

Results of the Tournament of Heroes, 602

The Tourney was held at this last Gather to raise money for the Griswold Orphanage. At the judges last estimate, over 1000 Gold was raised to help the Orphanage! Huzzah to all that participated and gave to this important cause. To aide the cause, Thomas Fulbright of the White Star Trading Caravans generously donated a Create Limited Scroll to be auctioned off at the end of the feast. All bidding was full of spirit and enthusiasm and there were many calls of "it's for the orphanage" from the eager crowd. Additionally, items that were bid upon included the desserts from the baking contest, the Create Limited Scroll

and the Sages' Hall's entertainment entry of massages.

His Grace's people set out an ambitious schedule of events and unfortunately not all events were run due to interruptions from the usual assortment of unusual happenings around town – perhaps they will be included in future tournaments. Some events that were not enacted included the footrace, Traps, Puns & Insults, and the Drinking Competition.

The Tourney was tightly fought and it came down to the last event (entertainment) to deter-

mine the final winners. The teams that participated in the tourney were the Barony of Cumberland, the Barony of Westmarch, the Sages Hall, the

Grey Ravens, Dasha Morbihan, Team Smith, Team Wesson, and the Minions of Kitten.

The overall winners were: Cumberland and Sages Hall tied for first, Westmarch

third, then Dasha Morbihan, the Grey Ravens, Minions of Kitten, and then Team Smith and Team Wesson. Our enthusiastic thanks to all the teams that participated.

His Grace also held a Heroes competition, for Combat and Spellcasting. This was done in padded format and Trivanus won the combat while Karas won the Spellcasting.

The contests for combat were tightly contested with Sir Oberon and Trivanus showing exceptional skill and when it was over His Grace asked if Trivanus and Sir Oberon would present in a one-on-one display of talent. They both readily agreed and it was an excellent show of skill and sportsmanship.

There will be a presentation at the next Gather for the Golden Shield to the Barony

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Time and Skills Gone Missing

There have been odd things happening to some townsfolk since the June Gather. A number of townsfolk have gone missing for various time periods, ranging from a couple of minutes to an entire day and the only thing they seem to have in common is blood dripping down their forehead when they return. Each person interviewed has no knowledge of the passage of time or of what occurred to them. This seems to have started at the June Gather when Ebon of the Mages Guild and Guildmistress Keyla both appeared

separately early Saturday evening with blood on their forehead and neither could remember anything from that morning until their return. There seemed to be no harm done to either person. At this recent Gather, however, the effects were more prominent. There were people who came back with the blood on their forehead and some of them have had their skills changed, and at least one had their race changed. At least one person had their skills completely altered as if a spirit forge were

Continued on page 6



Local Farmers Besieged

Many local farmers report attacks in recent days from their own crops, turning simple, everyday chores into adventures fraught with danger. Many of the townsfolk in the area are unprepared when their corn and wheat turn against the scythe. Reg Hamstrung, local farmer, is quoted as saying, "I was near beat to death by some of the most unruly grape arbors I ever seen! I turned my back and there was vines all over me! It was only the fact that my trusty sheepdog was nearby and was able to wrestle the vegetation away. I'm givin' up

farmin' and moving to Volta. That's it, I'm done."

Little is known about the recent occurrences but citizens are warned to be on the lookout, as these plants have exhibited dangerous tendencies, the ability to move about freely, and on some occasions, cast spores or poisons. An odd moss has been seen growing on and in buildings. The plant animations seem to occur near these outbreaks. Could they be related? Please bring any information forward to the Magistrate or the Guild Halls.



Death's Goodly Mission

A secret mission was whispered about all through the last gathering in Ravenholt City - The efforts of the Citizens of Ravenholt and Gurthak the Death Icon have gone awry and the final Liche of the Necropolis still survives somewhere within the bounds of the Plane of Death. The Icon called forth the best and the brightest to discuss the matter. While they were gone the town was attacked in an effort to kill those aligned with Life. The result of meeting was a plan that should bring down the Liche. The Liche is vulnerable if an item was recovered, which still lay upon the plane of Tyrra. The problem was finding it. The only way would be to create Death Hounds of the citizens of Ravenholt. The cost would be great – all those who became hounds would eventually die. The bodies of these brave men would be torn apart by the power of Death vested within them. The call went out quietly to find volunteers. The answer came from those who were new and young and, this author would surmise, too young to know better. The Grey Ravens offered themselves up in sacrifice for the Duchy and people of these fine lands. However the plan was thrown into doubt when all three were cut down by a deception of the Sessuar. In spite of having their spirits weakened by the Sessai, two of three remained willing to sacrifice themselves. A third was found in the person of Norfolk, who joined Risadul and Caleb of the Grey Ravens. The mission went off early on the Monday morning. I have not been able to establish what the goal was, nor if it was in fact successful. However, the mutterings are that the days of the so-called “Necropoliche” are numbered and that this October he will finally fall. If this is true, then many owe their lives to these three men who not only faced Death but also accepted it willingly for the greater good.

Joseph Guideway
Former Scribe of Trelheim
Bard of Tyra

Magical Barrier Research Continues

The Mages Guild is looking for information to continue their researches into the magic barrier that surrounds Ravenholt. The Mages Guild is leading the investigation into the recent appearances of a portal that leads people inside the Barrier where there is a group of people called the Iron Circle that have dedicated themselves to the study of the barrier and its effects. His Grace has authorized this investigation and wishes to gather as much information about the barrier as possible. The Guild is looking for any information about Primus and his Machine, the Iron Circle and we are also seeking a Damage Aura Scroll. If anyone has one, we are willing to either purchase or rent it from you as we need it to further some researches. Thank you. Guildmistress Keyla.

Ladies' Tea

Lady Samara had another one of her now famous tea parties at this past gathering. She sent out invitations to all the ladies she knew by name and general invitations to all the ladies in town that she had not previously met, so that all the women at the gather were invited. The tea was set for Sunday afternoon and people were waiting to find out more details to attend, when dream beings approached the ladies of Ravenholt and rifted them out to the tea party. Some were accepting of this, some were very angry at this cavalier treatment and some were confused. Lady Samara was very gracious and apologized for the method of arrival, stating that she was not invited into the Duchy and as such, felt more comfortable having the party elsewhere.

As she had planned specifically for a Ladies' Tea, any men that accompanied the women were immediately rifted back to Ravenholt. Any lady that did not wish to stay was also rifted back. Lady Samara set a beautiful table with gorgeous flowers and an array of sweets to eat with the tea. Conversation was a little stilted at first, as people did not know what to expect, but things loosened up after the mint cookies came out along with the “List.”

The List, for those that have not heard the rumors before, is of the top ten most eligible bachelors of Ravenholt. This list has been under development since last spring at an earlier tea when Lady Samara was still Duchess of Ravenholt. Once the ladies realized that this was the goal, the atmosphere livened up and most seemed to have a good time determining who was to remain on the list. There were so many suitably eligible men proposed over the past year that it took a great deal of time to narrow it down to a mere ten. All present certainly were disappointed to lose a few personal favorites from the original list.

As it was difficult enough simply to determine who was to be on this list, the ladies have decided to present who is on the list and then let the men's behavior towards the ladies determine their personal final rankings. As such, the following is in alphabetical order by first name (the Herald could not acquire full names and affiliations in time for publication):

- √ Brook
- √ Caleb
- √ Baron Gabriel Wolvestride of Capulus
- √ Baron Jayson Askani of Westmarch
- √ Kaine of Glyph
- √ Kaltos
- √ Squire Kercheck of Capulus
- √ Squire Martimus of Capulus
- √ Spiral of Equinox
- √ Valamar, formerly of Cumberland

Magistrate's Report from Dame Saket Shabmah

Item One: 2 commoners were arrested and found guilty of mockery of a noble on Saturday of the gather. Their punishment consisted of possession of all worldly goods and a public apology to Baron Gabriel Wolvestride, Dame Saket Shabmah, Lord Orion, and Squire Kovan Pax. Once they served punishment, they were rearmed and released.

Item Two: Wanted for official investigation and questioning: Name unknown. Description: Human male, tall, light build. Last seen in Ravenholt tavern on night of Aug 3rd 602 wearing a leopard scull cap.

Alpha Update

By Correspondant Olsfort James

In the last edition of the Herald, I reported talking to Renard, one of the so called Alphas. I had the "pleasure" of talking to him again at the recent gather as he sought me out to discuss a few points (several kept where I could see throughout our discussion).

To quote Renard (directly), "Apparently the 'Other' Alphas have been reading the Raven's Herald and might have misunderstood some of the quotes that may have been used out of context. I do not appreciate the fact that a source of information such as the Raven's Herald could be

written in such a manner that people might read things into it that might not necessarily be factual, especially when I am the source."

Renard indicated that he wished that all of the Alphas could be united again, but right now that goal has not been achieved. Therefore I must have somehow reported erroneously that they were working together.

He did indicate however that steps were being taken to help the "Others" and hopes this reunification can be achieved soon. I hope that no harm was done by my earlier report.



Bane's Return?

As revealed to this reporter, it seems that an ancient visitor has returned to the Ravenholt area. It has come forth in the form of a mysterious Sword of Power. The town seems to be agog with talk of these strange occurrences. A mysterious sword which rifts people out to perform odd and mysterious actions? Could this be the work of the long known but recently much maligned sword, Bane, seeking a new owner? Little is known at this time, but hope is great amongst the people of the town that this symbol of leadership has once again decided to return to us. This could be the hope that we all need. As of this time, there can be no guarantee as to what sword truly is or may become. With all of the peculiar happenings of the past season, there is no telling what it may be connected to. We can only hope that it is one of the shining symbols that the people of Ravenholt are seeking to guide them through the troubles besetting Ravenholt since the transition of the timelines.



Black Rose

I heard a funny story the other day. The Black Rose was wandering through the woods when they got jumped. THE BLACK ROSE! The most dastardly group of mercenaries ever to walk to lands of Ravenholt. Now, a normal hobling would think, "Well, they must have been asleep!" However, since the Black Rose are all undead I don't think this to be possible. In any case, the valiant men and women of Ravenholt leapt into battle. Now, while they are valiant, they may have been a little overzealous. They jumped right on top of the traps they had set to kill the Black Rose. As soon as the first trap was blown, the fight began full swing as wave upon wave of undead appeared. Shortly, however, the glowing eyes of the death knights could be seen running in circles. A few ran into the treeline and then separated off into the woods, leaving their lesser compatriots to be destroyed by the volley of spells and slashing of steel. In any case, from what I have heard it was a pitiful showing all around by the supposed best and brightest evil-doers of the Black Rose.

Zeabop Featherfoot
Trader of Things
Alchemist of Joy
Wizard of the Arcane
Slayer of Goblins
Storyteller Extraordinaire

News from Around Tyrra

Tourney from page 1

of Cumberland. Here are the results for the individual events:

Colors

Cumberland
Westmarch
Dasha Morbihan

Combat, three on three

Westmarch
Grey Ravens
Cumberland

Cabin Decorating

Sages Hall
Westmarch
Cumberland

Spellcasting, 3-on-3

Westmarch
Dasha Morbihan
Cumberland

Waylay

Dasha Morbihan
Westmarch
Cumberland

Baking

Cumberland
Sages Hall
Smith and Wesson

Superlatives

Sages Hall
Cumberland
Westmarch

The Hunt

Sages Hall
Cumberland
Minions of Kitten

Story with a Moral

Minions of Kitten
Sages Hall
Cumberland

Puzzles and Anagrams

Sages Hall/Cumberland tie
Westmarch

Everglade Vale, Keldesca

Citizens and Visitors of the Everglade Vale, the Empire of Avalon and the Kingdom of Keldesca, It is with great pleasure that I announce that Cira of Ishtar, Sarr Matron and Warrior, has agreed to act as the Ambassador from Myrr to the Everglade vale. It is a time of renewal for Cira. She has established ties with the Sarr homeland of Myrr. She has also agreed to rebuild a settlement on the other side of the Misty Lake from Misty Hollow. The purpose of this settlement is to be a haven for Sarr and an outpost of Myrr. Cira has been charged with the protection of the Sarr within the Everglade Vale. And, as this appointment is granted within the Treaty that stands between the Empire of Avalon and the Kingdom of Keldesca, Cira is henceforth to be known as Lady Cira, and has the rights and responsibilities due her station. This appointment also grants her status on the Small Council of Everglade Vale, along with myself, the Lady Baroness Valencia of the Barony of Calida, the local Guildmasters, and various others. Please, welcome and congratulate her if and when you see her.

Lord Seneschal Dannath
Regent of Everglade Vale

The Outlands

Baronet Nelson Welling Dead

Known as a friend to the common man, Baronet Nelson Welling died in what was reportedly an encounter with an evil enchanter. As was characteristic for Baronet Welling, he died to protect honor and to save the lives of others. He will be missed.

Welling is survived by a wife and sister. His widow, Lady Emaline Welling, has claimed the title of Baronet under the laws of inheritance. Interestingly, though, she has publicly announced that there will be a tourney in August to win the title from her.

In the meantime, her liege, the Count of Droxy, Marg'al Kithis, has announced that he will defend the title until the tournament can be held. The Drae Count, Kithis, is well known to be a skilled and ruthless defender of his own title, having ordered everyone out to the first cousins of his last failed challenger killed and dispossessed. Kithis announced his full support of the tournament.

Anilar

It is believed that Her Royal Majesty will be sending troops to take over Westmarch (Ed. Note: Westmarch, Anilar, not Westmarch, Ravenholt) in the next few weeks. An unknown mystic wood elf has been seen around Westmarch building homes for the residents. A noble is creating a domain about a half day's march south west of Westmarch. While it is technically a part of Anilar, it is said to not be under Her Royal Majesty's jurisdiction.

Therendry and Blackstone

Fellmist and Richland forces have been advancing on Calais from the west in an attempt to capture the Bridge of Calais, a primary route of travel into the city. They were fended off by House Therenstar until reserves arrived from Lord Scipio's army.

Darkenwald

Visitors to Rosa's Inn were recently transported to the Dream Plane after interacting with an unusual orb which was brought forth by a merchant to a gather there. It is unclear whether it was at the hands of a Dream elemental or at the hands of Fae that the townsfolk were transported to the world of dreams and nightmares, where they were forced to participate in a "game" led by one they knew as the "mistress" of the realm.

public notices

Mercenary for hire
Reasonable rates
No unlawful jobs taken
See Ashmont



Once again, I laugh to watch the peons of Ravenholt work against themselves, tripping over their own feet (and traps). Do you think yourselves so invulnerable that you do not recognize superior tactics and planning when you lose your lives to it and fail in your only important mission? When my minions can lead you in circles so readily, there is no challenge to escaping your grasp.

-Arisia



The Mages Guild is looking to purchase Formal components and Formal Scrolls. Please see Guildmistress Keyla or Ebon at the Mages Guild if you have any to sell.



Are you a mercenary out of work?
See Ashmont



To my Students:

I apologize in advance for missing the upcoming gathering. After receiving a disturbing letter from friends thinking I have vanished or perished, I must make a trip to Ironvale to show them I am still alive, though the spirits warn against it. When I return at the end of October I will want you to showcase your skills to me. I have provided Raven with the list of runes, and he has promised to make copies for you all. I hope by that point you will have your own tools, and I will ask you to craft one rune for me. Ramses, since you have already shown me you can handle one rune, I want you to practice another to show me come October. Once I am satisfied with your carving, I will allow you to carve others. I wish you all well until then.

Good luck my students
Albrecht.



Missing

Crop of wheat. Last seen Farmer Johnson's field. Any information leading to the return of my wheat will receive a cut of the profits. Last seen heading east.

To all citizens and nobles of Ravenholt,

As a trusted voice in the Formal Magic community, I am looking to compile a master list of the Formal Scrolls that are known to be available in the city. I feel strongly that keeping knowledge of their existence separate from other Mages and Wizards in the community is counterproductive to the Formal Magic power that we, as a group, could have. This in no way means I wish to use or confiscate any scrolls that do exist — indeed that is not within my jurisdiction. The current problem is that many wondrous things could be accomplished, such as arming the town in times of magical need, or providing city-wide protections for our citizenry, however many of these tasks require much more than one simple formal scroll — and if it is known that what is required at least exists then a cost for the use of them can be negotiated as the need arises. If privacy is a concern, please let me know and I will keep your information as safely as possible.

Please, I beseech all of you who are in possession of such items or know of their existence to please send me a missive via falcon or meet me at the next Gathering. Please include what Scrolls you have/are aware of, the number of uses they have, whether they will travel to other lands, and when they will no longer function. Thank you all in advance for your help.

Sincerely,

Squire Curyll Taylor Stormydd

Master Wizard of Weather and Warning



Seeking information about members of the White Star Caravan lost as of several weeks ago, while traversing from Coombe towards Ravenholt City. The last known information was that they had entered some form of near decrepit city outside of Ravenholt City. Please direct all information to Thomas Valbright or any of the White Star Caravan leaders.



Attention Potionmakers – The components necessary for the production of the potions of Delayed Endow, Detect Magic, and Endow seem to be in high demand of late. Sources are harder to find. If you come across any reputable sources, please contact other potion makers so that we may continue to share this boon with everyone.

Lost Dog

Small tan and brown dog, answers to the name “Ralphie.” Last seen around midnight outside Kent. Family pet. Much beloved. Reward for return. Contact Jacobs family, Kent.



public notices

To His Grace, Duke Roderick Ravenhurst, and the people of Ravenholt.

I, on behalf of the entire Northern peoples Coalition, would like to extend thanks to you all, for allowing us to stay within your borders and to participate in the tournament. Now that we have an idea of what goes on at the tournament, next year we shall be better prepared! I look forward to honorable battles and puzzles just as tough.. I hope you will allow us to enter our livestock in the baking competition, or one part of a feast, as we did this gather. Until next year!

Raef Rivers

Northern people's coalition



To all Citizens, Nobles, and Beings of the Duchy of Ravenholt, Continent of Avalon, World of Tyrra;

With Great Pride and Rejoicing, I am Happy to Announce the Birth of our Son, *T orrent Lazarus Stormydd* on this, the **Thirteenth Day of September**, in the year **Six Hundred and Two**. Be it known that Both He and His Mother, Willow Treespeaker Démonae are Strong and Healthy despite His early Arrival, and that His Mother and Father Send Their Gratitude to All Friends, All Family, and All Who have been by Their Side during the Past Year and Always. We Invite You All in a Celebration of this Blessed Event, as well as to Celebrate the coming Awakening of the Circles of the Mystic Wood, on *Saturday, the T wenty Eighth day of September, Six Hundred and T wo*


May The Winds Guide You Forever and Always,

Curyll Taylor Stormydd

Squire to Baron Alan Moonwind of Cumberland


Master Wizard of Weather and Warning

In RedBrooke, Cumberland



For Sale

Four dozen necromantic potions. I found 'em. Really. Meet me in the tavern Friday night next gather. I'll be wearing black and sitting in the corner nearest the door.



Seeking Dwarven Ale for a wedding celebration in the Spring. Please contact Argus Brighthammer. PS. Seeking to announce the wedding of my daughter, Giselda Brighthammer to Marno Stonesplitter. Gifts expected.

Letters to the Editor

This town has some of the weirdest stuff I've ever seen, and scary too. I came down to see my cousins play in the tournament. They were the Northern people's coalition. They did all right for a mostly unskilled team. Didn't win, but they had fun. I guess I'm rambling. First, Friday night there was that ugly red thing in the tavern threatening to kill us all. I nearly died of fright. It might have been an easier way to go. And I'm sitting in the tavern recovering from that and enjoying a drink when people start disappearing left and right. If you sit there long enough, they start poppin' back in. Then there's undead all over the place. I guess that's not all that weird, but with the huge numbers of them, they sure are scary. And deadly. For other weird stuff, your trees, bushes and flowers get up, start walking around and throwing themselves at people, literally. I must have been put to sleep by them at least a dozen times over the weekend. That's not normal I tell ya. Where I come from and am going happily back to, plants stay still. You eat them, not the other way around. Then Sunday night I see these skeletons attack the tavern. After the fighting stopped, the townsfolk go out to help and they heal this big guy on the ground who turns out to be the biggest, darkest troll I've ever laid eyes on. And speaking of eyes he had these big white eyes like you've never seen. Thank goodness he ran off. I understand him and his kind killed a couple of townsfolk that same night. And all through the weekend that ugly red thing kept coming back like he was looking for something, cause every time that clock went off he'd be back with his big-mouthed followers. They called him 'mumbles' cause his big, monster voice was hard to understand, but I think making fun of a critter like that is just looking for trouble. Anyway, like I said, Ravenholt is creepy and weird and dangerous and I'm glad to be going back home.

Gedwynn Wesson

Time Cont'd from page 1

performed. Some have had some minor skills changed while others were more extreme. The Mages Guild is actively investigating these happenings and ask that any townsfolk that appear with blood on their forehead and or altered skills, please come the Guild Hall so we can investigate further.

-Guildmistress Keylandra Dirath

Correction

It was incorrectly reported in an earlier issue that Dame Gray of Duke Roderick's court had lost her title this spring due to her role in the Blackpool incident. Apparently the matter was under discussion during the trials, but His Grace has deemed that Dame Gray must retain her title at this time in our current time of conflict and need. Our apologies to Dame Gray for any umbrage.

THE LOVECRAFT LEGACIES

The New York Times

September 12, 1955



The Harwelden Mansion

Blackwood Auctioneer's Clarksburg, Massachusetts

Estate Auction #1955-3

The Estate of Col. R.J. Armitage,
Late of Monroe, Massachusetts

Rules of the Auction —

The word of the Auctioneer is final.

Each item shall be opened at approximately ½ of its expected sale value.

Fair warning shall be given prior to any item being declared 'sold.'

Items shall be held, and may be picked up at the close of the auction, after payment.

Payment may be made via cash or drawn against a certified letter of bank credit.

A 10% Auctioneer's Fee shall be added to your final bid total.

Blackwell's Auction House holds the right to add or withdraw any item at its discretion.

Notice of Postponement - Blackwood Auctions

Please be advised that the auction of Col. R. J. Armitage's Estate, scheduled for the weekend of September 13, has been postponed indefinitely after new materials were discovered in a hithertofore unnoticed basement room, which need suitable valuation and inventory. The auction will be rescheduled for the Spring of 1956.

Continued from Section C5

43. Brass Bell with Striker

Nice little desk bell, again from the scholar in India. Regrettably, we cannot locate the notebook that the Col. refers to in his voyage log.

Est - \$10 - 25

44. Finely Bound Book

A book called the Necronomicon.

Est - \$50 - 75

45. Col. Armitage's Travel Log

A log of an around-the-world trip the Col. took. Record of his purchases. Lacking a few pages, we assume the Col. removed them.

Est - \$100 - 150

46. Col. Armitage's Language Notebook

A book of various language notes and listings that the Col. had compiled during research.

Est - \$75 - 125

47. Col. Armitage's Collection Inventory

A listing of the Col.'s collection. We have found most things in this book, as well as a few items not listed in here.

Est - \$75 - 125

48. Col. Armitage's Research Journal

A record of the Col.'s study of the items in his collection. A few pages are missing, we assume the Col. removed them.

Est - \$200 - 300

Continued on Section C11

2002 Events Schedule

<u>EVENT</u>	<u>DATES</u>	<u>REGISTRATION BEGINS (10 AM)</u>
Ravenholt Wknd	9/27 - 9/29/02	SOLD OUT
Dark Legends	10/4 - 10/6/02	Open now
Crossroads Long Wknd	10/11 - 10/14/02	Open now
Ravenholt Season Closer	10/25 - 10/27/02	SOLD OUT

2003 Winter Schedule

<u>EVENT</u>	<u>DATES</u>	<u>REGISTRATION BEGINS (10 AM)</u>
Arisia Convention	1/17 - 1/19/03	COME HELP OUT!
Intercon-C Convention	2/28 - 3/2/03	COME HELP OUT!
Ravenholt Revel - Plymouth	2/7 - 2/9/03	TBA (probably 1/4/03)
Ravenholt Revel - Plymouth	3/14 - 3/16/03	2/15/03



To the DLSR players

What you've been waiting to hear...

Yes, there is an event.

What can we say about the event? Many of the rumors are probably true. This is a story-arc wrap up event, and it is aimed at giving everyone resolution, answering many questions and filling in a lot of the gaps for people, dealing with plotlines from the entire span of the campaign.

Will it be worth your time to attend?

We certainly HOPE so. We have a great deal planned to entertain you and exhaust us (and our wonderful staff of NPCs!) and it is shaping into a very busy and eventful weekend. We are trying to encompass everything into what seems more and more to be a very short number of hours. Having some idea of who will be attending ahead of time will be immensely helpful to us to make sure we answer any plots and issues you each have as well, so drop us a note and let us know if you are coming.

What about character updates and plot stuff?

If you have any character issues, unresolved problems, plot or story issues, or anything you think we need to know - by all means send us an email ASAP and make sure we know about it. We will do our very best to answer each and every one of your concerns and questions.

So, what happens next? Is there more after this event?

Yes and no. This will be the last event we run under the NERO Mass umbrella, and the last event we run as part of this campaign story. However, it is certainly not the end. We have a lot of plans and a lot of things in the works. We do regret that we are not yet prepared to provide much information or detail, but we can assure you that we are putting a lot

of hours, work and thought into creating something unique and exciting and, YES, in keeping with all the helpful feedback we received from you folks, both in our surveys and over the years.

What about NERO memberships?

As for membership issues - Rachel has been kind enough to work out a discount for all of you to play this event and still be covered under NERO Mass insurance. However, as we've pointed out, this is our last Hero Mass sponsored event and the membership will be just for this game. We are not prepared yet to announce under what system or game style we will be continuing, but we do wish to assure you that we will make that announcement as soon as our arrangements have been finalized.

You didn't answer my questions...

If you have more questions, or specific issues you are concerned with, please feel free to post them to the list at shadowrealms@haven.org or send them directly to shadowplot@haven.org, a.k.a. the plot list and we will do our best to respond quickly. Do keep in mind that all of our announcements and emails are decided by the entire staff, so it may take a few days but we WILL get back to you.

We look forward to seeing you at what we hope will be our best and most memorable event ever.

We want to sincerely thank all of our players and staff, both current and past, for their loyalty and dedication and for how much you have all brought to the game. It has been a pleasure working with you and we hope to continue to do so in the future.

Thanks to all,
The DLSR Staff

staff contact info

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Websites:

Ravenholt: www.neromass.com
Crossroads: www.neromass.com/crossroads.html
DLSR: www.larp.com/darklegends/

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

Change to NPC Food Benefit

In an effort to control spiraling NPC food costs (Memorial Weekend's NPC food bill was over \$2800!), beginning with the Labor Day weekend event, NPCs wishing to drink sodas or bottled water will have to pay for their own. As always, NERO will provide free gatorade, lemonade, or iced tea, and will have coolers of water out as well. All other food costs will still be covered as before.

Gobbies for Stuff!

- √ **Packets**
 - √ Solid colors of cloth in 3 yards or more lengths
 - √ Claws (max length red short/long sword)!!!
 - √ Other weapons, especially long sword reps!!!
 - √ Costume pieces - Hoods/Cloaks, Tabards, Pants, Vests, Shirts, Pouches/Bags, Belts, Hats
 - √ Leather Armor
 - √ **Did we mention packets and baby wipes?**
 - √ Foam Masks (ask for patterns)
 - √ "Old" books (antique-y looking bound books)
 - √ Tarps, especially painted ones!
 - √ Lamps and cool looking lighting reps
 - √ **Oh, by the way...PACKETS AND BABY WIPES!**
- Not sure if we can use what you've got? Call or email to check.

Receiving Proper Event Credit

Please note that starting with the Labor Day event, you **must** turn in your character card in order to assure you get game credit for playing. This is the only way we can be sure Bob has a record of your blanket for the game. This is doubly important if you are an out-of-chapter character, as he must inform them of your attendance.

Advertisers Wanted

Are you a NERO International player who makes garb, armor, boffer weapons, or otherwise makes/sells useful LARPer gear? Advertise for free on the Back Page. We want to make sure our players have access to great equipment! Contact Rachel with the name of your business, contact info (email, phone, website), and the kind of stuff you make.



SIGN-UP FOR DLSR AVAILABLE NOW!

With the final event in the current DLSR story-arc fast approaching, now is the time to sign up so the plot committee can plan especially devious things for you and your characters. The event has been on sale since the spring, but we are not yet seeing a surge in registrants. The committee's been working like mad to come up with a spectacular event that would do justice to the many varied and complex plotlines you've come to know and love, so sign up early, sign up often! Er. Ok, so just sign up!



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<http://www.neromass.com>

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*Register for DLSR and Crossroads, now!
 Sign up to NPC for September or October Ravenholt.*

the back page

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Crossroads Campaign Web Page
www.neromass.com/crossroads.html
Dark Legends of the Shadow Realms Webpage
www.larp.com/darklegends

8th Edition Rule Books Available Online
 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 \$15 plus \$3.50 S&H. Please allow 5 to 7 business days for shipping.

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