

Mystic Woods Regrown!

In the waning months of summer, as the sun beat down upon the rich, ash-laden earth that was once the proud Mystic Wood, the wracked and tortured spirits of numerous near-unrecognizable Mystic Wood Elves rose up and attacked area residents again and again. A local of South Woodseave swears he saw Sessuar slave markings on the arms of several of the spirits, but no confirmation is available.

Several of these twisted forms appeared in Ravenholt City, seeming to attack only other Mystics. They were heard to be calling out a variety of taunts to those they attacked, but it is

unclear what was being said. Shortly after the appearance of these spirits at the outskirts of the area known as "Lowtown," a small slab appeared to rift in and set itself into the ground. It could not be moved by hand or pried up with a blade. Inset into the slab were 27 small circular indentations, and one larger one.

Apparently a similar slab has appeared before, as several Mystics recognized it and began rushing about to gather various items from cabins and nearby hiding places. A circle was drawn around the slab by someone, and Shatter and Willow Treespeaker, (both Mys-

tics), quickly began organizing what they believed to be a force designed to retake the desolate land and plant seedlings to regrow the forest.

Nearly forty townsfolk rushed to assist, including any Mystics that could be found in a hurry. Once all who wished to go gathered within the circle, the Mystics began taking small seedlings in tiny clay pots and placing them into the indentations in the board. These seedlings, according to one source, had been harvested before the recent timeline merging in Duke Roderick's alternate Mystic Wood, and cared for with earth and waterings from something

called "The Alchemical Spring," which is believed to have been sited on an earth node of some kind. A gypsy of the Baljar clan, Vargas, brought another large plant and a worn-down looking sword with an odd hilt to the slab and, after all the pots were placed, put his plant into the center of the small plantings. As soon as the large plant settled into place, the citizens within the circle and the slab they protected, gated to what was known to many as the region of the Mystic Woods.

Upon arrival, they were set upon by the ruinous forms of

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Disappearance of the Even Hand

by Jonas Martin

Recently, before the merging of the Timelines, a group of healers calling themselves the Even Hand moved into the Duchy of Ravenholt. They brought with them a writ from Duke Ravenhurst, allowing them to own land, teach, and practice magic within the lands of Ravenholt.

They purchased a small farmhouse outside the city limits, in the Barony of Eastwyck. They were welcomed by the local populace for their extreme dedication to the Arts of Healing and their willingness to help

anyone, regardless of ability to pay for services rendered. The Even Hand seemed to be a welcome addition to the Duchy as a whole, especially in the time of war with the Necropolis.

This changed though, with the merging of the Timelines. All of Ravenholt was in Chaos during the merging and it took some time to sort out the changes done to the Duchy. When it came time to find out what had happened to the Even Hand, a small band of farmers

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Nightmares Prevail!

At last gather, a strange creature that seemed half elemental, half construct, appeared amidst numerous smaller nightmare elementals to plague the town. The seemingly intelligent being, whom the townsfolk called "Insomnia," struck with knife-like precision, tormenting the town in several vicious attacks throughout the night. A man named Midian apparently encouraged townsfolk to go on several adventures to gather items that would help the town, although as of press time we were unable to find any willing to discuss the details.

Since that gather, Insomnia

and his minions have struck every few days in surrounding areas, in no apparent pattern. Said one local resident, "Just when I think I'm going to get a good night's sleep again, there it is, chasing down my neighbors and scaring the children! I'm trying to hire a Spellsinger as a live-in sitter!" Strangely enough, the Harmonic "Rest" spell seems far more powerful against Insomnia and its minions than Rest is usually found to be against other dreamlike things, keeping the creature out of Rested buildings and rooms. Normally, a Rest spell simply

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public notices

FRESH HOMEMADE FUDGE AND GINGERBREAD: available at Cap's Trading Emporium, near the Ravenholt Healer's Guild.

It is common belief among those with knowledge of dreams that if you die in a dream before waking up, you die in real life.

It would thus follow that even IF everything we are experiencing now is a dream, until we learn how to wake up from it, it would be wise to act as if the dream were real. And potentially lethal.

Just something to think about.

— Alan Moonwind

FINE JEWELRY, SCARVES, POUCHES, BELTS, AND BOXES TO KEEP IT ALL IN: available at Cap's Trading Emporium, near the Ravenholt Healer's Guild.

Gamester seeks intellectual challenge. Are you good at checkers, chess, games of "chance" and other potentially dangerous antics? I'll see you at the tavern next gather.

WEAPONS, ARMOR, HEALING POTIONS, ELIXIRS, AND OTHER ADVENTURING SUPPLIES: available at Cap's Trading Emporium, near ... oh, you know where it is.

Dey Are Coming, and we are NOT ready!!!!

All of these rifts, Time warps, Conjoined Timelines, and still none of you get it!!!! Don't you see what lies beneath it???? Dey will come here, just as they did to Ashbury! Dey are a war machine!, Worse even than the undead, because there is no real EVIL magic to them. They are flesh and blood like us. They are worse than the brood. If you beat one Regiment, they send 2! If you beat 2 they send 4. If you destroy all of them, they wait 5 years and come back again!!!!

They have discipline, organization and patience. The Empire is coming and we are not Ready!!! and no one will Listen to me!!!! The only way to beat dem, is to learn from dem. That is not like the undead, consorting and such...that is taking tactics from another man and making dem your own. I have fought the soldiers of the empire. The undead may have been evil but at least you can sleep during the Day.

I have so warned my adopted homeland.

Ware to all of you for laughing at me!

-- Yanus

Have you got Rats in your Basement? Bats in your belfry? Skeletons in your closets? If you do we can help! Contact Turlak at the Raven's Perch Inn.

Wanted: Attunement Crystals. Will pay top coin. See Brithius Vicodor if you have any for sale.

A fortune for You: Oh brother mine, not of mine own blood but for whom I have oft bled, let us see whose blood runs thicker thus. -RBD

Greetings from the House of Al-Quadim!

In response to multiple requests to set a standard for trade in Adventuring Goods- I have consulted with other fellow merchants, and have arrived at this for a base:

The Price for Buying an Item =
1sp/Lvl of Manufacture

-and-

The Price for Selling an Item =
2sp/Lvl of Manufacture

(Example: I would purchase a Cure Light Elixir for 1sp each, and sell it for 2sp each.)

Please note: Enhanced Weapons, Silvered Weapons, Components, Foci and Magical Items costs are still to be determined.

Please note- This is not set in stone! It is an attempt at a standard to prevent trade gouging. (Example: 50sp for a Normal Longsword. Yes... it did happen. The party in question was... spoken to.)

Now... there are those whom I personally have "Trade Agreements" with. They shall not change.

Again- this is not set in stone. Other Merchant's Participation is totally voluntary. Many prices will fluctuate upon further reflection of actual Items cost/ usefulness/ availability. (Example: 4sp for a Shield when there are enough in excess to re-shingle the Library of Tesh, will not happen.)

Feel free to contact me if you have any questions.

Al-Hasan,

Amra Asland al-Quadim

of the House of Al-Quadim.

Merchant and Minister of Ambiance
for the Court of Cumberland.

Guardian of the Ravenholt Healer's Guild.

Pale, wan faces in the night, dark birds of prey circling, tears of blood decry a family divided. Thank you for trying.

Woods, Cont'd from Pg 1

their once-brethren. Each time one was slain, it would rise again a short distance away, taunting and tormenting the Mystics and battling to reach those who protected the slab. While brave warriors fought, several Mystics prepared a small patch of land for planting, and began to gently set the seedlings into the earth. It appeared as if no one person could plant more than a single seedling, so all of the Mystics present planted one each, and then friends of the mystics were called forth to continue planting. Even after all of the seedlings had been laid into the ground, the spirits attacked. Vargas plunged his strange sword into the earth and tried to discern what was to be done.

Finally, one young, as-yet clanless mystic felt such a need to nurture and grown his small tree sprout that he gave it a name in order to speak to it. As soon as he did so, it sprouted hugely into the sky, growing ten, then twenty, then thirty feet, spreading branches out above those fighting and sprouting leaves of vivid green. Each person who planted a seedling began crying out names, connecting themselves to the trees they had planted. As the last of the 27 trees were named, other seedlings began sprouting from the earth in all directions, as far as the eye could see. As they did so, the tortured spirits fell away and were silent once again. Over the next few moments, the people of Ravenholt watched, amazed, as the woods began

to spread and reform in a matter of moments. There were gasps and cheers of joy with each new tree that blossomed. Once the growth seemed to steady and lessen, the tired but exuberant party found themselves gated home to Ravenholt proper. While we could not gather the names of everyone responsible for this wondrous event, it is known that the following townsfolk planted and named trees and fought in protection of the Wood: Shatter, Nomad Demonae, Spiral Ahora, Ember Jongleur, Gabriel Wolvestride, Willow Treespeaker, Vargas, Tarlisen MacFarlane, Celeste, Gwyneth Whitefeather, Mytheponine Ahora Daemonae, Silverwing, Silent, Calstaria Alexandranova Romanov, Tessa Songwind,

Cassandra, Lorien Brightstar, Eledonthannas, Curyll Stormydd, and Alyssa Leach.

It is reported that the woods, which have been patrolled regular since their return, are thriving and healthy as ever before. It is unclear whether anything can be done to rebuild the oft-whispered-about Sentient Circles of the clans, and several younger, clanless mystics have had nightmares of late, in part related to feeling no awareness of the Road that is so important to the way of the Mystic Wood Elven people.

Insomnia Cont'd from Pg 1

guarantees that anyone sleeping within the confines of the building upon which it is cast will either not be plagued by dreams and nightmares, or will find that such dreams physically

manifest themselves within the structure. As townsfolk go around bleary-eyed and weary, we all hope that this deadly creature can be laid to rest for good, sooner, rather than later.



Hand Cont'd from Pg 1

journeyed to their farmhouse, only to find a much larger structure in its place. This structure seemed to be in severe need of repair, surrounded by an almost impenetrable forest.

When the farmers tried to enter the forest to find the Healers they had come to depend on, they were driven back by an onslaught of barbaric ogres, who seemed to have taken control of the surrounding land.

These ogres would not let the farmers get near the house within which the Even Hand live.

This reporter found the farmers as they were bandaging their wounds and readying for a journey to the capital city itself, in order to find adventurers willing to travel to the farmhouse and free the Even Hand from their ogre-ish jailers.

What Lies Beneath?

by Jonas Martin

It has come to my attention that there is a danger to the people of Ravenholt that is being kept from us, hidden by the nobles and the adventuring teams, from the common folk, who truly stand in danger in these trying times. It is well known that for several months now, creatures of unknown origin have found their way to the surface of Ravenholt, lurking in the darkness, eager to drag unsuspecting victims deep beneath our fair city. Many people have gone missing in these past months, people who would never be missed by those in power, but people that those who live here day by day

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Sheriff's Report

Held for Questioning:

Anduin, Oberon (Archmage). Accused of assault on a noble and other crimes.

Murders Under Investigation:

Cillia Sharemaker, (Hobling), found hanged in a tree near Two-Roads. Near her body was found a note similar to that found on Alissia Cassady and Sigrun Featherweaver, murdered over the summer.

Wanted, Dead or Alive:

Kelvin Astaroth, Ditrán Chanda, Fintan Chanda, Tyger-Tye Darkwind, Thad Emmerich, Waltraud "Wally" Jac'q, Quanna Lidamere, Amad Sabia Liset, Tegwen Tasha, and Ourania Volett, for crimes pertaining to slavery and kidnapping

Wanted: Any information regarding recent bandit raids on area caravans and storehouses. Please bring any and all information to either Sheriff Wolfstar or Magistrate Secat.

Political Upheaval in Ravenholt

While the current confusion over a plethora of nobility in Ravenholt gets straightened out, His Highness, Prince Kevynn, has decreed a return to something much like a county system, with Duke Roderick Ravenhurst holding title over the baronies of Westmarch and Capulus, and Duke Maximillian Greystone ruling Cumberland and Eastwyck. It is believed that His Grace Duke Greystone has been deep in negotiations with candidates for the open Baronial positions in his county, and it is anticipated that he will announce his new Barons at the onset of the upcoming Gather. Duke Roderick has chosen to leave Barons Askani and Wolvestride in place. Tensions are running high as political maneuverings continue. The Herald will attempt to keep on top of the ever-changing noble structure as it evolves. We apologize for any errors and omissions. Please inform our staff if you know of nobles we have accidentally slighted herein.

Here we present a list of titled positions for informational purposes. No judgment is made on the correctness of one political structure over the other:

Position	Ravenhurst Nobles	Greystone Nobles
King of Evendarr	HRH King Mykel Endarr	HRH King Mykel Endarr
Prince of Northmarch	HRH Prince Kevynn Blackfox	HRH Prince Kevynn Blackfox
Duke of Ravenholt	Duke Roderick Ravenhurst	Duke Maximillian Greystone
Baron of Westmarch	Baron Jason Askani	N/A
Baron of Eastwyck	N/A	None at present
Baron of Cumberland	N/A	None at present
Baron of Capulus	Baron Gabriel Wolvestride	N/A
Healers' Guild	Guildmistress Ember Jongleur	Guildmaster Kainon Andrews
Mages' Guild	Guildmistress Keyla	Guildmistress Keyla
Viscount of Magicks	None at Present	Viscountess Mirabad
Ducal Knights	Lady Grey, Dame Sekat, Dame Quinn	None at present
Magistrate/Sheriff	Dame Sekat	Sheriff Wolfstar
Prior Duke/Duchess	Duke Andros and Duchess Alexa	Duke Alaric Malinruin

Beneath Cont'd from Pg 3

would truly miss. These people are the nameless to the nobles, who do not even know they are gone and therefore cannot do naught to help them. Where have they gone? What purpose do their disappearances have? Are they food? Is something unknown using them for its evil purpose? Is revenge for some unknown crime being sought? Will our heroes come now to rescue those that have no heroes to look up to. If not, will the heroes be the next to disappear? And who will be there to save them? All I know is that the stench of Evil from beneath the city is growing. Decay and filth hold sway and soon none shall be able to fight back against this unknown invasion.



out-of-game information

Ravenholt Event Start Time Moved Back!

Please note that starting with the Labor Day Weekend Event, Game On will be at 9:30 pm. Out-of-Game Opener will be at 9:15 in the tavern.

Running Late for Ravenholt? Need Your Card?

Please note that if you are running late for the event, and arrive more than a half hour after game on, please check in at monster camp for your character card (announce "PC in Camp!" before entering!).

Logistics Reminder - URGENT!

Please remember to preregister your production for events by emailing logistics@neromass.com. If you do this by Thursday before the event, Cathy will usually be able to have your tags ready and waiting for you at the door, thus speeding up your check-in!

Food Service

Cori White, our caterer for the past season of Ravenholt and Crossroads events, has asked for feedback on food service issues from the players. She's trying to find the right balance of price, quantity, and variety for everyone. If there's something she's serving that you'd like to see again, please let her know – she and her staff work hard to keep NPCs and PCs alike well fed, and can use the thanks! If you have other food service suggestions, please add them to your event surveys and they'll be passed on to her. (Be aware that there are certain limitations, either due to time or cost, as to what can be done in a camp kitchen for 150+ people at a time – for example, many short order food such as burgers are too time consuming to get everyone fed in a timely manner.) We'd like to know what kinds of food you like for brunch, dinner, late night, and snacks, and what you'd like for feast meals. While you're at it, let us know how often you'd like a feast served, and what you consider a reasonable price to attend one.

staff contact info

Owner: — owner@neromass.com
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Bob Hawkins (508) 229-0836

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Crossroads: — crossroads@neromass.com

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



Ravenholt Character Histories

Ravenholt Plot is trying to gather a database of character histories once again. Unless you recently sent one to the Incoming Plot address, please send your most up to date history to plot@neromass.com for our files. If you have aspects of your history you do not want used for plot fodder, be sure to mark it as such. If someone in your character history has already been played by another PC or NPC, please try to provide us with the person's out of game name. We prefer either email text, text file, or Word document format so we can easily transfer it to the database. If you don't have access to email, please send it on disk or in printed format (a photocopy, please!) to NERO Mass, 25 Aunt Park Lane, Newtown, CT 06470.

Gobbies for Stuff!

- ✓ Solid colors of cloth in 3 yards or more lengths
- ✓ **Claws (max length red short sword)!!!**
- ✓ **Other weapons, especially bow reps, polearm reps, long sword reps!!!!**
- ✓ Packets
- ✓ Costume jewelry
- ✓ Costume pieces
- ✓ Leather Armor
- ✓ Bags, pouches, belts, etc
- ✓ Printers (especially Laser)
- ✓ Computers (ask before bringing in, please!)
- ✓ Foam Masks
- ✓ Glowsticks (all sizes/colors)
- ✓ Odd props (decor, candlesticks, odds and ends)
- ✓ "Old" books (antique-y looking bound books)
- ✓ Tarps
- ✓ Lamps and cool looking lighting reps

Not sure if we can use what you've got? Call or email to check.
-Rachel



Site Parking!

In an attempt to keep the upper half of the site more in-game, we will begin closing the upper gate at 8:30 pm. Please have your cars back down to the parking area on the basketball court or along the front edge of the camp across from the tavern so that we don't lock you in. If you arrive late or leave early for an event, carry your gear out -- do not drive through other peoples' game! **Also, please do NOT drive on the field beside the tavern at all! It's the septic leach field for the camp, and they've had lots of damage to the pipes beneath.**
Thanks, -Rachel

Crossroads/Signpost Submissions

Any one who wants to submit something for the Crossroads section of the newsletter, The Signpost, should send them to crossroadsplot@neromass.com.

We would like to review them so that we make arrangements for space, and so that we do not ourselves write a duplicate item. Your submission can be an article or just a note for the "notes found on the signpost" section.



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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 and DLSR 3rd Edition 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.

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