let them know what they mean to you, submit it to us, and let the whole world see it in print! Each Vallentine will cost 3 silver, and all proceeds will go to the Griswold orphanage. Please submit finished Vallentines under 30 words to The Raven's Herald. Have a very pleasant (if not safe) new year!



Ember or the person running the library,
My name is Fooz Coalbaron. I am a Lord in Galavast, a city within the Kingdom of Stonegate to the south of you. I am currently building a library of my own and I wished to both share information I have and use some of what you gathered. Please contact me by falcon as soon as possible. If anyone else wishes to send me anything, I would be more than happy to put it there for all to look at.

Lord Fooz Coalbaron
Order of the Raven
One of Thirteen
Arch-wizard of the Stonegate Mage's Guild

the signpost

Messages to and from travelers lost at...The Crossroads

January

From the desk of Phillip 'Pip' Auberfoyle:

This week, I have taken a break from interviewing Admiral Busby, and set to work on some of the finds that have been brought to me from around the world. Most of what has come in is worthless flotsam, but one map case held some items of interest. Great interest indeed...

The Letter

I cast this into the waves with great trepidation. I hope, beyond hope that this is found, however I have learned that too much hope can be a moot point. To those who find this map case know this:

Life has been tough these past three years. Tough but livable. It is a different place here than I'm used to. Life is hard, the gold I craved as a child is relatively useless. Steel is the gold of this place. It's odd to think about the change. I was but a child in my former life, young and naive. I remember the people and places of my home. I miss Kestrel, always open to give this poor otter food, Michaela with her song, Grim with his "Touch me again and I'll kill you." Actually I really don't miss that, but still, that was the easy life.

I really don't remember how I got here. I was with Kindred, my watcher. She was yelling at me to get out of the water but I just thought: "I'm an otter. That's what I do!" I remember getting grabbed by the Lizard man and being dragged under. I remember cursing my form. If I had been born a real otter and not a Scavenger I would have been able to break free. I remember blacking out, and then I remember the beach. I was here.

At first I thought I was in the lake, but that quickly changed once I looked around. It was utterly foreign, at night even the stars were different. Like I said, that was three years ago. I was a child, stealing what I could to survive. Now I am a man and ruler of my destiny. Life is tough here, but I wouldn't change anything for the world. I am open to possibilities never before presented to me. This is not Evendarr. This is not any kingdom whose existence I am privy to. I am not held down by my class, I am not held down by my race. I am simply Jacob Robinstride, ranger.

If this does get to Evendarr, bring these words to Ravenholt, my home, and let them know this: I am my own lord. I am my own King. I have survived.

Jacob Robinstride

P.S. - I have found a book in my travels, a book I can not decipher. I have tried and I have failed. So now I am sending it to the sea. If you can break the code, then find me. Hunt me down and reveal this secret to me. I must know what it says. I have copied the first page and I have sealed it within this case. Good luck.

The Page of Code

HIA EVGTA HREE MDAY NDE EPESCER T OSF HTILS AD NGTAHR EIG NTE HMNIT TO H SIT
MOEA IMNOL WY RTII GN TEHSWE ODRSO STAH THTE NOKL EWGDEAG I END SIN TO LSOTA IM
NECY R PINTI GTOS TA HTHTI HSAD RERAN DEKO N WELD EGIN SOAT VIAL BALTEO U JSA
TNIY GON R NATO FOW LHCOA RN EDAT EHFR SISTER CE ITS OH WOTE PM LCA EHTE AT TOTO
TSO NEAL BEHT E SUE FO MGAIWCI HTOT UTOH S BE OEN SHTE RAT FO TTA TOO I GN RQEU
RIEN SORGE TAA TRIT SISCK LILU B TOYU UMSK TNWOT EHAT RSENC S ES RAY OF RONVT
IIT AETSA UT SNI ALLR A ELSMO MFAI GC NICULD NIGHT EAHR OMN BYE OF RYEOM UAL YE
RAN OH WOT MKAEH TEFAO ERM NET O IN DETT AT OOSO YU IW LALL OSN EEDO TLA ERHNO
TWO OC MIBNT EH SEC O RLML AEKR ISN W KIHTV RAI UO SAM T REI LASVAA LI ALBENI TE
HAERA NOCTEH SEEN IGERDE IN STA E RC MOB NIEY DOMU U TSH VA EPAA T TENRT COO YP
BIET RAU EN B NOERO A ON TEHRATTO TO E BAA WRTEH TEATT OSO WLI LONT AL SFTO ER
VREB TUTE H YAMY ON TEBT K AENFRMOYU OIANN WY AEYX ECPF TOTR HFEE MWIU NTSE T
AHTD AIPS EWLI L LCUA SAES IKLE LDAT TOTO RATS IT A CNLAS UO SAES AMLALM U ONOTF
C SRLOL NIKO TM V O ETAA TTOF ORMO O ENPAL C TEON AOHT E OR NSAI GN LBEOY DSOH U
DL Y UODS EIE RTAHT

out-of-game information

NPC Thank You!

I would like to thank all those people who NPC'd over the past year, from Core to those pulling a shift. Your help is greatly appreciated. Please feel free to contact me at npc@neromass.com with any concerns or comments about Ravenholt Monster Camp. Hope to see you all next year. Happy Holidays.

Gary Strong

Pre-Registration Changes

Please note that there will be several changes to the NERO Mass registration process for the 2001 season. Mailed pre-registration will now be sent to: Registration, NERO Mass, 25 Aunt Park Lane, Newtown, CT 06470. When sending a check or money order by mail, please include a note stating which event you are registering for, your name, your character name, your home chapter, and your housing preference. Phone registration can be called in to the main number at 203-426-7729. If you get the machine, please leave your name, character, home chapter, housing preference, credit card and expiration date, and a phone number at which you can be reached. Online registration is still available through the website at <http://www.neromass.com/registration/register.html>. Please don't forget to use the PayPal Ship To address feature to include your home chapter, character name and housing request.

Regular season events will still have both a pre-registration rate (good until the Friday one week prior to the event), and an at-the-door rate. (Winter revels have a single rate of \$75.) Checks must be received by the Friday one week prior in order to count towards the pre-registration rate. Please note that there will no longer be a reduced off-site rate. As always, while we appreciate knowing you will be attending an event, even if you do not pre-pay, the **only** way to guarantee a spot is to pay in advance.

Upcoming NERO Mass Event Dates

January 12-14, 2001: Dealers' Row Room and NERO Workshop at Arisia

February 2-4, 2001: Ravenholt Revel

March 2-4, 2001: Ravenholt Revel

Both Revels will be Held at Camp Bournedale and will cost \$75 per person, meals included. It is recommended that you pre-register, as there is an event cap of 75 people.

Logistics for Long-OOG Returning Players

If you have not played your character in over a year (at *any* NERO International chapter) and your tags have expired, NERO Ravenholt Logistics will provide returning player characters the equivalent of Starting Player stuff. This means that your character can walk into game with spellbooks, weapons and/or armor tags that are not expired. Just come to Logistics at the beginning of the event and let me know that it has been over a year since you played and I will give you the basic tags needed to get you into game. Since gold and silver do not have expiration dates, this will be your own to bring in and/or find in-game.

Thanks,

Cathy, Ravenholt Logistics

Adjustment to NPC Event Voucher Policy

Please note that starting with the February, 2001, revel, NPCs who wish to receive the \$15 event vouchers in exchange for three full weekends of NPCing **must pre-register** as an NPC. This is to ensure better record keeping so that everyone gets suitable credit for the hard work NPCs put in for the game. It also aids us in planning for key NPC roles, bedding, and so on. You will still need to check in with Monster Camp when you arrive, but they will have a pre-registered NPC list on which they can confirm your attendance. As with the original policy, credit towards the voucher program is *only* given for NPCs who attend **from game lay on to game end** (you will still receive goblin as is appropriate for the amount of time spent NPCing). To pre-register as an NPC, email registration@neromass.com or phone 203-426-7729. In both cases, please provide your full name, home chapter, phone number, and if you have a strong preference towards combat or roleplaying (no guarantees, but again it helps us when planning roles).

Come See NERO Mass at Arisia

If you're planning on attending this year's Arisia (January 12-14 at the Boston Park Plaza) and would like to earn some goblin stamps, come help us out! We're going to have a Dealers' room and will be hosting a workshop on Saturday from 10 am to noon in the Ballroom. Information regarding the con can be found at <http://www.arisia.org> or by mailing them at: Arisia '01, Building 600, PMB 322, One Kendall Square, Cambridge, MA 02139.

A Note from the NERO Ravenholt Mailing List Administrator

Greetings Everyone,

I hope your Holiday Season was wonderful! Mine was truly fantastic, and now I'm looking forward to the upcoming year with wonder in my eyes. Role-playing this year looks to be heading in the right direction for me, and Nero Mass is making a strong comeback. As most of you know, I play Prince Kevynn Blackfox, a national NPC. So what's this got to do with anything, you ask? Well, I'm going to let a cat out of the bag. All the Chapters that belong to the principality of North March are starting to cross talk. Hummm, you say. Yup, I say, this means you might just start seeing cross-chapter plotlines. But hey, what do I know? On a different note, the NERO Mass mailing list is bigger than ever and this means I have a bit more work to do, keeping things running right. I love work, so please feel free to join in. The list can be joined by sending an e-mail to: nero-mass-subscribe@egroups.com. But wait! Before you up and plug in you new 'puter, hit the list, and voice your well-earned opinion, understand the list *is* Moderated! "Darn." That's right. Don and I look over all the posts going on the list to ensure proper netiquette. Thus, you have to be kind and considerate to your fellow users. The list is OOG, so no game play is allowed but IG posts are, so long as you intend to forward them to the newsletter, as well, for publication. At this time, I wish to thank Don Walsh for being my Assistant List Administrator, and for all the work he aids me with... "Thanks, Don"

The following is info to help you with the list:

To Subscribe to List: nero-mass-subscribe@egroups.com

To Remove from List: nero-mass-unsubscribe@egroups.com

All Other List Matters: list@neromass.com

Thank you,
Mark G. Blanchard (aka Bosk Wolff)

Do You Make LARP Gear?

If you're a NERO Mass player who makes and/or sells LARP or related gear or services which could be helpful to your fellow players, you can get free advertising on the Back Page of the newsletter. Send your information to Rachel Morris. Advertising is not guaranteed but we will attempt to give everyone coverage.



Get Your Name in Print!

Articles Needed - Please!!

Want to earn some goblin stamps? Got a good sense of what's happening in your campaign from a player perspective? The newsletter is *far* more interesting from a player/character perspective (and it leaves me less room for these boring OOG articles!). Write

In-Game articles of a page or less (approximately 600 words) and send them to :

newsletter@neromass.com

or mail to **Newsletter, NERO Mass, 25 Aunt Park Lane, Newtown, CT 06470**. Submission of an article does not guarantee it will be used, but if it is, you will receive goblin stamps for use in NERO Mass campaigns. Articles may be edited for space needs or clarity. If you're willing, we'll list the article under your character's by-line. Otherwise, it will be kept anonymous.

Things, Vouchers, and Other Event Coupons

According to Federal law, all items that can be classified as coupons must be track-able and must expire in a maximum of 3 years. It is my intention to accept all outstanding items from the previous owners' tenure, but I need to re-call all such vouchers, Things, coupons, etc., and provide a valid coupon in return. Vouchers older than 3 years will be credited with a new one-year duration coupon. Vouchers will be for the value originally created – you will not suddenly be required to pay \$15 to use them (as with our new NPC benefits event vouchers). If you have outstanding items that need to be converted, please send them to me ASAP. Vouchers not received by April 1, 2001, will be considered void and will not be accepted for any NERO Mass event thereafter. If you do not have physical Thing coupons but believe you purchased some that have not been used, please mail a photocopy of either the cancelled check (both sides) or the credit card statement to which they were charged.

Items should be mailed to Rachel Morris at NERO Mass, 25 Aunt Park Lane, Newtown, CT 06470. Include a note with your name, address, phone number, email if available, and date the vouchers were originally issued. I will not take responsibility for items lost in the mail, so I strongly recommend that you send them via registered mail or at least with a return receipt required as evidence in case the coupons are lost in transit. If you have questions or concerns you need answered before submitting your vouchers, please feel free to either email me at owner@neromass.com or phone between the hours of 10 am and midnight any day of the week at 203-426-7729.

OOG Teaser for the Upcoming Ravenholt Revels

Oooh! Spooky! Vague! Feel the shivers, baby! The upcoming Revels at Camp Bournedale are held in the IG town of Runidin (see IG letter from Cassandra). Runidin, in case you were wondering, is to the south and west of Ravenholt proper, in Eastwyck, between Lake Ardynn and the Falconrest Forest...maybe that is important, maybe not, but you'll never know unless you go, right?

What else can I tell you? Hmmmm...well, if you *promise* not to tell anyone, I just might casually mention that *both* Revels will be *actively continuing* plotlines that Ravenholt has been following for the last two to four years (take that as you will), and that someone...or something...is gonna DIE. Thump. D-E-D dead. In a particularly nasty fashion... dum de dum DUM!!!!

We're looking at lots of roleplay, but also a fistful of fighting (gotta love that indoor heated gym concept! WooHoo!), and some sneaky business here and there! Also, funny how the two Revels are *exactly* one month apart, in the same location, huh? Might conceivably lead some to assume that the two Revels might, theoretically, be interconnected in some way... Hmmmmmmmm...

Gaakkkkk...being strangled by my fellow Plottites...must transmit before they stop me...quickly my children! Pre-register, before it is....too....late.....

Beth "no more sugar for YOU" Fallon
for NERO Mass Ravenholt Campaign Plot



staff contact info

Owner: — owner@neromass.com
Rachel Morris (203) 426-7729
NERO Mass, 25 Aunt Park Lane, Newtown, CT 06470

Event Registration: — registration@neromass.com
Phone: (203) 426-7229
Mail: NERO Mass, 25 Aunt Park Lane, Newtown, CT 06470

Character Update: — update@neromass.com
Bob Hawkins (508) 229-0836

NPC Camp: — npc@neromass.com
Gary Strong (603) 595-8894

Newsletter: — newsletter@neromass.com
Mail: NERO Mass, 25 Aunt Park Lane, Newtown, CT 06470

Adjudication: — adjudication@neromass.com
Jeff Collins (508) 261-8842
Chris Herbert (508) 835-4393

EMT Coordinator: — emt@neromass.com (preferred)
Jai Wolfe (978) 772-4443

Plot:
Ravenholt: — ravenholt@neromass.com
Craig O'Brien (617) 363-9666
Incoming Plot: — incomingplot@neromass.com
Dark Legends: — dlsr@neromass.com
Mail: 248 Main Street #2, Malden, MA 02148
Crossroads: — crossroads@neromass.com

Also see: — www.neromass.com/staff.html

CROSSROADS out-of-game information

Letter of Thanks

From The Crossroads Plot Committee:

Our thanks go out to Beth Fallon for her hard work improving the look, flow, and content of the Crossroads section of the [neromass.com](http://www.neromass.com) webpage. Come visit http://www.neromass.com/intro_crossroads.html, and check us out!

You can also get hooked into the dates and information on the other campaigns in the NERO Mass chapter.

We now return you to your regularly scheduled stroll in the woods...

Did you hear something?

Crossroads Clarification to Makeshift Weapons

A character can create and use makeshift bows, crossbows, arrows, and bolts. If ANY part of the weapon being used is makeshift, the damage is reduced by one, but the reduction is NOT cumulative. Therefore, a character using a makeshift bow with makeshift arrows does NOT reduce damage by two. To deal full damage, both the bow/crossbow AND the arrow/bolt must be better than makeshift.

Additionally, for time to create makeshift weapons, each arrow/bolt is considered one weapon.

2001 Event Schedule

Winter Season

Arisia Dealers' Row, Jan 12-14

Ravenholt Revel, Feb 2-4

Ravenholt Revel, Mar 2-4

All Events Listed Below are Tentative,
Pending Camp Approval of Schedule

Ravenholt Season Opener, Apr 6-8

Crossroads Season Opener, May 4-6

DLSR Season Opener, May 18-20

Ravenholt Long Weekend, May 25-28

Ravenholt Weekend, June 15-17

DLSR Weekend, June 22-24

Summer Break

DLSR Weekend, Aug 24-26

Ravenholt Long Wknd, Aug 31-Sep 3

Crossroads Weekend, Sept 14-16

Ravenholt Weekend, Sept 28-29

DLSR Long Weekend, Oct 5-8

Crossroads Weekend, Oct 12-14

Ravenholt Season Closer, Oct 26-28

Timely Card Charges

My apologies to those who had delays in the processing of summer and fall event credit card charges as I cleaned up the records and got caught up with all the ownership transition billing. Moving forward, every attempt will be made to make all non-PayPal card charges for pre-registration three weeks or less before the event. Any at-the-door charges will be charged within seven business days of the event itself. Checks will be deposited on a similar schedule. If you have questions or concerns regarding what you believe to be inaccurate billing on your statement for NERO events, please contact me immediately.

Thank you,
Rachel Morris

New NERO International Policies

The following new policies are in place immediately throughout Nero International. Any questions, please contact John Bacon through the NERO International office.

Selling Items

Tagged NERO Items cannot be sold for out of game currency. This applies to both chapters and players. Any items sold in violation of this policy will be destroyed and the involved players will be suspended from all NERO International events for a minimum of 3 months. Phys Reps can still be sold, however the NERO tags that represent the IG item cannot be sold, nor can they be "included" with the phys rep sale.

Re-Writes (Retirement, etc.)

A "re-write" is when a new character is created using build from an old character. This is not allowed. The only way a character can be changed is through Spirit Forge or Race Change. A player cannot "retire" a character and get a certain percentage of that character's build towards a new character. There are two exceptions to this policy. First - A new player may rewrite his character at the end of his second event attended (including events they might have attended as a NPC). Second - A rewrite may be allowed in the decision of an adjudication. Any rewrite done this way must be registered with NERO International's Chief Adjudicator (currently John Bacon).

Player Transfers from Other LARPS

A player transferring in from another LARP must start as a new character. No additional build, levels, items, etc., can be granted to them based on their character in the other LARP, or because they are transferring in from another LARP.

Build Purchasing

A chapter cannot sell build for cash, donations, etc.. A chapter may give "goblin points" or blankets for donations, or sell "plot submission blankets." All blankets applied to a character must follow the blanket policy.

Build Cheating

Any player that knowingly reports a false amount of build or levels will be suspended from all NERO chapters for a minimum of six months. In addition, their character will be reduced to one half of its actual build level. Example - Bob is 10th level with 106 build. He goes to an event in another chapter, tells the check in staff he doesn't have his card, but is 12th level with 123 build. After he is caught, he will be suspended for a minimum of 6 months, and his new amount of build will be 53.

Legal Build

The only type of legal build is that from the starting amount, and build from event and non-event blankets.

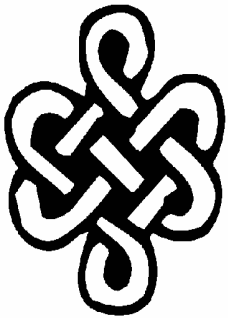


NERO Mass
 25 Aunt Park Lane
 Newtown, CT 06470
<http://www.neromass.com>

*See us at Arisia! Register for Feb. 2-4 and
 Mar. 2-4, 2001 Revels now! Limited space
 available.*

PRESORTED
 STANDARD
 U.S. POSTAGE PAID
 MONROE, CT
 PERMIT NO. 66

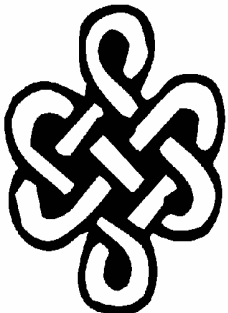
the Backpage



Search Service available for used and rare books in all fields. If you are interested, please email Drucilla Meany at bookshop@tiac.net, or phone at (508) 835-4738.

Custom PVC-Core Weapons available. Well made, durable, and inexpensive. Most \$15.00 USD or less. Contact David Easa (Logan) at LoganTD@aol.com or go to The Foam Forge at:
<http://www.foamforge.homestead.com/foamforge.html>

LarpWare.com - Your one-stop shopping center for all your Live Action Role Playing needs: 139 Maple St, Manchester, CT 06040, <http://www.larpware.com>, Email: sam@larpware.com



NERO Mass Web Page
www.neromass.com

Ravenholt Campaign Plot Web Page
www.neromass.com/ravenholt.html

Crossroads Campaign Web Page
www.neromass.com/crossroads.html

Dark Legends of the ShadowRealms Webpage
www.larp.com/darklegends

8th Edition Rule Books
Available On-line

NERO 8th Edition Rule Books are now available via our on-line registration and ordering screens at <http://www.neromass.com/registration/register.html>. Rule books are \$10 plus \$3.50 S&H. Please allow 5 to 7 business days for shipping.

nero international chapters

NERO Aldra * NERO Atlanta * NERO Austin/San Antonio * NERO Avendale * NERO Central Florida *
 NERO Central Illinois * NERO Chicago * NERO Colorado * NERO Dallas/Fort Worth * NERO Kalamazoo
 NERO Massachusetts/Ravenholt (Founding Chapter) * NERO Metro/DC * NERO Midwest * NERO N.E.C.R.O * NERO NB, Canada *
 NERO Neridia * NERO New Hampshire * NERO North Texas * NERO Northwest PA * NERO Northeast * NERO Ohio *
 NERO Oklahoma * NERO Pro * NERO VALOR * NERO Vermont * NERO West Virginia * NERO West CA