

Duchy Politics

Ex-Viscountess Tamara Grey successfully completed her quest and, subsequently, her land bond at the recent gathering in the capitol city. While the details of her specific quest are not available, it is known that she was aided by several town-folk in a return to Basil's Tomb during a prior gathering.

Her bonding ceremony was held during the recent Commoners' Tourney sponsored by the Barons of Ravenholt. During the ceremony, apparently just as Tyrra accepted her bond, thereby strengthening His Grace Duke Roderick's bond as well, both the Viscountess and

His Grace were overwhelmed by the energy of the land and both passed out momentarily. When later identified by Guildmistress K e y l a n d r a Dirath, it was determined that His Grace was well, and that his bond had only grown stronger since earlier in the day.

Thereafter, His Grace held court with the Duchy's nobles to discuss the restructuring of the political structure of the Ducal house-

hold and the Baronies themselves. Of particular concern were the two open Baronies (Eastwyck and Cumberland, both of which currently have no standing Baron), and the usefulness of the Viscounty positions at this time.

Official announcements have yet to be made regarding the final outcomes for the two Baronies, but what is known is that Viscountess Grey's title was removed and then restored to a

position of Ducal Knight in charge of His Grace's armies (including the Grey Ravens, His Grace's Elite Guard). Additionally, the Barons have been granted more specific power by His Grace to oversee the safety of the people of Ravenholt and the laws of the land. The Barons will be responsible for the meting out of punishment for both low and high crimes, with Baron Gabriel (who has seniority) having final say if His Grace is unavailable. All the Barons will ultimately report to and advise His Grace in matters of State, as will his Ducal Knights.



Death Takes a Break, or; How Stupid Can Four People Be!

It was a cold wet night as the rains came. There was a large group of people sitting around the mages guild, with a multitude of conversations all going on at once. The Icon of Death walked through the door, all conversation stopped. He had with him two animalistic minions, with blood dripping from their fangs. He had come looking for someone; most people present were happy to hear it was not them. The person Death was looking for was not present, but someone there went to get him, as it seems he wanted to speak to Death as well.

While they went to fetch the person Death was here to see, Kestrel, being a generous person offered him some food. Death commented on how it had been such a long time since he had tasted food, and thought

this would be a good thing.

So we sat there talking with Death of many things and watching him throw scraps of meat to his minions. For reasons unknown Kestrel brought out a deck of cards and started shuffling them. One of the minions came forward and put a green gem upon the floor before him. He declined the offer, but as I was sitting next to him, I asked if he minded if I took the bet. I placed my green gem before him upon the floor and we cut the cards for them, I lost. A gentleman arrived and spoke to Death about a problem with someone he thought to be Death's minion. The two agreed that if the gentleman wanted to, he could deal with this individual as he saw fit. So with one of Deaths minions leading the way,

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Vampire Sinks to New Lows

by Alan Moonwind, Court of Cumberland

Nyri the Vampire, sister of Anaroth, has simultaneously fallen in the estimation of, and risen on the most wanted list, of the Barony of Cumberland.

Unwilling or unable to affect a strike against capable foes, she captured five defenseless Librarians of Tesh and held them behind layered defenses of undead. The Court and Rangers of Cumberland made three forays into undead infested caves to rescue these people, saving four of the five.

Nyri's true purpose in this mass abduction was revealed when the last chamber was reached. While we were held back by a final ward, Nyri pontificated at us. She burned the papers the Librarians were sent to deliver, chided us for interfering in her brother's plans, and taunted us for a few minutes before dropping the final ward and turning gaseous.

The Head Librarian was within the last ward, his lifeless body devoid of spirit, as he had permanently died. Nyri remained true to form, only solidifying long enough to call forth more undead minions against our withdrawal then going gaseous again, and avoided us, even in our depleted condition.

The information lost is nothing when weighed against the life taken, and Nyri has only earned herself a higher position on the list of targets for the strength and forces of Ravenholt.

Team Glyph With Outstanding Showing in Tournament!

by Robert Turlak (Pledge of Eastwyck)

Perhaps the highlight of the last gathering was the Commoners Tournament, sponsored by the Noble Courts of Ravenholt. It was truly wonderful to see everyone doing their best to honor the memory of those slain in the war against the Necropolis. Everyone excelled in his or her events, but one young team of adventures truly stood above expectations.

Team Glyph, new to the Duchy, presented an outstanding performance in many of the events of the Tournament. Composed of Myrick, a human fighter with a few celestial spells, Kayliss a human celestial caster with a beautifully crafted (though deadly) halberd, Temugen a dwarven crossbowman with a large hammer, and Alwyn, an elven archer and celestial templar, team Glyph caught the eye of many in attendance.

“We went in with no expectations,” said Kayless, “originally we were going to go in under the name ‘Fodder.’”

“It was however pointed out to us that ‘Fodder’ was hardly worthy of a tournament,” added Myrick, “‘Ye olde Fodder’ was suggested as an alternative.”

In the end the team chose ‘Glyph’ in reference to the distinct markings carved into each weapon. “When I created each

weapon, I carved a unique symbol into it,” said Temugen, who not only is a great fighter, but an excep-

tional craftsman and weaponsmith as well.

While they are very humble about their own showing, team Glyph was impressed by the performances of both the Forgotten Garrison and Team Felix, two other groups that made very impressive showings at the tournament, and the feeling is mutual. Neo, of the Forgotten Garrison, stated, “As they are new members to Ravenholt, I am very proud.”

“I really liked Willow’s performances,” said Alwyn. “She is my hero!”

The most memorable highlight of the teams performance was the “Best Song about Baby Chaos,” (see inset) which received a standing ovation from those in attendance including the nobles. “After the song, we were offered intoxicant potions from a gypsy gentleman,” laughed Alwyn. At least one harmonicist in town has adopted the tune as one of his personal spell songs.

The group was very surprised by statements made by Baron Jayson Askani of Westmarch during the awards celebration: “They turned in an excellent performance, excelling in many events, and came very close to winning the whole event,” said Baron Askani. “They have a bright future and I look forward to seeing them grow and fulfill their promise.”

Being new to town, the adventurers have met all kinds of people. Some have been wary of the newcomers, but most of townspeople have been warm and welcoming. Kestrel told me simply, “I like them, They seem to be well organized for ones so new to town.”

What the young group did learn in the tournament is best stated by Alwyn: “What you can’t do in combat, make up for in Entertainment.”

Huzzah team Glyph!

Time and Time Again

by Alan Moonwind

Since the Gatherings in Rundin, there have been incidents of increasing frequency in which people are transported to another reality, and lately people from that reality have been transported here. While many in Ravenholt are familiar with the concept of semi-parallel timelines (Holmsong, Cruishank), the people in this new time line are not. In fact, many of them will not believe the explanations given to them.

I have been involved in four separate incidents with this time line, five if you count the abduction of Sir Oberon (but more on that later). In each of these encounters I have been strenuously truthful with those I’ve encountered, and suffered no ill effects from them.

In this alternate time line, there is a Duchy of Ravenholt, but it is ruled by Maximillian Greystone, and they fared *much* worse in their ‘victory’ over the Sessuar than did we. Many of the citizens of our Ravenholt have a duplicate in the other Ravenholt, and most of these duplicates are quite similar in demeanor to the people we know. Some notable exceptions are Nork and Oberon.

Nork, there, is a villain intent on the death of Duke Greystone,

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In The Duchy of Ravenholt

by Alwyn of Team Glyph

Chorus:

It’s a world of orcs and a world of trolls
It’s a world of zombies, a world of ghouls
It’s so often we die
It’s a wonder we try
In the Duchy of Ravenholt

Verse 1:

When in April Cassandra came to town
and said Baby Chaos was running around
My face turned white
I was frozen with fright
and this thought ran through my head

Chorus

Verse 2:

But the brave townsfolk knew what to do
They said Cassandra, “We’ll follow you!”
They rifted to the fight
It was quite a sight
As they left they heard me say:

Chorus

Verse 3:

Suddenly the townsfolk were filled with dread
But they fought bravely until she was dead
As they went on their way
They recounted the fray
And I heard them sing this song:



news from around tyrra

from Blackstone:

King Mykel Endarr showed up in Stonereach, a small town in the County of Blackstone. The King attended a feast, judged a commoners tourney and promoted Count Derek Blackstone to the rank of Duke, thereby making Blackstone a Duchy, officially.

from Dyllaria:

Representatives from the Kingdom of Stonegate have been in contact with the Evendarrian Duchy of Tyrangel concerning an offer of wartime aid. At home, the Kingdom has been making great headway in the establishment of new roads and clearing new estates within the Flats of Gorun.

This region is currently a largely unsettled plain that separates the County of The Shadowlands in the south from the northern counties, effectively dividing the Kingdom in two. King Balladan and his ministers have proclaimed the push to settle this region as a vital task for the overall unity and cohesiveness of the Kingdom. There are already murmurs for the establishment of a new county in the region. The newly crowned King of the Erlunn Elven nation, Alipostos III, has fallen ill and Alarian Oakmore has assumed the duties of the crown until The King is well.

from emaria:

While mob warfare and relentless rioting highlight the continuing struggle for power in the former Imperial capitol of Ironholm, a tentative peace has come to the Free City of Corliss. A leader by the name of Fontol Grauss has assumed the title of Lord of Corliss.

Order has been reestablished, and the salt Mines have reopened for business. Lord Grauss supposedly rules with a benevolent hand after having led his forces to victory over the several other competitors for leadership of the small town. He has supposedly removed the old, oppressive licensing system that thrived under Imperial rule, but has yet to publicly announce the laws of his freehold.

Representatives from the Kingdom of Stonegate have visited with the leaders of the Free City of Vargus, and the two are rumored to be negotiating some sort of treaty.

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and has a large bounty on his head. The Oberon there is a powerful Archmage, who has invented or discovered a way to bridge the two timelines.

Many people saw Koryon Greymeir alongside Oberon on Monday of the last gather. Both of those who were seen were from this other Ravenholt. There are currently two major theories about the situation: The first is that the two timelines are merging to correct a divergent error. This is the theory held by the Archmage Oberon. The second is that the timelines are colliding due to the erosion of the power of Time by the machinations of Chaos, and the

collision can be avoided by aiding Time. This is the theory I am following.

The movement between timelines uses a combination of a gate and a rift, and incorporates elements of dream. It has been demonstrated that putting a person to sleep will restore him or her to his or her proper time line. Keep in mind that any injuries suffered, any resources found or expended remain so when you return to your proper time line. It has also been demonstrated that sometimes when a person is gating out, that others may grab on and be carried along.

The Archmage Oberon, in an effort to ensure his survival in a

merged time line to his liking, has ensconced Sir Oberon in a prison outside of time, and is offering to bottle people so that they may be the version of themselves that remains after the merge.

Leaving aside the lack of wisdom it take to allow another being to bottle you and maintain possession of that bottle, it has not been tested as to what happens when a bottled person dies on a time line separate from his or her bottle. The Archmage Oberon has already bottled one person against his will. He has shown no concerns beyond his own self-preservation, and has in fact stated as much in one of his visits here.

On Music and Might

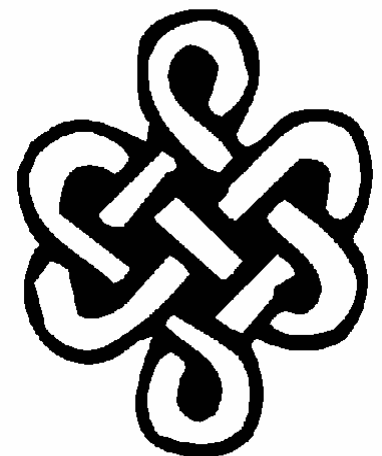
by Robert Turlak, pledge of Eastwyck

Recently, as I wandered around town I noticed an increase in singing. It is always wonderful to hear Willow's voice or Alora let out a song, but increasingly, strong fighters like Nork have taken to singing. I was shocked to even hear Scout chanting out a march the other day. It is a wonderful thing. I can only take this to be a sign that we are winning in our battle against the dreaded Necropolis.

This joy that we feel in our hearts, that we express in song is magical. Nothing can beat a singing spirit of the living. The pain expressed in a sad song will move us miles and remember those gone to us forever, while a happy song will move mountains. Music is a river, that flows, that gives us power, that sends us far away. It is a tidal wave that will swallow the Necropolis whole and wash away all trace of its existence.

Remember, the Necropolis is not gone yet. I believe our toughest battles lie in the days ahead, but if we attack them with a song of victory in our hearts and on our lips, we will emerge victorious.

RAVENHOLT FOREVER!



public notices

Over the seasons and wars, many records have been lost or misplaced. I am looking to get the names and titles of those who hold wizard (both Celestial and Earth) titles. Let me know your titles and I will record them into the Mages Guild records.

Guildmistress Keylandra Dirath
Ravenholt Mages Guild
Arch Wizard of Tokens and Talismans

The Head Librarian of the Library of Tesh wishes to personally thank the members of the Court of Cumberland for their long and tireless efforts to rescue his predecessor from the hands of his captors and for the safe return of the four Brothers who had been taken along with him. I have been able to piece together most of what transpired through the writings of my Brothers and know that you did everything in your power to save him. You have my undying gratitude.

Citizens and Nobles of Ravenholt
Thank you for all of your help so far.
I am still in need of the following:

Wand of a Lightning-Struck Oak
Ozone from a Fresh Lightning Strike
Thunder of a Lightning Storm

and, possibly....

The Last Hope of a True Hero

May the Winds Guide Your Path,
Squire Curyll Taylor Stormydd of Cumberland

For those who liked the game, come see me and we'll play it again. -Rafter

Tired of living in a messy cabin?

Does the responsibility of protecting the realm leave you no time to tidy up? For a price I will clean your cabin for you. My services include, sweeping, making beds, folding clothes, and laundry. I don't do windows.

Every noble should have servants, when you can't take them with you, hire me.

Contact Kitten at the Tavern or the Raven's Perch Inn.

Greetings,

I would like to clear up an issue for those who were not made aware of what truly transpired between myself and Horatio Cullen on the first night he was in town.

Kitten, whom most of you may remember, has been gone from Ravenholt for some time. During her absence she stayed at Horatio's Estate for a few months. While there, she incurred a small debt which she was unable to pay. And, after taking her leave from his Estate unannounced, she was tracked here to Ravenholt to settle up the debt. At that time she was still unable to do so. Being that she is my former wife, I offered to settle up the debt with Lord Cullen from my own funds. He graciously accepted and informed me that no other penance would be considered owed to him regarding this matter.

Kitten, not being my wife, nor my property in any way, is free to do as she pleases and I have no intentions of requesting or accepting reimbursement for the debt paid.

Thank you all very much for taking the time to read this notice. I hope this clears matters up regarding the accusations that were directed towards myself and Lord Cullen.

Respectfully,

Rafter of House Northridge

Merchants and Rumors

by Alan Moonwind

There are rumors drifting about regarding a possible trade ban against Ravenholt. First let me say that the reason we have any warning at all is due to the concerns and forbearance of two merchants. One of them, from the White Star caravan, is a longtime and trusted associate of Amra Asland Al-Qadim.

The two merchants came to see Amra and me about several matters that have contributed to this general feeling amongst the merchant caravans. Some of the specific points discussed are not for this forum, but many of the issues need to be addressed by everyone.

Although it is easy to forget while we are up to our eyeballs in danger and struggle against our enemies, merchants are the lifeblood of the Duchy. Some of what they do impacts us visibly, such as when a caravan bears weapons or armor, or when that much needed Formal Scroll is delivered with a chest of components. A typical response is that if the merchants did not bring it, we would find it somewhere else, and that may be true for the tools of adventure.

What is easy to forget is that without the caravans of the merchants, we would find ourselves lacking the basics as well. Each Barony produces many

goods, but no one Barony makes everything it needs, and it must perforce trade for the things it lacks. The same can be said for the Duchy as a whole when taken as a part of the Kingdom.

A trade ban on Ravenholt would find us with useless surpluses of some things and dire lacks of others, unless we were able to find a few merchants willing to risk their businesses to break the ban, and we would pay increasing prices for what little would be brought in.

The merchants who came to see us explained that what the merchants basically want, and find most lacking, is fair treat-

ment. They have only asked for the level of respect due their profession, and the same protection under law and custom as we grant to even the least of our citizens and visitors. They have also promised to exhort their fellow merchants to give us time to address their concerns before acting.

These merchants' concerns have been relayed to His Grace, and he will take what steps he feels necessary, but we all can and should do what we can to make sure that if we have been remiss in our treatment of visitors to Ravenholt, that we repair and redress those wrongs.

Continued from page 1

the Baron gathered a group of friends together and went off to deal with this problem. Some more conversation followed, I remember not what this conversation was about. Mayhap it had something to do with what followed. For some bizarre reason, known not by the writer of this tale, the conversation turned to gambling, and the question arose, would Death like to play a high stakes game of poker? Death commented on his lack on coin, but he would be happy to play for higher stakes if we were willing. For some reason that night, four

rather intelligent people put their intelligence on hold and said YES. I, being one of them. The game began. Should Death lose each of the people left in the game would have their spirits strengthened. Should any of the players lose they would have their spirits weakened, bringing them one step closer to death. Death seemed to have most of the luck present this evening, since I did not see him lose more than five hands. I was starting to worry as I was the one who was losing, with Hildegrin close behind. Trivector was not doing too badly, with Kestrel being in second and Death being

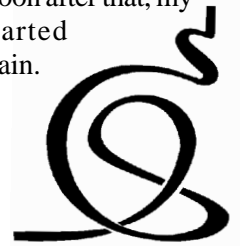
ahead by a good bit. Death, as usual, won the hand, but he let the pot ride, Kestrel won the next hand and also let it ride. Death's minion returned to say that he was needed somewhere else. Death said that he did not want to just let the game end with out a winner, so if we all agreed, we would finish the game with one last hand for all the marbles as it were.

We all agreed. We dealt out the last hand with everyone watching and waiting to see what would happen. I being first drew one card, Hildegrin drew two cards, Trivector took three, Kestrel also took three. Death

laid the Ace of Spades on the table, saying that this was his favorite card and drew two. I had not been doing well that night, having about a third as many tokens left as anyone else.

But as luck would have it, She was on my side. I drew into a Flush to win the game. Death thanked us for the entertainment and the food, and left with his minions. Soon after that, my heart started beating again.

Ebon



Merchants Ban Temporarily Averted in Ravenholt

Several prominent merchants within Ravenholt announced the continuation of trade and transport while negotiations are undertaken addressing concerns of these merchants. The Raven's Herald has learned that Thomas Velbright of the White Star Caravan and Trading Company and Horatio Cullen of Niman held talks with local merchants Amra Asland Al-Quadim and Guildmistress Keylandra Dirath of the Mages Guild, along with Alan Moonwind and the Court of Cumberland. These talks resulted in a thirty day continuance of trade while their concerns are discussed. Among their concerns are the status of merchants amongst the common folk of Ravenholt and the recent investigation of Horatio Cullen concerning his involvement in the return of local townsperson Kitten after a long absence from her family.

Guildmistress Keylandra Dirath of the Mages Guild was kind enough to spare a moment of her time before setting off on her travels to give the Raven's Herald a statement. "There is a merchant complaint that is being looked into by the Court of Cumberland. A ban on goods is a serious action, not to be taken lightly and as such, the talk of the ban is being put on hold for one month giving Cumberland a chance to investigate and report on the complaint. I have faith that my fellow merchants will wait to see the results of Cumberland's investigation before continuing any further conversation about bans on goods."

Outside of Ravenholt City we spoke with a wagon master of the White Star Caravan and Trading Company by the name of

Joshua as he was slowly unpacking wares he was trading with another merchant who declined to comment. "There are quite a few wagons, still loaded with goods that are heading away from Ravenholt City that could have probably sold off all their wares quite easily. Master Velbright and I spoke with them personally the day after this all started and asked them to continue to trade and transport goods at least for the time asked for by Amra, but several of them hinted that it could raise prices for goods such as scrolls, potions and formal magic components. Some of them are not happy with rumors we heard concerning the investigation of Horatio Cullen and have stated that they might not trade or transport for the Barony of Capulus until we hear from Amra Asland Al-Quadim and Alan Moonwind over our concerns."

The Raven's Herald had been learned that it was Baron Gabriel Wolvestride of Capulus who led the investigation of Horatio Cullen. Baron Wolvestride was asked for comment by the Raven's Herald concerning these matters, but no reply had been received as we went to press.

Finally, the Raven's Herald was able to seek out Amra Asland Al-Quadim during his very busy dealings to ask for his comments. "One thing that I noticed was a general apathy towards the situation. More than one person even said that they didn't have any interaction with any caravans that came through town and that such communities as the Mystic Wood would be generally unaffected, even be able to take up the slack. Overheard was that generally the threat of a ban didn't matter or that they didn't care."

The Raven's Herald will continue to report any further word on this story after the next Gathering of Nobles to be held during the weekend of June the 15th, within the Capital City of Ravenholt.

Milabraga Sebatina reporting.

OBITUARY

Head Librarian of the Library of Tesh - Despite the best efforts of Cumberland's team members, the librarian was found dead at the hand (mouth) of Anaroth's vampire sister (whose name Rick can't remember). In the tradition of the Library, the head librarian's name is no longer used in favor of the honorarium of his title. He has no known family members.



Letters from around Fianna

To Nadia,

A certain arrangement we spoke of has resulted in some alteration to the agreement. I believe a meeting is called for - you are needed here. Also, I have heard rumors that a number of people possessing skill in otherworldly communication and observation have been experiencing a strong increase in occurrences of ghosts and spirits. I have noted this myself.

There is an unsettling feeling here near Greylock, as if the balance is fragile. I am turning my attention to this to gain more information. It may be of note that entities of nightmare and many faerie creatures are roaming this area, engaging each other and the townsfolk in their conflicts. I even overheard talk of Soulsdark and some new power of nightmare wandering the town.

I agree with Idana, you should come at once.

Most sincerely,
Diana Shaw

Aidan,

Please pass word to the others - I see that things may not be finished there. I am coming to Greylock. Make adequate preparations. I will collect all reports personally and deal with the other arrangement. I wish to observe these phenomena myself.

Nadia

Rumors Heard in the Refugee Camps

"Didja see it? Right in the middle of camp it was! Appeared outta NOWhere, and you could see right through it! Sickly-looking and covered in some kinda plants, that thing went straight for Owen. Scared him silly - he's prolly still running."

"Last night I heard the most awful howling and crying, like somebody was wailing to wake the dead. Sent chills right down my spine. We went to look and there it was in the graveyard, this ghostly woman crying over a grave. Spookiest thing I ever saw."

"I think Marisa's lost her mind. She swears her mother came to see her last night, asking if she was taking care of her little brother and such. But Marisa's mother is 4 years in the grave. Come to think of it, so's her brother..."

"Y'know that old farmhouse up near Ayer's Ridge? I was out that way last night and something's wrong there. I heard this weird laughter and a loud groaning noise, and then somebody started screaming. I went to look, but it had this eerie green light leaking out and all my hair stood up. Made me feel sick to get near it, so I ran. Something's not right up there!"

Dearest Nadia,

The Greylock area has had a marked increase in activity this past month since my arrival, as you suspected. The increased numbers of refugees do seem to have a direct correlation to the movement of the King's troops. However, several encampments in this area have been brought under direct attack and at least one company was... dispatched. It appears that any sympathy for the monarchy would be hard to find here. As far as Forsythe Brand is concerned, we may have lost our window of opportunity - I will explain at length later.

The King has apparently begun to seek mercenary support for his efforts in this area as well. Having made such a decision, he has not stinted at cost, hiring the noted Caer Seail Company of the Bone Cross. For some reason, they were unable to initially join up with the main body of troops that so foolishly assaulted the town, but they have since been observed in a number of retaliatory raids against rebel encampments.

You may wish to note our former camp here has been thoroughly searched and stripped. I have few leads to the exact identities of the parties involved, but I have noted certain individuals we have been watching for in the area. I will continue to investigate.

The displaced tribes you inquired after are becoming increasingly apparent here. They have been aggressive to the town, but as of yet I have no information as to their motive or origin. Activity in the ruins has been strong - many of the townsfolk seem very interested in the goings on there. There seem to have been a number of expeditions mounted into the ruins, by at least two clearly disparate groups. The townsfolk have been by far the more active, mounting a series of expeditions guided by a spirit of the ruins on two nights recently. Following these journeys, the spirit that they seem to associate with has appeared to gain in strength. A group of brigands in the area has also been observed mounting similar expeditions, although they have not the numbers of the townsfolk. A member of their group was also seen in town and seems to have assaulted at least one person. I'm not sure exactly what he was seeking, but he seemed rather frustrated as he left. I will attempt to determine what his purpose was. I will be watching this with interest. Further, there seems to be a dark unicorn here as well, though I cannot ascertain its goals or purpose. As always, I am watching.

Yours faithfully,
Aidan Siobere

My dearest Nadia,

Volkar's ship arrived as expected - I have obtained some rare herbs and components, as well as some items of interest. Volkar himself is apparently keeping to business up north; the ship's route is in the hands of his first mate.

The S'Tanzi caravan's reports were correct - there are a great many refugees in the area and heavy movement of troops. The clashes so far have been small, but there is potential for great trouble here.

More worrisome are the continued reports of missing persons. The latest seems to be the tavern-keeper's daughter, though some rumors say she ran off with a boyfriend. In either case, she and the theoretical boyfriend have effectively vanished and the tavern is offering a reward as to their whereabouts. Shall I investigate?

Yours in truth, Daina Cormed

DLSR out-of-game information

To all DLSR players:

The DLSR Plot Committee is asking ALL players, old and new, to please send your complete character history, and notes on any personal plotlines you were involved in, to the plot email address: shadowplot@haven.org. The DLSR staff is committed to giving its players the best possible LARP experience we can. The game is for, and about, the players, first and foremost. Even through the staff and rules changes over the past year, we strive to maintain the flavor and continuity of the game to the best of our ability. This is why we are asking you to help us. We would like to be certain that we have up to date information on all characters and storylines in our character database. Some people may wish to add detail to reflect historic or cosmological differences since they started playing. While we would prefer to have as many updated character histories as possible before the June event, we do understand real world time constraints. However, we do ask that you try to get your character information to us as soon as possible.

We thank all our players for your help and dedication and look forward to seeing you at the next event!

Lori Turi, for the DLSR Staff

the signpost

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

June

Phillip,

We found this at a Fae Market in Athervale. The creature who sold it said the source was unknown, but hinted at the possibility of finding out for a price. We declined.

- Delliah

Sometimes I wonder what this is all about. I sit here in the dappled shade of a stately elm, and ponder my fate. As a member of the clans, I raid when we are near another community, and train in the ways of brigandry when we are not.

I would leave the clans, but where would I go? If another clan found me, they would kill me as a spy or trade me back to this clan as a deserter. The clans have attacked nearly everyone, so there is no safe place. There is even a story about someone who tried to leave the clans fifteen years ago. It is said that he was found wandering about the swamps, feebleminded and listless. Most everyone says that it is a tale spread by the chief to discourage desertion, but the strangeness of this place lends a breath of truth to it.

It could very well be true that there are forces waiting to punish those who stray from their destined paths. Just look at what happened to the Crossroads people who tried to live in Hidden Mist Valley. I don't think the Elf has completely gotten over that.

I'm tired of raiding. I just want someplace permanent to call home. And yet, I'll keep doing it month after month until something changes.



TTN HHE EEE RMD EOT ISO STH AIA WMV APE YOA
TRS OTC KAR ENO ETL PCL TOL HMM EPA BOK ENE
AER SNU TTS SIE OSA UAB TSO OPT FRT YIL OGE
UOO RFF AZM BOA OMG DBI EIC IEI DBN OAK NNT
TEI KTN NHS OIC WSR FWI OIB RLE SLO UHN RAT
EVO HEA OTP WOI EBE FEC FHE EUO CNF TGS INC
VER EXO TTL HTL IOP STA AHP CEE TER UNT ATH
LRE LAT YNA ICT SET BTO UOO TTR IHU HEN ABE
VUS EIF SLO EDR EIT NNH TGE HIE AFA TTR THT
HEH ERS YEP HIE ASL VML EOR NRE OEP TTE GHL
OAT NNH EOI INS NES TDC OOR PRO LYL AOL CUM
EWU SIS TLT HLB ANE TEH HEU ADN VOG ENO HEN
AFT DOH TRE HEW IAA SCL CHL HDW AOI ROT MRH
IYT NOH PUE LAB ALA CSN EOE

It's tick season. Avoid tall grass and brush; bring LOTS of weapons.



Travelers Beware! For the first time in over a year, undead creatures have been seen near Bramble Mountain.



Starting this summer, the Marketplace workshops will be open only in the early part of the day. Don't worry, I'm a heavy sleeper, so its not all that early, and I will try to keep it open for at least 3 or 4 hours each day. I'll also move a workbench into the main Marketplace for everyone to use when they want. - - Maddock



Kobolds were red,
Now they are blue.
I'm real confused,
How about you?



Janus. I saw you scouring the woods. There was nothing that time, but do not give up the patrols. What was once empty can quickly change around here. - - LindEl

The First Night

We awoke in the darkness, lying in the woods, no weapons, no armor, nothing, not even a spell book. We did not know anyone around us or where we were. We started talking to each other, our group consisted of a Sarr, a Half-Ogre, a Human Male, a Barbarian, and myself a Dwarf. We heard movement in the woods. We called out to the figures we saw moving through the trees, but they did not answer. My companions started grabbing tree limbs and the like to form makeshift weapons. We fought them off, but not without getting some cuts of our own, which burned like fire. I examined one of the corpses and found it was once human, but now it was a twisted parody of one. We saw some lights in the distance, and decided to head that way, hoping to find someone who could tell us what was happening. Through the trees we saw a bridge across a small river, but before we could make the bridge, we were accosted by another group of these things. We fought them off again and ran for the buildings we saw on the other side. As we crossed the bridge, we came upon a couple of skeletons hanging from the bridge supports, in the dark we were unsure what race the skeletons were from. As we entered the group of buildings we heard the sounds of combat off to our left. We headed that way, to find another group of people fighting these things. In the distance were more lights and people yelling to us to come that way. So began our first night at the Crossroads.

out-of-game information

Adjudications vs. Disciplinary

Some clarifications for our players - while all three of our campaigns combine the responsibilities of Adjudications and Disciplinary into a single role, the two items are usually separate and distinct:

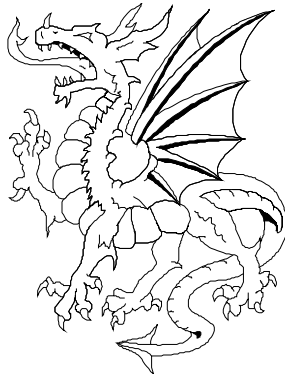
Disciplinary issues are out-of-game issues pertaining to improper behavior by customers and/or staff (OOG theft, cheating, inappropriate behavior towards other players, etc.). Disciplinary issues may sometimes result in local authorities becoming involved (as in the case of theft, illegal drug use, etc.).

Adjudications are more in-game issues, pertaining to something that happens to your character that you feel was improperly handled according to the spirit of the NERO rules system in the game you are playing.

If you have an issue of either sort, you should present a formal complaint to the appropriate staff person for each campaign (Jeff Collins or Chris Herbert for Ravenholt, Geoff Turi for DLSR, and Bob Hawkins for Crossroads). If you do not feel comfortable speaking with the appropriate adjudicator, you can always come to Rachel, instead. If you are not comfortable speaking with Rachel, please bring the issue to the attention of another staff member you are comfortable with. Be aware, however, that we cannot respond to anything other than formally filed complaints. "Just wanted you to know..." sort of issues do little to no good.

Be aware that it may take some time to resolve an issue, as the staff member following up on it must speak with others involved in the incident and gather information to best handle it. Also, note that Adjudications should be brought up by the person "hurt" by the incident(s). In other words, one person on a module should not adjudicate on behalf of someone else on the same module -- if the second person feels an adjudication is needed, he or she must come forth to file a complaint of his or her own. Additionally, many issues are resolved with the individuals involved. We do not publicize responses to most incidents, so while it may seem as if nothing has been done, it may already have been dealt with.

If you feel that an adjudication incident has not received sufficient local attention, you can bring it to National's attention. National has requested, however, that incidents first be filed locally so that each chapter can make an attempt to correct the issue internally. If you opt to do this, we ask that you notify us you will be doing so, so we can provide National with information gathered in a timely manner. Discipline issues are generally a local-chapter only issue, although there are occasionally incidents which will cause a chapter owner to request that other chapters support the response given by the disciplining chapter.



Ravenholt Max Out

Please Note: Max out coin for Ravenholt cannot be retroactively applied, but rather, must be deposited at the time of check-out (barring an OOG emergency).

Logistics and You!

I want all players to be able to get their production, noble and craftsman money easily and in a timely fashion. To do this we have the following ways and times to request/get production. You can pre-reg your production request by emailing logistics@neromass.com. This is very useful if you are arriving late and will be arriving after check-in closes. All you will have to bring to me is your player card, your lab key, and your money for the production. The logistics hours are Friday night from about 7:30 to about 10-10:30. It depends on when the majority of players are checked in. It is requested that you do the production for the weekend on Friday night. If you do not do all of your days' production, there are secondary runs. Each evening there is a logistic run done. If your request is in the Blue box that is located on the porch of the Mages Guild when I do tags, then they get done. I empty the box after 3 but before 6. Players then need to stop by after 6 and ask me for their requested production. You cannot go back and ask for previous day's stuff if you did not register for it.

-Cathy Robinton, Logistics Guru

Adjustments to the Goblin Stamp Use Policy

Per a recent National policy adjustment, we can now allow our players to convert one set of goblin stamps (30) to a goblin blanket per WEEK, per Ravenholt character (previously one per month). Goblin stamps can also be redeemed for several other things in the Ravenholt Campaign:

- **Goblin to Silver** – You may convert up to 100 goblin into silver per month per character at a rate of 1 goblin point = 1 silver piece
- **Goblin to Production Points** – You may convert up to 100 goblin per month per character into Production Points at a rate of 1 goblin point = 1 production point
- **Goblin/Death Buybacks** – You may purchase back deaths (3rd and beyond) at the rate of 100 goblin stamps per death. You may not buy back deaths mid-event, but must do so between events or at check-in.
- **Goblin at DLSR/Crossroads** - Goblin can be used to "max out" when playing a DLSR event and can be added to a Crossroads character based on the number of Crossroads events run per year (see website for details)

Note that we will only do coin conversion or production for characters you are playing that weekend – you can't convert for your secondary at an event during which you are playing your primary! Additionally, goblin stamps are nontransferable. Once assigned to the recipient, they cannot be moved to other players. If you have any remaining paper goblin stamps, please turn them in to Bob Hawkins for appropriate credit.

If you are unsure of how many goblin stamps you have available to you, email update@neromass.com or speak to Bob Hawkins to get a tally. If you're interested in earning goblin stamps, talk to Rachel to see what is needed by the three campaigns.

2001 Event Schedule

Ravenholt Weekend, June 15-17

DLSR Weekend, June 22-24

Crossroads Weekend, Aug 24-26**

Ravenholt Long Wknd, Aug 31-Sep 3

DLSR 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

** Please note switch of Crossroads and DLSR Fall dates!!!

Site Parking!

In an attempt to keep the upper half of the site more in-game, we will begin closing the upper gate at 9:00pm. 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! Thanks, -Rachel

Calling All NPC's and PC Shifters!!!

This is Bob Hawkins, your friendly(?) neighborhood database guy. Rachel Morris, Gary Strong, Brett Bowen, Mike Holdorf, and I (as well as people in other chapters) need YOUR help: We have been, and will continue to be, refining our process to sign in NPC's and PC's who pull shifts. The part where we need your help is when you sign in and out.

If you want to get credit for your hard work, you need to make sure you sign in at Monster Desk and give your full name, verifying the spelling. When checking in, tell us what chapter and character you want credit to go to, and whether you want goblin stamps or blankets, and then verify your sign in and sign out times. We want you to NPC, and we want you to get what you've earned, so please help us from your side. Remember it's nothing personal, but **if you don't sign in, you get nothing**. I HATE doing that to people. (We cannot go on the "Sally knows I did a shift, she was there!" method any longer.)

Also if you did an NPC shift at a Ravenholt event, and also put in coin toward max-out, and your math was off, you will have an envelope handed to you at your next check-in which will contain the difference. If you are an infrequent player, don't worry. The envelope will be held for you for a year.

P.S.- DLSR and Crossroads do not use direct blanketing, they use goblin. So when you NPC, request goblin points as compensation, and then contact the other campaign to use them accordingly.

Gobbies for Stuff!

- √ White cloth or old white sheets
- √ Claws (max length short sword)
- √ Other weapons, especially bow reps, polearm reps, long sword reps
- √ Packets
- √ Tabard or bigger size pieces of fabric
- √ Leather scraps
- √ Did I mention packets?
- √ Costume jewelry
- √ Costume pieces
- √ Armor
- √ Bags, pouches, belts, etc
- √ Printers
- √ Computers (ask before bringing in, please!)
- √ Baby wipes
- √ 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



How do I Find Plot In Game?

Realize that you have a better chance of finding plot if you are out looking for it. Do not create a character who craves solitude or will only interact with the three people you already know. Interact with other people. Join a guild, group, and/or team.

Role play with people and things before killing them. In fact, role play in general, instead of just hitting stuff.

Interact with people you don't recognize and newcomers to town. Ask questions. Follow hunches! Even if you're wrong, you may have fun finding out why.

Try something out of the ordinary. Take up an in-game hobby and/or craftsman skill and actually do it in game.

Advertise in, or write articles for, the Raven's Herald.

Offer to do odd jobs for people. Follow through and if you do well, ask for references to others. Introduce yourself to nobles and offer your services.

Try to learn people's names and remember and use them politely.

Host an in-game event, such as a party, public picnic, auction, or bake sale.

Have good costuming and reps.

Share information with others.

Stay in game and help maintain a strong in game attitude.

Make plot! Start a competition or game for others to play - a treasure hunt, a puzzle competition...you never know who might show up to play!

Ask questions at the guilds about things you've overheard. Sit with new people at the tavern. You'll be amazed how much plot you discover if you just find other ways to keep busy!

-Incoming Plot



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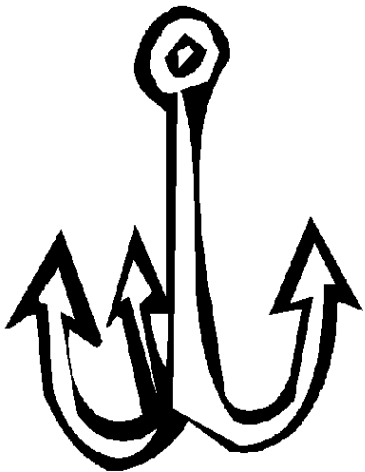
**Ravenholt June Weekend Sold Out...Come NPC!
 Register for June Dark Legends ASAP!**

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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 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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