

# The Signpost

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

September

## Daia's Letter:

Well, I'm back from my travels, and what do I find out? I find that y'all didn't have a town meeting! I've already spoken at great length to Maddock about that, and he said it was 'cause all the scouts hadn't returned.

That's all right, don't ya worry none. There will be a town meeting on Friday night, the twelfth of October. I've got a few things to tell ya, and I also found out we could be havin' more new arrivals then. Don't ask me how I know, y'all wouldn't like the answer.

Remember, y'all be at the Marketplace at midnight.

**The following was chiseled into a stone thrown through the doors of the marketplace. Any one who can figure out what it means, report your findings to The Captain or to Maddock:**

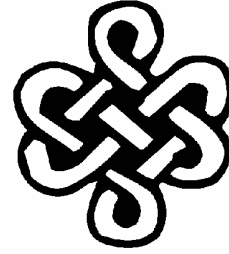
TwIce HavE Elves Run. EveN If soMeOne asKs NoW. One TrUth hAs eMerGed. RunNing FoeS OftEn ReveAl GrEat EmnItY.

So EvEn After RunNing Can HaPpy Undo Nefarious DeEds. EveRy RandOm AcT Needs DeFinitIon By EnlightenMeNt. FiNaLLy, OnE rEveAls eLatTiOn.

## Letters from the Signpost

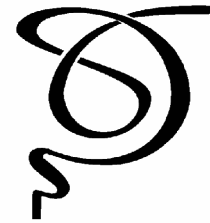
Great new finds – Classic favorites: Please visit our library.

- Flutterblir



Hey! Where wur you Dwarf? Was the code too hard? All right, one last chance.

- Us



Yaay! The Boss sez I can have pets! I've got bugs and fish, but the fish died. The Boss sez I'm supposed to keep the fish in water, but they still dead. Anybody know how to collect fish pets?

### New popular rhyme amongst shepherds on Bramble Mountain:

More leaves than would come from a cocklebur seed,  
More pages than a King's ballroom would need.  
No trunk but a spine on this wondrous tree,  
Two flaps are enough to cross the wide sea.

The questions and answers have found place to hide,  
Volumes out-shouting the great ocean wide.  
Bound in a prison with myriad keys,  
Found in resting place; midst many of these.

# CROSSROADS out-of-game

So what is *The Crossroads* like? A reasonable question, and a smart one. I, too, would want to know a little about what I was getting into before I committed my time into a new campaign.

It's understandable that all of the secrets cannot be revealed right away, as that would take a lot of the fun out of playing, but prospective players need something to help them decide to play, so here's your "peek" into the box of secrets...

The Crossroads has a lot of similarities to Tyrran campaigns (The core set of campaigns for NERO International). Almost all of the rules are used the same, so you do not need to learn a whole new way of playing.

We have an enclosed economy so characters need to use special skills to gather materials and make items such as weapons, potions, and things like that. The enclosed nature of The Crossroads is one of the great mysteries that can be solved by players.

In The Crossroads, it is easy for adventurers of any race to learn the art of Pugilism (fighting with 'boffer' fists). As a benefit, a pugilist is very rarely without a means to do combat.

Instead of spellbooks to cast from, we have Runebones and Spell Tattoos. The same spells, but with a fun twist. Some players are already hunting down the source of these mysterious runebones, but we're not telling if they're on the right trail...

We have strange new creatures and old favorites, but they too have had to adapt to The Crossroads, so that goblin you see may be a villain or a merchant, and you won't know until you talk to him.

A favorite topic of debate that we see is the nature of Death. Those who have gone to the halls of Death each report a slightly different experience. Some have had lengthy discussions of philosophy, and others have been abruptly dismissed back to their bodies. The only thing for sure is that no one is completely sure on whose side Death stands, and what Death's hidden motives are.

Daia, usually called "The Captain" is the leader of the town of Crossroads, and she has a few simple laws. The can be boiled down to the basics: Don't do things that are dangerous to the safety of the town, and you may cast necromancy in battle, but to Create Undead is punishable by death. Most townsfolk would agree that no matter what the laws are, it's a good idea to form some reliable alliances or team up for safety.

Nighttime is an eerie time in The Crossroads. There are humanoid creatures that hunt people down and gnaw on them for a while, leaving them infected with a strange malady. There is a cure, but very few people know the formula, and the components are difficult to gather.

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Nighttime or daytime, aside from the wandering creatures, many of the challenges you may face can be solved in more ways than one. There are times when a stand-up fight will do the job, and other times when diplomacy or stealth is the only way to avoid a certain and painful death. Just as The Crossroads is a mystery, many of the denizens of the area are mysteries, and frequently places will be locked by magical puzzles or riddles.

We hope this “peek” has piqued your interest. If you want to get a piece of the Crossroads experience, or have more questions, you can email us at [crossroads@neromass.com](mailto:crossroads@neromass.com), or call or mail to Bob Hawkins, 203 Broad Street #2, Marlborough MA 01752; 508-786-0643.



## NERO Mass Needs...

Packets, Orange Packets, Weapons (all sorts), Costuming (hoods, cloaks, pants, shirts, vests, tabards, belts, pouches, kilts), safety flashers, glowsticks (large, not small), fabric, costume patterns, lighting and special effects equipment, extension cords, foam masks, computer equipment (laptops, printers)

## 2001 Event Schedule

Crossroads Weekend, Oct 12-14

Ravenholt Season Closer, Oct 26-28

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## Winter 2002 Event Dates

Ravenholt Revel, February 8-10

Shandlin's Revel (Tentative), March 8-10

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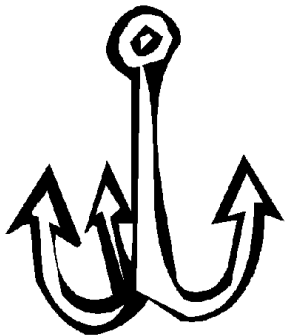
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**Sign up soon for Crossroads, Oct 12-14!!  
 Ravenholt October Event Sold Out - COME NPC!**

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