

## Amidst Devastation, City Slowly Rebuilds

His Grace, Duke Roderick Ravenhurst, has announced that a reconstructed settlement along Lake Ardynn should be complete by mid-April. The structures are being restored based on Ducal engineers' files and recollections of the region prior to the rising of the Necropolis in the lake. Due to extensive troop movement and traffic from those involved in the cleanup and rebuilding of areas devastated by Garn, housing is at a premium in and around the city, especially in the barracks which have been used for gathers in recent summers.

Additionally, housing must be made available to refugees

and those seeking word of loved ones lost in the tragedy. His Grace has made it a high priority to properly identify the permanently dead so that proper mourning can take place. Many of the refugees are farmers and their families temporarily displaced while their lands, which border the devastation, are conscripted for use by the army and other workers. As such, even the newly rebuilt sections will be used for housing for those in need.

Accordingly, by Ducal decree, due to the extensive traffic through these quarters, no

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## “Greens” Becoming Civilized?

Numerous bands and groups of goblins, hobgoblins, orcs, and even trolls and ogres have been settling down in what could almost be called communities throughout Ravenholt. Several groups have even begun using more advanced tools and cultivating the lands, setting up strange little farming clusters. Oddly, they seem to only know how to farm exactly what they were taught to farm – either that or they're doing some serious specialization, because we've seen an entire “village” of goblins farming nothing but potatoes, and an-

other of orcs who just grow lima beans.

These clusters of greens even occasionally set up shop near one another, behaving in far more a civilized manner than usual. These “cultured” greens are markedly less threatening to those who travel nearby, so long as they are treated reasonably well. Many of them are eager to learn more of the “people” ways, and, given a willing visitor, will sit for hours learning whatever is taught to them. (This has led to some unusual and moderately enter-

**Cont'd on Pg 10**

## Thoughts in the Aftermath

*Editorial by Simone Templar*

With the destruction caused by Garn, we are faced with a decision. This is not an easy decision to make, but make it we must; shall we dump huge amounts of resources into reclaiming the land, or leave it be and use said resources to help the people who have lost their homes, livelihoods and families?

I would argue for the latter. The Sands of Sorrow (as the twenty-mile swath of destruction around Ravenholt has been named by some) should be allowed to stand as a monument to those who have fallen, and a grim reminder of the costs of

our actions. Millennia from now, people will be able to look at the Sands of Sorrow and know that a horrible cataclysm befell the land.

There has been argument that the destruction surrounding the city causes hardship on those within. There are many ways to ease this hardship. Build roads and way points for travelers to ease shipment of supplies. Flood the area with water from Lake Ardynn and use ships to bring in supplies. Or simply empty the city and relocate. Many of Ravenholt's citizens have already fled the city, making evacuation less

**Cont'd on Pg 10**

## Has the Barbarian Peace Treaty Been Broken?

Word has spread that small raiding parties have been assaulting the region of northernmost Cumberland, along the border of Draelonde. A small hamlet, Thurdanburen's Crossing, due west of Elvestove in the Dragon Wood, in the foothills of the Dragonstooth Mountains, has been the focus of many of these attacks. Large groups of Goblinoids have also been spotted in the area, but no attacks have been reported as of yet. Many of the town's inhabitants have left the area for more secure holdings. His Grace is concerned by the

reports, and requests the aid of adventurers in determining the cause for the uprisings. The ducal forces are currently dispersed, dealing with the devastation wrought by Garn. His Grace has asked for able-bodied adventurers to head to the hamlet to investigate the situation and mediate any conflicts. Any willing to make the journey will have lodging covered by His Grace until the matter is resolved.



## Grist for the Mill

Is it just me, or are the dark elves multiplying by the day? They seem to be coming to the surface more and more each gather. And now there's rumor of a strange dark elf disease that turns the dark elves into wild elves? Or is it into hobblings? We're not quite sure.

In the strange and getting stranger category, the fellow with the strange eyes, Trivanus, was seen shouting at a woman of considerable stature in the Elentari community, "Go back underground where you belong!!!" as he killed an orc that the Lady Tenshi was having her very inexperienced fighter kill, while she backpacked him in her wedding gown, of all things. Now **that's** just asking for trouble!

As for the dark elves, although they were scarcely seen by day, by night there were a few visitors that just added to the yum factor in town. There was an adorable (yes, it's possible) pair of twins – adorable because they were always finishing each other's sentences – and a striking outsider who (unlike so many of the gloomier dark elves) dared to make a fashion statement in his vivid blue garb. These, and several of their traveling companions, made for a spot of brightness (darkness?) for those who like their men more somber than most.

While the baron's away, the mice will play – or at least the Squires. Apparently the highest ranking Westmarch noble at the recent gathering in Alyndale was, well, a squire. Fortunately for him, there were a couple of high mucky-mucks from out of town available to help dispense justice. Although there is a strange rumor about apparent threats by someone that his title from a northern land made him more important than a long time local resident and rumored to be past (and future?) noble of Ravenholt. We know it can't be true, because no one would put up with that.

Meanwhile, even the commoners are having fights in public. Innkeeper Ulrich no sooner gets back in town after months away "on the farm" (whatever that REALLY means), than he's overheard (three towns away) taking down poor Telaris, world renowned Time scholar, a notch or five. Something about Telaris trying to make a day's wage, selling some information he had that Ulrich didn't want to pay for. Must've been the secrets of the Planes, from the sound of the yells!

As for loud, we wish we could tell more about the party thrown by Bloodmoon at the last gather, but it was so upper crust that we didn't merit an invite. Rumors of several budding new relationships (some more unusual than others) make us think it must've been one of the crew's best ever. Of course, speaking of Bloodmoon, we hear Captain Kage has vowed to give up the sea and all his worldly goods if only the voluptuous bevy of gypsy beauties who came to town mid-gather would all have him for a wife – er, husband. Momma gypsy apparently would have none of her daughters wed if all could not find worthy spouses, so they were auditioning eligible men, of which there was apparently no dearth. We await an invitation to the wedding(s).

In the "still more loudness" category, although with an entertaining bit of seemliness, we hear a lovely young cat had a visit from her fairly important mother at this gather, much to her (obvious) surprise. The visit began with a great deal of fuss over the fact that the lady in question was wearing, of all

## Letter to the Editor

Now I've been around for quite a while and never have I been as outraged as I am now. I can understand the need for visitors every now and again, but not the type of flotsam that arrived (at the last gather). Rowdy, rude, loud, and overall bad eggs. Where was the nobility preventing such rowdy behavior in the first place? I'll tell you where; they were a part of the act! Not only did our good Westmarch squires participate in the row, visiting Cumberland squire, Amra, Squire to the Baron, sang bawdy songs until late in the morning. When he was done with that he felt the need to tackle a good visiting citizen and wrestle mint from his pockets. Mint! Yes, that's a future noble, what's a Minter. What do you expect from Cumberland? Well I say keep it in Cumberland, not in my back yard! But wait, you say, did a King's Knight not grace us with his presence? And right you would be, but where was this knight? Hidden and skulking with other matters ignoring the bombast that was taking place around him. I'm sure he had other worries, they always do, but he also had the power to declare a member of the town as a peacekeeper. Yet he did not. No, Sir Delahr sat idly by and watched the riot take place around him.

My son witnessed things that no 15-year-old should have to see in the tavern. Bribes and secret dealings made before his very eyes! As for his older sisters, I was afraid to let my daughters out of the house after Friday night. Friday afternoon I sent my girls out to the tavern to weather the storm. There, they were pursued and accosted by a "Pirate," and his crew. The blackguard spent more than I make in a year in an attempt to try and seduce my daughters. Can you imagine the arrogance?! Over lunch my wife and I witnessed what was obviously a Sarr lady throwing herself all over a group of brigands. Luckily, a Sarr of what appeared to be a higher rank came and reprimanded her. What does it say when an emissary of another nation comes to keep the peace in a town, yet the nobles who have sworn to protect us do nothing? We are in a sad state, I say.

Bigelow Barnstead, Pig Farmer

Cont'd on Pg 10

# News from Around Tyrra

## Kincora

A shaman named Forestwalker predicts that a dark wind will pass over the plains. It walks with elves and tampers with ancient celestial magic. Meanwhile, undead legions of Alexandria have had several altercations with another group of undead that number both elementals and elves in their ranks. House Monet reports of raids upon their merchant caravans. It is said that the nobles of Kincora have been ordered to consort with undead, in the form of advice from the long-gone Emperor Pollus.

## The Outlands

Members of the Trade Syndicate are advised to be on the alert. There have been several recent attempts on the lives of important Trade Syndicate Master Craftsmen. These brutal attacks show signs of being planned and coordinated, but fortunately the Syndicate's security measures seem to have been up to the task, although rumor has it that two of their council were killed, and a group of their grandmasters were blown clean up in the middle of Nav'arac.

## Hawthorne Bluff

A group known only as the Azure Blade is at war with a large group of Red Draconians that are located to the south east of the Bluff, close to an Evendarr town called Blackwell. They are also at war with a group calling themselves "The Claw" (humans) that are known for the three red lines across their faces, who appear to work with the Draconians. Both of these groups appear bent on enslaving Elves, or killing them off.

## Whitestone

Rumors from his Grace Duke Ginar's regiments say several things: The 2nd Regiment is running maneuvers in the northern portions of the province. Orc activities in the Wolf Forest are apparently again on the rise. Scouts have said the orc infrastructure is still in a shambles, and these orc movements are the result of tribal battles. The 5th Regiment has received a new Knight commander, coming directly from the city of Hawknest. This new knight

was trained by Duke Andrew Cromwell, and is said to possess the finest battle skills and military tac-

tical knowledge. The 4th regiment continues to contain the perimeter around Whitestone, and maintain the western borders of the Western Province. Scouts say the borders with the Sarr lands are busy, and much trade has passed the border gates as of late. Many more Sarr are seen in our kingdom, and scouting parties from the Sarr have been seen coming north. All their intentions seem good. The 1st Regiment, stationed in Soldrien and, ever watchful of the King's Home and Lands, continues to perform exemplary watch over his majesty.

## Stonegate

The Ashton Artisans' Guild has expanded and will now be known as the Artisans' Guild of Stonegate. The charter has been update with the Royal House's knowledge and approval. This is a commoner order open to all artisans who are citizens of Stonegate that make non-battle and non-bardic works of lasting beauty and/or use.

## Lumberton

In the month of January, 603, a series of tunnels and caves under Lumberton Shire were destroyed in an attempt to rid the town of attackers who traveled underground to ambush from beneath. Work on nearby Lake Scenarius broke through unmapped mines and decimated a Locathah gathering place as the lake began flooding through the underground tunnels and caverns that weave the length and breadth of the Shire. Shortly thereafter, buildings began to sink into the now waterlogged earth. Lumberton Shire has since been under orders to be evacuated.

## Everglade Vale

The Town of Erris has been freed from the oppression of the Keldescans and citizens can again walk without fear of being murdered or captured as slaves for being non-human. Several Keldescan Camps were destroyed, and many of their soldiers returned to Keldesca by way of a Circle, as many adventurers came to the town's aid.

## Elysia

Meddlar is urgently in need of volunteers to travel to the towns and homesteads within the Barony to teach first aid and healing arts to the populace. Fighters are welcome to join the party to provide protection and give basic instruction on weaponry and defense. You need only basic skills to make a difference. First aid can be the difference between life and death!



## Caravan Raids in Our Hour of Darkness

It seems that even in Ravenholt's time of need, someone feels the urge to take advantage of those made vulnerable by the devastation of Garn's passing. A series of caravans bound northward from Westmarch for the relief centers in and around Ravenholt City have been attacked in recent weeks. The attacks have been precise, deadly, and unusually rapid, leaving little evidence of the attackers. In some of the raids, every individual in the caravan was left for dead, while in others, the attacks were so swift and covert that those charged with protecting the goods remember nothing upon waking, save for the ache of the blows that knocked them unconscious.

While it is likely that both Ducal representatives and Baron Askani's people are keeping watch for further activity, any news leading to the arrest and conviction of these bandits would be welcome.

## Proclamation to the Nobles of Ravenholt

Per the Request of Prince Kevynn Blackfox, I am entreating the presence of all Nobles of Ravenholt whom may reasonably avail themselves of this council. It would be increasingly more pertinent for each Noble Court to ensure they provide some presence at this council. Should such presence occur in the form of one not holding Noble rank, it is required they bear formal writ from the court explaining their authorized presence. This meeting shall occur upon the tenth hour Saturday morning, the 26th of April in the year 603. It will occur at the Great Hall unless postings inform otherwise on the preceding day. There are two primary purposes to this meeting, which include the final sanction of the Council of Chivalric Arts and the foundation of plans to invigorate the presence and unify actions of the Noble Houses of Ravenholt.

In Service of Ravenholt, Alaric Malinruin

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### Aftermath, Cont'd from Pg

Greater Ward shall be allowed to remain up for longer than 5 days, except by special dispensation with express written permission from His Grace, based solely on need and for the good of the Duchy.

Astrologers have reported very mixed readings pertaining to the new construction, with some reporting concerns about the many vile enemies who have attacked Ravenholt near the shore, while others' readings express great hope for a stronger capitol city than has been seen in recent years. It remains to be seen which will prove more accurate, but in the mean time, we at the Herald will be keeping close watch on the region and reporting on any anomalies.

## On Matters of High Wizardry

Greetings Wizards, Mages, and Apprentices alike. As many of you know, I have been attempting to play a more active role in the field of Formal Magic and High Magic Research. It is here that I want to both formally reiterate my previous requests, clarify some of them, and introduce them to those who had not previously known.

First and foremost, with the alteration and continued mysteries of the Magic Barrier, let it be known that I am currently compiling a list of all known Formal Magic Scrolls that are accepted within the Barrier at this time. It is well known that no scrolls will cross the Barrier currently, and as such we must pool our resources of those that do exist in Ravenholt. Some of you did reply to my last request, and I thank you, but I would ask that you repeat your responses so I may compile a master list. As said before; this is in NO WAY an attempt to confiscate or cheat anyone out of their Formal Magic Scrolls. This effort is not affiliated with the Ravenholt Mages Guild, though they will be participating. This effort is being made by myself, for the good of the Duchy and the good of our goals as High Magicians. If you could, please provide me with the following:

Name of the Formal Scroll

Its current lasting duration

The number of uses it has remaining

Whether or not the Barrier will suppress it outside of Ravenholt (Unrestricted)

Secondly, I wish it known that I will be creating, soon, a private organization for the purposes of High Magic Research. The things that this group will research will include things that are not covered normally through the powers of Formal Magic as is currently understood by the Nine Circles of Formal Magic. Some of the topics planned on being researched include Rift-ing, Gating, and the Combining of Harmonics with other Schools of High Magic. The name and scope of this organization will be revealed in time, but if you are interested in such an endeavor, please contact me with your Name and Titles, your skill in either Earth or Celestial formal magic, and any particular topics that you have researched or would like to see researched. I hope to have such an organization in operation by Spring of this year.

Lastly, I would like to again request audience with ANY citizens, nobles, or wizards who are marked or affiliated with ANY particular Elemental force, be they Primal or Domain elements. I would like to meet with such personages in private.

Thank you in advance for your cooperation. You may contact me at Redbrook Keep in Redbrook, Cumberland.

May the Winds Guide Your Paths,

Sq. Curyll Taylor Stormydd

Squire to Baron Alan Moonwind of Cumberland

Master Wizard of Weather and Warning,

in Redbrook, Cumberland

# public notices

Do you want a Magic weapon?

The Mage's Guild has access to Damage Aura, Render, and Extend Formal Scrolls.

Money charged for the use of scrolls owned by the Mages Guild go into the Guild fund to help the town.

Guildmistress Keylandra Dirath  
Arch-Wizard of Tokens and Talismans

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To all the people of Ravenholt,

Once again I extend my thanks on behalf of all the peoples of the north. We look forward to seeing you again once the snows thaw.

Raef Rivers, Head of the Northern people's coalition

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"Fruity?"

-G. Arete

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The Mage's Guild has available the following Formal Scrolls:

- Greater Ward
- Create High Horoscope
- Delve History
- Lesser Attunement
- Render Indestructible
- Damage Aura
- Extend

Come visit the Mages Guild to make arrangements to use these scrolls. Money charged for the use of scrolls owned by the Mages Guild go into the Guild fund to help the town.

Guildmistress Keylandra Dirath  
Arch-Wizard of Tokens and Talismans

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To F & F

Thanks for all you did,

I won't ever forget your kindness.

J

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Call to the Pure:

Assemble. Immediate. Fenris Rises.

End.

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Thrakkash, may we meet again in the shadows. Power to the strong! - Anon

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To the One Who Denies His Clan and Family's Oaths:

Your dishonor knows no bounds. Now others know of your dishonor, too. Take care of how you speak, and consider your redemption. - of the Eye

Clean-up in Eastwyck

The Watchers are looking for volunteers to help with the clean-up in and around the Eastwyck area. With all of the destruction from Garn, many people are left without homes or family. We are also looking for literate riders willing to visit refugee camps between gatherings, to look for missing individuals and compile a list of who is where.

If you have anytime available to help out please send a falcon to my address, leave a message on the tavern wall, or contact Raven at the next gathering.

Robert Turlak

Watcher

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Good Baron Alaric – I believe I have unjustly put fear in your heart. Know that it is I, not you, who have been so marked, and therefore I, whose name draws attention should you so speak it. Know, too, that while the offer of aid was given by order, I will do my honored best, however meager that may be, as arbiter of the bargain, to assure the price is not as steep as in the past, should you decide to agree to his terms. I will keep our appointment come spring.

-Y

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Da. We look for Star Falls. All paths mysteriously blocked. Someone in charge should check to see who or what is protecting this with these convenient avalanches. Is maybe place where brigands stealing jewels.

Shatter –

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As always, a joy to wax philosophical with you – I look forward to more such, should Time and other persuasions permit. You, of all people, should know that we are rarely what we seem, whether we know it or not. A Lesson (begging pardon for the arrogance) – Is it wise to speak of the keys to the kingdom when you know so little about me? Were I another, or were I of another mind (as on occasion I'm told I'm wont to be, although I have no evidence therein), you might run risks unseemly of your years of experience!

-C

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Cumberland is currently recruiting citizens to travel with them and possibly fill the ranks of the Court and the Rangers. Experience is not an issue, nor is race. We live by the Law and the Code, so villainous types would be best to stay away. Please see the Court or Rangers of Cumberland to arrange a personal interview. You can also send us a letter in Aradia at any time between gatherings

Cont'd on Pg 10

# vallentines

*So, here are our Vallentines again!! It has come around again, that wonderful time of year for these messages of love. Started back in the day by our dear predecessor Vallen, and named for her, the proceeds from these little notes will go to the orphanages of the duchy.*

The Captain,

I can see past the flamboyant behavior. I can hear what's behind the ostentatious words you speak. I can see under the visage you put forth to the world. I know what lies within, for you will always lie in my heart.

Anonymous \_\_\_\_\_

Kestrel, Grania, Falco

Ever in my thoughts....

Gwyneth \_\_\_\_\_

My Lady Love –

On Tyrra or any Plane, you are and always will be the woman of my Dreams.

- Maximillian \_\_\_\_\_

Alishar...never change, stay fruity

Dheran \_\_\_\_\_

Happy Vallentine's Day

To loved ones, to close friends, to Everyone.

May this special day bring you soft kisses, romantic gifts, warm hugs, or even beautiful smiles from someone very special.

Chastity Valdeguard \_\_\_\_\_

Kage, captain of my heart; as I look to the moon I hope that fate will always sail you back to the comforts of my parlor and my embrace

SE \_\_\_\_\_

Samus Darkforge

Though your eyes can no longer read

The words printed here.

I know that somehow, you know

That my heart is with you always.

Thank you for your lessons.

I have learned more than you know.

Love,

Celeste \_\_\_\_\_

Kendrick

Too much time has passed. Where are you? How are you, my friend? Have you succeeded in your quest?

Gwyneth \_\_\_\_\_

My dear Trivanus Lithanos,

Blood runs sweet,

Satisfaction in hatred

And lust.

I can see through you,

Right to your core.

Power, rage, love;

The flame burns white hot.

I have tasted its heat,

Its pain is pleasure. \_\_\_\_\_

~T

Dear Chastity,

Often times I find myself wanting to say something more than I have, but words fail me. As much as I loath the shadow it seems safety from my heart. I guess what I am trying to say is that you brighten my existence.

Yours,

Khaval \_\_\_\_\_

To my students,

I owe you my eternal thanks for allowing my life not to be in vain.

Albrecht \_\_\_\_\_

Caleb-

Sweet times.

Let's have some more. \_\_\_\_\_

-Z

Court and Rangers of Cumberland

Stay Strong, Drink Lots of Tea!

Rawr!

Gwyneth \_\_\_\_\_

To the Meat Biscuits,

Thank you for making things interesting. It's more fun with some competition around \_\_\_\_\_

To my Dearest Caleb

I can't wait to have your soft hands on my aged skin. Your soft kisses on the lines of my face brought me back to my youth. I will wait for you in Ravenholt City.

Mama Gypsy



Cont'd on Pg 7

## Vallentines Cont'd from Pg 6

R

Thinking of you, knowing you are happy in your new life will always make me smile. Missing You

J

To my Gypsies

The only true curse that one could ever bestow me would be to rob this world of treasures such as yourselves.

Captain Kage Amadeus Minari

Dheran-

You know your work. My compliments.

-You know who.

To the Members of the Healer's Guild...

Much love and admiration for all your work...

Gwyneth

My Eternal Siren

Wise men say that it is not the fall that kills you but your meeting with the ground. If this is true than I am not long for this world. I am falling so fast that my life must surely be near its end.

They say that beauty is in the eye of the beholder. If this is true than you must behold every eye With all of my power and all of my strength, I am still weak before you.

Know that from now to the end of my days, you will be nothing short of perfection. The living embodiment of love

There are some who say I'm a crafty linguist, cunning, if you will. There are some who say I will forever live the way of a scoundrel. There are others who try to hear my words ring hollow. I challenge them to say what they will and listen if they can, for if they do they will hear the truth.

Though my words are laced with innuendo, know that you have unlaced my heart. Near you, I am undone. I shared your pain and I know now what it is to be, and to be without. If you never love again, know that you are loved in secret beneath the Red Crescent.

Anonymous

To my love,

Though the days are dark and the nights are long when we are apart. I am never alone as long as I have your love.

Just - your love

Celeste –

Our destinies are entwined. I look forward to the day, soon, when we will be brought back together by happy circumstance.

-U.L

Fawn-

My pirate wench, meet me in the den

We'll dance until the waves are calm.

-Zenith

Rasilka,

A small lesson on this Vallentine's day. Remember, flattery gets you what you want, action what you need, and hootch where you want to go.

Uncle Kage

Zenith,

The words to express my admiration are not possessed by a simple soldier like myself

D

Once children, now women.

Once protected, now Protectors.

I am proud of you

Papa Bear

Celeste-

My brilliant shining star..

You brought me through my darkest night and gave me my greatest gift.

My love, our love, will ever shine through those nights.

My dearest friend, my truest companion

Where hearts and hands can touch

Never will you be alone.

-Willow

To my friends, the first to greet me upon my arrival to Ravenholt:

Dami, your smile and laughter brightens my days and lifts my spirits; and Kaltos, I am proud to call you a brother in arms, never let her go

Dheran

To my Destroyer of Worlds

Like leaves of summer's night dancing

Falling gems in moonlight waning

Leaves me singing on the sapphire sky

As darkness kissed by dawn

I wait for touch of your gentle being

With words embraced in silence

I call the name if my favored stone

Eloheh-I-Dangal

Cont'd on Pg 8

**Vallentines Cont'd from Pg 7**

Tayshia,  
The sculpture of your dark face  
Haunts me in the shadows of my dreams.  
Your piercing gaze  
sees deep into my soul.  
I long for the cruel smile  
that plays upon your lips  
Torn with fear and passion  
by heart and soul wage battle.  
You are a vision,  
emblazoned in my mind.  
-Anonymous

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To my Favorite Snow Bunny  
I will never stop chasing that which is wild, and which I covet,  
It is not only your beauty that drives me but the mere chase. I  
will work till the end of time and the end of my days to try to  
capture just a piece of your spirit, for I know that one such as  
you shall never be tamed.

Cabbage  
P.S. how is little Cabbage

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Willow,  
My willow, my love, my very being.  
No one understands me as you.  
I feel complete when you are near.  
True comfort is in your presence.  
Love,  
Celeste

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Tayshia,  
The sculpture of your dark face  
Haunts me in the shadows of my dreams.  
Your piercing gaze  
sees deep into my soul.  
I long for the cruel smile  
that plays upon your lips  
Torn with fear and passion  
by heart and soul wage battle.  
You are a vision,  
emblazoned in my mind.  
-Anonymous

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Dear Zenith,  
Anytime you want to Save the Duchy you can always count  
on me.  
Recuperating Nicely,  
Caleb Marduk

Nyri,  
I hear that you are no longer of this world. If this be true, I  
shall keep my pint and shall fancy a broom for our next meet-  
ing. I shall fondly remember the hills in which we met.

Kage

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Dame Saket,  
I only hope that we become closer in the future.  
a citizen of RavenHolt

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Jenna,  
Do not feel alone on this Vallentine's day. You have friends  
and Family who love you. And remember, should you ever need  
transport, my dinghy is yours to pilot; should you need employ,  
I'm looking for someone to haul my keel; and should you ever  
need a place to stay there is always a warm bed for you upon  
my ship.

Captain Kage Amadeus Minari

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Gabriel,  
The moments are never long enough,  
Hours seem like seconds, and days like glimpses.  
Patiently I wait, until I see those golden eyes.  
Flashes of trees, a warm embrace.  
Forever is an eternity.  
I cannot wait.  
Love,  
Celeste

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To Dame Saket,  
If we could reach up and grab a star for every time you  
make us smile, we would be holding the entire night sky in the  
palms of our hands.

With Love and Admiration,  
The Grey Ravens

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Trivanus,  
Friendship is a word not used lightly.  
True friendship is like a single red rose,  
The meaning lies in the presentation.  
Forgiveness lies in the heart.  
The rose I have for you...  
Grew its stem from friendship  
And blossomed its magnificent petals  
From my heart.

Love,  
Celeste

**Cont'd on Pg 9**

## Valentines Cont'd from Pg 8

My darlin' Phillip –

It's tahn yu left that cheatin' gutter trollup, Bertha, an' made yer way back home to mah arms. Ah fergive yu.

Yu no hoo

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My dearest Willow,

I am honored you'd call me a close friend  
You are the purity of nature I long to embody  
I am forever blessed to have your affection.

Happy Valentines Day!

-Love

Trivanus

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Mesaio-

Ever my quiet and wise companion  
Giving all for my aid and our love  
Will I ever be worthy of such a blessing?  
I can only hope so, walk well, my lover.

-W

---

Celeste,

What words could capture your essence?  
You are the guiding light of the star in the darkness,  
A sugar cube in the bitter drink of life.  
Rare it is that one makes me smile so often.  
Blessed are those you call friends and love.  
Happy Valentine's Day!

-Trivanus

---

Isagail,

Though I am not the man that you once knew, time & fate having drawn us apart, I shall always Love You, my wife. You are my life, my dreams, the very hope of my existence, radiant as the morning sun, gentle as a spring time breeze, as beautiful as the single rose we once found together, lo those many years ago within the glade that I first spoke of my Love for You. I miss you, my Love, Please come home to me.

K.

---

Caleb,

You make me blush  
Whenever you glance my way.  
Your sweetness humbles me.  
Your heart is pure,  
And shines  
Through your beautiful eyes.

Love,

Celeste

Curyll-

Sweet winds turn to clouds  
Bring storms to the forests  
Give Torrents to the earth  
Earth and sky move as one.  
In the end, our love shall be  
Storm to the earth, sand to the sea.

-Willow

---



Princess Gail,

You are everything an elven woman should be.  
Strong, passionate, pure and a rare beauty.  
Never sacrifice who you are for anything.  
You are the innocence of a rose,  
with the fires of a forge within you.  
I am humbled to call you friend.  
Happy Vallentine's Day!

-Trivanus

---

Beloved Marisson –

Every year do I find myself amazed anew that you ever could find it in your heart to forgive me for all that I have done. Beyond all reason, you return my love, in spite my hateful deeds, and so, I find myself the luckiest man alive, safe and sound in your arms each night.

Your ever grateful Balakarr

---

Trivanus-

I've seen it all, and I know the darkness.  
I'm still here, and I have matched your fire.  
Let our voices weave song  
Passion filled moments of tenderness rage...

-The lady from the waterfall

---

Dearest Bea –

I promised you our love would be eternal. That nothing, not even death, would separate us. It took me six long months to crawl out of the hole you buried me in, but I'm back.

Your loving husband, Efrom

---

Dearest Family –

I hope to once again drink deeply of my family's love, as has my brethren before me. I will see you, come spring, and we can rejoice and partake of the Cup to renew our bonds twofold.

Islena Baljar Mahrahkani

Cont'd on Pg 10

## Cont'd from Pg 1

complicated. The city has moved before, many times, its people have always gone on, its people will always go on.

There are those who would rather forget what has passed, to them I say take heart! The suffering has been great, but it is just such suffering that has made ours so strong a duchy. We have survived everything fate has thrown at us, from Brood to Sessuar and everything in between. The Sands of Sorrow (or Sea of Sorrow if we flood it) is a monument to this strength.

My friends, I do not doubt that we can restore the Sands of Sorrow to its former state, the question is; should we? It will take great amounts of labor and magic to do so. These resources would be better used to aid those in need and build our defenses. The money that would be required would be better spent housing, feeding and clothing the countless homeless and orphaned in the wake of this devastation, as well as building our defenses.

The decision is yours, ignore the plight of the victims and clean up the devastation, or leave it to stand as a monument to a strong people and a reminder never to let down our guard.

*(Editor's Note: The views of the author do not necessarily reflect those of the Herald Staff.)*

---

## Public Notices, Cont'd from Pg 5

Know all, from this moment forward, that the Trees walk...It is to be made known, by order of the Grove of Life, that we have begun their quest...

We walk in light and we fight a long battle...But we shall be victorious...For those that would fight with us, come forward...We will be known by the mark of the Grove of Life, a symbol comprised of twelve leaves, each a different color, forming a ring.

The Order of the Grove of Life is comprised of Warriors of Tyrra and Nature, working to rid the world of necromancy and creatures of undeath...Necromancy, as defined by the Grove of Life, includes the following magical spells:

Free Undead	Cause Light Wounds
Cause Wounds	Control Undead
Cause Disease	Help Undead
Cause Serious Wounds	Desecrate
Taint Blood	Cause Critical Wounds
Create Undead	Wither Limb
Cause Mortal Wounds	

A necromancer, as defined by the Grove of Life, is someone who casts these magical spells. Let it be known to all that we fight against this. Let it be known that we carry out the Grove's justice in these matters.

Order of the Grove of Life, House of Ashwood

Discs crack and fall. Protection limited. Voices curtailed. Visuals needed.

## Valls. Cont'd from Pg 9

Valamar~

You have shown me the beauty and desire within.

The very essence that burns white hot.

I am reborn each time you are near

Time is eternal within your sweet embrace.

Love,  
Celeste

Elsharra,

The sea holds you now

Safe may she keep you

until you return

to me.

-One who loves you.

To The Girl Who Holds My Heart,

Even if I could have the world in my hands, I wouldn't have a thing in a world without you.

Caleb Marduk



## Grist, Cont'd from Pg 2

things, PANTS, instead of a skirt, and she had apparently marred her fur with markings her mother did not care for in the least. Until they took it to one side, it was quite the show. And the moral of the story is: Always mind your mother!

Other Sarr sibs caused a bit of a tiff when the aforementioned lady stepped on the paws of some of her peers, taking the word of a gypsy rogue over one of their kin. We're not sure how it all worked out, but we did see the gypsy being questioned by Delahr, so we're fairly confident it was settled as it should have been.

Famous, or more to the point, infamous Sarr relatives appeared to be a theme this gather. Isn't that Thrakkash fellow dead yet? He sure is spooky, appearing out of the shadows at the oddest of times.

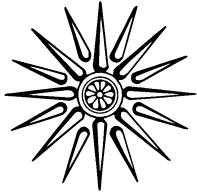
Karas, the Hobgoblin, is up to something, but we know not quite what. All that we could overhear was something about "...have to make sure the race and the tribe live on in our children..." or some such. If we heard right, all we can say is "Go, Karas!"

# the signpost

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

March, 603

## Chaos and Mayhem



The news from last fall is dominated by the growing power of R u c k u s . Since someone gave him a crown, he has become a powerful undead, and has been raising even more powerful undead minions.

Some thought it bad enough when there were endless waves of Ruckus Bones, and they are still coming. Theories abound about how Ruckus gained his power. Some say it's all from the crown, and others say that he was already becoming undead before he got the crown.

One thing for sure, Ruckus has to be eliminated. People are blaming a mystic named Fletcher, but they blame him for everything, so who knows the truth there? Someone said that

Death itself called for the destruction of Ruckus, but as usual, offers no help in the matter.

A whole den of Wolven are sprinting about, destroying pools of chaos. Are these where Ruckus gets his power? The Wolven have everyone on their toes, especially some poor guy name Camroon, who is constantly mistaken for Cameron!

With all of the things going on, it's no wonder the rabbit, they call him Bun-Bun VonFood, wants to escape and go home. One group that seems pretty happy to stay where they are is a herd of barbarians and such. They call themselves Rowdies, and they swarm their enemies like locusts. If only they could keep their leader alive.

## Occasional Quiet

Something that slipped by without notice last fall is that there were none of the Ghouls where the new people came in. Someone calling himself Rodash claimed that he was stuck up in a tree with the ghouls below.

It is still unknown where the ghouls go in the daylight, and how they know where the new people will show up. There is a short man in yellow or orange, it is told, who can also tell where and when new people will arrive. Perhaps he is becoming one of the creatures?

You would normally think that night would be quiet, at least in an area without lots of Liches, but there was quite an upset centered about different

people. The were acting strangely and jaunting off into the moors at all hours of the night! One of the Rowdies was making quite a ruckus (pun intended). He was knocking about, attacking his friends, and mystically untying ropes the bound about him.

The best times for quiet were in the day, when people had chances to get to know the new arrivals, trade goods with each other, and eat and drink without looking over their shoulders.

Since they have repelled Ruckus, things in general are very quiet, with only the occasional Ruckus Bones or crazed animal. What a nice place to live!



## The Truth about Death:

It is said that Death is simple to understand. There are the various voices, and tshiiiefatdimnrgyaolotneirin bhfwfdwlsntabeerugnrwutdptns feroveratsoaelibctrouiaswiys woielegigmavtsrmsifalkraaes fhnroiciopetaeinnoxdiricgvns diedenteenewtyrmheltottshome eeipardhubtteeoemovtsogoie axttensrsonwhsnohroowesaiatn which basically explains it all.



# Letters from the signpost

Who is this Magus Tykahn Walker of the Flames, and emissary from the Order of the Blaze? Is it a he or she?

*You have all joined us. It is just a question of how long you resist. For, every day you go further into chaos, and I grow in power and influence. Eventually, you will all see that chaos is the way.*

—Ruckus

*Ruckus must die.  
Angus Campbell - Warrior of the Boar Clan, Member of the Rowdies  
Scribed by Therivol*

Grove says he is One Sexy Mystic.  
Show of hands? — The Pixies

I HAVE NO INTEREST OF EVER  
LEAVING THE CROSSROADS —  
SAGE

*I am looking for a good sword, one that is very sharp, and will not break easily.  
- Angus Campbell - Warrior of the Boar Clan, Member of the Rowdies*

Hoegarrth iz a noz pikker - sez  
Tha Diggin Pakk

## Needed:

Carpenters and Masons to repair the weapons workshop. — see Maddock

Firewood, stacked and dry. Compensation generous.- Illya Von Gelt

**INFORMATION AND PROPERTIES OF ALL COMPONENTS FOR SHARED LISTING. — GROVE DEMONAE**

*Armor and Shields, much to trade with. — Spatha*



### NERO Mass Players' Town Meeting, Site Tour, and Work Weekend (March 29<sup>th</sup>-30<sup>th</sup>)

On Saturday, March 29<sup>th</sup>, from 1 pm to 5 pm, we will be holding an out-of-game Town Meeting for NERO Mass players at our new (old) site in Ware, at Camp Alliance. We will start with a site tour beginning at the tavern at 1 pm, and then will return to the tavern for a meeting to talk about where our players and staff want to see NERO Mass going next. We'll be looking for ideas for improvements – if you have an area of concern, please also try to have some useful input on

means to correct the problems! After the general meeting, Ravenholt plot members will be available for Q&A about just about anything plot related. We welcome plotline proposals at that time, as well.

Upon completion of the meeting, we'll move into a work weekend mode. We've got a couple of projects to tackle during this weekend. Notably, we'll be setting up our storage area to prepare for the move, and will be fixing up the rooms above the tavern (they

need some cleanup, patch work, and massive painting). If we get enough people, we may handle a couple of other things around camp as well. If you have paint sprayers we can use, and other related equipment, please let me know. Also, if you have specific carpentry skills, tools, etc., and are willing to oversee a project, please let me know that, as well.

We'll have dinner on site, and those who want to, can stay over Saturday night in the

manor house (heated) and we'll continue to work on Sunday during the day (breakfast and lunch will be provided on Sunday). If you can make it to some or all of the work weekend, please let me know so we can plan for food quantities. It is certainly acceptable to come to the Town Meeting even if you can't stay to help on the work weekend, but I hope you can do both!

-Rachel

### Ware Site - Small Cabins Housing Requests

Since we are returning to Ware for the season, we have about half a dozen smaller, non-electrified cabins available, which will be scattered about the field. In the past, they were "bid" for by people who would be playing fairly regularly and wanted to go all-out to decorate them and make them especially in game. If you are interested in proposing a use for one of these cabins (which tend to fit between 2-4 people comfortably), you expect to make it to most, if not

all, of the events this season (barring wait list issues), and you have a proposal to make use of one of these cabins, please send a brief synopsis to [plot@neromass.com](mailto:plot@neromass.com). You should include the people you expect to be housed there, their goals in having a separate cabin, and how you expect to decorate it to add to the overall atmosphere for everyone in attendance. Proposals must be in by March 30<sup>th</sup> in order to be considered.

### NERO Mass Moving Day and Work Weekend (April 11<sup>th</sup>-13<sup>th</sup>)

In order to facilitate our move from the Brimfield site to the new (old) Ware site, we will be having a work weekend that begins at Brimfield on Friday, April 11<sup>th</sup>, at 7 pm, and moves to Ware on Saturday, April 12<sup>th</sup>, at around 4 pm, ending on Sunday afternoon. We'll be able to stay over at each camp (Brimfield, Friday, and Ware, Saturday), as needed. We'll begin at Brimfield, loading up a moving van with all our gear and making sure the camp is in spotless condition, doing a couple of small projects for the

camp as a thank you for all their support of us. We'll then move the gear over to Ware and unload it into our storage area, getting as organized as possible for opener two weeks later. We'll work on some additional cleanup and repair work around the Ware site to get some projects done for them. Please let me know if you can attend, so we can plan for food, etc. Also, if you have specific carpentry skills, tools, and so on, and are willing to oversee a project, please let me know that, as well.

### New Information-Only Mailing List

NERO Mass has added an information-only Yahoogroups list. It will only include notices from NERO Mass staff such as housing lists, event cancellations, etc., and cannot be posted to by members. In order to belong to this list, you must have attended at least two NERO Mass events in the last two years, either as a PC or as an NPC. To register, you must email Rachel at [infolist@neromass.com](mailto:infolist@neromass.com), sending her your current name, address, phone, DOB, home chapter, and email.

### 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.

## Online Player Database in Beta Test Mode

If you are an active member of NERO Mass, you can now access your character cards, character history, and several other character related features online at

<http://www.neromass.com/members/>

You must have your player ID from a character card (NOT always the same as your Membership Card ID) in order to login. The User ID field should be your last name plus the member number (without the "a" or "b" found at the end of the number on the character card). It is case sensitive, and this is also your password, which you can then change to a password of your choosing for later use. For example, the format would read: "Smith1234" (note Proper Case + no space + numeric format). If you do not know your login ID, you can get it by emailing Rachel from an email that is already on file for you. Please let plot know if you have added a new character history to the records so it can be reviewed.



## Event Registration Policy Adjustment for 2003

Please note that as of January 1, 2003, any given player may only register 4 PCs each (including oneself) for Ravenholt events. This is to help manage registration numbers and to ensure more people have an opportunity to attend. If you have a large team to register, please be sure to plan ahead and have several team members help with registration. As with last year, registration begins at 10 am on the Saturday of that event's registration date (see calendar). Registrations received prior to that time will be held for 24 hours before being signed up. While we are still basing our numbers on an initial cap of 100, please note that we went

through most, or all, of our wait list for almost every event last year, although many people only come off the list during the last week before the event. As such, it's still well worth putting yourself on the wait list, even if you don't think you'll make it off the list.



## Transform Information Wanted (Ravenholt Plot)

If you have a Transform on your spirit and want Ravenholt Plot to acknowledge it, please have the plot committee that allowed it to be placed upon you send [plot@neromass.com](mailto:plot@neromass.com) a description of the powers, and a bit about how and why it was performed. Additionally, if there are any specific plot threads that the other committee considered should we the transform, them inform us of Note that we official confirmation of the stats it into consider activating it. As always, should we decide to activate a transform at plot discretion, we may also opt to activate a limited version of a transform if we feel it may be too overpowering to game balance.



## Receiving Proper Event Credit

Please note that 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.

## 2003 Schedule

<u>EVENT</u>	<u>DATES</u>	<u>REG. BEGINS</u> <u>(10 AM)</u>
Ravenholt Revel - Plymouth	3/14 - 3/16/03	2/1/03
<b>The Following Dates are Confirmed</b> <b>(all will be at Ware except Lovecraft, which will be at Brimfield)</b>		
Ravenholt Season Opener	4/25 - 4/27/03	2/15/03
Lovecraft Weekend	5/9 - 5/11/03	2/15/03
Crossroads Opener (NEW)	5/16 - 5/18/03	2/15/03
Ravenholt Long Weekend	5/23 - 5/26/03	3/22/03
Crossroads Event	6/6 - 6/8/03	2/15/03
Ravenholt Weekend	6/20 - 6/22/03	5/3/03
Ravenholt Long Weekend	8/29 - 9/1/03	5/31/03
Crossroads Weekend	9/12 - 9/14/03	5/3/03
Ravenholt Weekend	9/26 - 9/28/03	6/28/03
Crossroads Long Weekend	10/10 - 10/13/03	5/31/03
Ravenholt Season Closer	10/24 - 10/26/03	9/6/03

## New National Policies

As of January 8<sup>th</sup>, 2003, the following two National Policies went into effect:

All new characters will begin at 65 XP (30 Build Points). Any character who did not get the benefit of an advanced starting build past 65 XP will be given 65 XP or the difference in XP to make them equal to a starting XP of 65.

Spell Incantations and other spoken forms of Effects will be changed to include a number to indicate the magnitude of the effect, if it contains a damage or healing amount. This is a Rule Change, not a Playtest. The number is part of the incantation of the spell or effect. A packet may not be thrown before the entirety of the incant is

spoken. This includes any spell effect that is associated with an unspoken number. Example:

“<Incantation><damage>”,  
“I call forth a flamebolt. 20”  
(*NERO Mass Note: Please be advised that we will be using a “polite reminder” approach to this at the March revel as people become accustomed to the new calls, and ask that people not begin calling incants as blown until April opener, at which time the incant will be deemed blown if the numeric is not included.*)

Joseph Valenti will answer any questions regarding these policies, via email, at [neroint@aol.com](mailto:neroint@aol.com).

## Item Tag Location & Phys Reps



Please remember that, per National rules, item tags belong on us. We will be enforcing this more stringently in 2003, in particular for items such as weapons and shields, to avoid confusion over whether the item or the tag is the in-game item. We recommend that you get either clear plastic tape or card protectors to protect the tags from the weather and general wear and tear.

Also, a reminder about physical representations: If you are carrying an item for general use (i.e., any time other than bringing it from a module encounter back to your storage locker per the Storage Locker playtest), you must have appropriate phys reps for each item. You may not carry

tags in out of game portions of your gear to avoid the need for phys reps. The only suitable in game storage area for non-repped items is per the National Storage Locker playtest.

Additionally, if you want to make use of items during an event, the tags (and associated phys reps) must be actively retrievable on site, and may not be stored in out of game areas such as vehicles.



## staff contact info

### Owner: [owner@neromass.com](mailto:owner@neromass.com)

Rachel Morris (203) 426-7729  
NERO Mass, 25 Aunt Park Lane, Newtown, CT 06470

### Event Registration: [register-online@neromass.com](mailto:register-online@neromass.com)

Phone: (203) 426-7729  
Mail: NERO Mass, 25 Aunt Park Lane, Newtown, CT 06470  
<http://www.neromass.com/register.html>

### Character Update: [update@neromass.com](mailto:update@neromass.com)

Bob Hawkins (508) 229-0836

### Ravenholt NPCs: [npc@neromass.com](mailto:npc@neromass.com)

Gary Strong (603) 595-8894

### Crossroads NPCs: [crossroadsnpc@yahoogroups.com](mailto:crossroadsnpc@yahoogroups.com)

Sean Daniels

### Newsletter: [newsletter@neromass.com](mailto:newsletter@neromass.com)

Mail: NERO Mass, 25 Aunt Park Lane, Newtown, CT 06470

### Adjudication: [adjudication@neromass.com](mailto:adjudication@neromass.com)

Jeff Collins (508) 261-8842  
Chris Herbert (508) 835-4393

### Plot:

Ravenholt: [ravenholt@neromass.com](mailto:ravenholt@neromass.com)  
Crossroads: [crossroads@neromass.com](mailto:crossroads@neromass.com)

### Websites:

Ravenholt: [www.neromass.com](http://www.neromass.com)  
Crossroads: [www.neromass.com/crossroads.html](http://www.neromass.com/crossroads.html)

For additional staff contact information, see:  
[www.neromass.com/staff.html](http://www.neromass.com/staff.html)



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

*Ravenholt March Revel Slots Still Available  
 Town Meeting, Ware Work Weekends, etc. (see OOG news)*

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<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.

### NERO Mass Web Page

[www.neromass.com](http://www.neromass.com)

### Ravenholt Campaign Plot Web Page

[www.neromass.com/ravenholt.html](http://www.neromass.com/ravenholt.html)

### Crossroads Campaign Web Page

[www.neromass.com/crossroads.html](http://www.neromass.com/crossroads.html)



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