

Failed Resurrections Provide Clue to Defeat of Necromancer

By Daphne Green

On Friday night of the recent gathering, the spirits of two farmers appeared in the Ravenholt Healer's Guild. In both cases, after an apparently normal resurrection, the physical forms of the people appeared, but the spirits did not bind correctly to the bodies, resulting in a failed resurrection and permanent deaths. Both bodies had an unknown spirit mark on the right cheek.

Using the Celestial circle, Kestrel attempted to identify the nature of the spirit marks and to trace their source. He discovered that the spirits of the farmers had been "shred-

ded" so that there was no remaining spirit to bind to their bodies. While tracing these effects, Kestrel was seriously wounded. The bodies were stored in a safe place in the hope that some solution might be found.

On Saturday evening, a woman with the spirit mark appeared. The resurrection attempt on her was successful. The woman told the Guild that she and three other farmers had been captured by an unknown man, who had taken them away one by one for periods of several hours. She had been the

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Elementals Attack!

Numerous elemental attacks have been occurring in and around Ravenholt, with the central focus appearing to be the capital city itself. Particularly unusual about these attacks is the fact that pairs of differing elemental beings, including some usually thought to be enemies, seem to be teaming up during these small skirmishes. Not all the attacks are upon cities and towns, but rather, more often, they seem to be focused on specific individuals or clusters of individuals.

The unusual pairings have

not even been consistent from battle to battle – at times, Fire and Water have been seen working together, only to be followed by Fire and Chaos or Water and Air, and so on. There certainly appears to be a pattern, but we have yet to discern what it may be. Of particular concern is the inconclusive piece of information that seems to have been disseminated at the last gather. The elementals appear to be seeking what they "did wrong the last time," creating considerable speculation that the ele-

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Changes Observed - Barrier Evolving?

Scholars in border cities and towns around Ravenholt are in a flurry to find out what has happened to the barrier in recent weeks, and more importantly, why. It seems that approximately a week after the last gather, a merchant who often trades goods from other lands by way of the Lake Ardyn corridor was making his way towards a meeting coming in from Grunsfeld, in Zarkym, Volta, heading towards Millhouse, Westmarch, to drop off supplies before moving on northward. He became lost when changing routes to avoid bandits. His usual method of trading was to meet

with a colleague just outside the barrier and swap for goods from Ravenholt. He could then continue on with items that do not usually pass through the barrier.

This trip, however, would prove enlightening. As he took his alternate route towards the barrier closest to Millhouse, he took a wrong turn and ended up coming back around the far side of Millhouse, inside Ravenholt itself. This, in and of itself, was not of major concern to him, but it was surprising because once he caught up with his business partner, he discovered that nearly his en-

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Mysterious Map Appears in Ravenholt City

At approximately 6 pm on Saturday evening of the first gather in the newly rebuilt city region, a strange formation arose from the ground in the middle of town. Reported to be of pure tyrran composition, it takes the form of a map of the entire duchy. The map itself has no manmade creations on it, instead forming a topographical representation of the land itself. It clearly delineates rivers, major forests, mountain ranges, and major bodies of water. Additionally, it appears to show the scorched region most refer to as the Sands of

Desolation which encircles Ravenholt City, with the somewhat less devastated city as a smaller disc within the larger one. Voltreg, the Tyrran alpha being, and a former Ravenholt citizen who ascended, who occasionally wanders the region, is believed to have expressed his surprise that the formation was actually growing and living. He claimed to be able to feel the grass and trees on the map growing moment to moment.

The map has not receded into the earth since it was

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The Laws of Ravenholt - 603 ER

The purpose of this writ is to serve as a reminder to all citizens and travelers in Ravenholt of our Laws. It is your responsibility as citizens and visitors to be cognizant of our laws. Failure on your part to learn the laws is not a valid defense in trial. Those who are established citizens of Evendarr or recognized visitors are protected by and subject to these laws. The Nobles or Magistrate will make the final decision of who is or is not covered under the law.

Matters of Commoner Law may be handled by a magistrate or noble of the land. Within the city of Ravenholt all matters of commoner law are handled by the Lady Magistrate. As of this writing that position is filled by Lady Magistrate Saket Shabmah. Matters of Noble Law shall be handled by the liege of the Noble in question. While all laws have suggested punishments, it is the privilege of the Magistrate or Noble sitting in judgment to punish each criminal as harshly or as leniently as he or she sees fit, depending upon the circumstances surrounding the crime.

There are proper channels available to challenge the decision made in a criminal trial. That proper channel is NOT the Raven's Herald. If any citizen of Ravenholt is in need of information regarding the appeal of such decisions, you may ask of any noble of these lands.

LOW CRIMES

Low Crimes usually consist of damage or theft of property or assault, and are therefore punishable by fining or incarceration. Multiple or repeat offenses may be punishable by confiscation of the individual's possessions, or by death.

Arson: Destruction of another's property by fire.

Assault: Placing someone in fear of harm, seriously threatening another person, or by battering, or causing harm to a person or his or her property. These threats may be physical or magical threats.

Bribery: Obtaining favors, money, or other property by force, intimidation, or illegal means.

Conspiracy: Planning to commit a crime, aiding a criminal (a person in the commission of a crime), obstructing the investigation of a crime, or obstructing the course of dictated punishment of a criminal (i.e. setting a criminal free from incarceration, delivering a Life spell to one sentenced to a death, etc.) is conspiracy. In matters involving nobility, this will become Treason. In matters involving Undead, the charge will be Necromancy.

Anyone looting the defenders of the town while the town is under threat will be considered guilty of Conspiracy to the crimes committed therein. This is likely Conspiracy to Treason as a minimum, and will result in severe punishment.

Contempt: The willful disrespect of a noble or public official, or the willful disobedience of an order given by said noble or public official. Let it be know that His Highness Prince Kevynn Blackfox has passed a law requiring that all nobles be addressed

by their proper titles. Failure to do so will be considered Contempt.

Let it also be known that, according to Evendarr Law, common folk may not engage in "Honor Combat" without the sponsorship of a noble. Any common folk engaging in "honor combat" without a noble sponsor present will be charged with Contempt and Public Disorder, as well as any crimes committed such as Assault or Murder. If anyone is harmed other than the two parties engaging in the "honor combat," the person who caused the harm will be charged with the appropriate crime.

Forgery: Producing or planting of false documents or money for the purpose of deceit.

Theft: Stealing or destruction of another's goods by any means. Tax evasion is theft.

Public Disorder: Anyone found to be acting in an abnormal or irrational manner (i.e. babbling nonsensical statements, walking about unclothed, speaking or acting in a manner unlike themselves, etc.) must be brought to the Mage's Guild immediately for Celestial Identification, and if necessary, detained there until the madness has passed. If no external cause can be found for the disorderly behavior, a fine of no less than one gold shall be extracted, and paid to the Mage's Guild by the afflicted person, whether paid in cash, material goods, or guard duty for 1 hour.

HIGH CRIMES

High Crimes are punishable by confiscation of goods and by death. Obliteration may be ordered for multiple or repeat offenses.

Kidnapping: Taking or constraining a person by means of unlawful force.

Murder: Taking of another's life, even if a Life spell is administered. This law protects all citizens and visitors, exclusive of the monster races that threaten Ravenholt and its citizens.

By explicit decree of his Highness Prince Kevynn Blackfox, the killing of a Unicorn within the boundary of Ravenholt is to be considered a crime.

Necromancy: Casting of a necromantic spell (any spell with the word "Chaos" in the incantation) or ritual is Necromancy, as is the creation or knowing possession of any necromantic item (any item created through necromancy or one that produces a necromantic effect) or creature, and as is consorting or conspiring with Undead. If one is forced to consort with Undead under extenuating circumstances, this consorting, and the circumstances must be reported to the Duke or Duchess immediately for any future plea of leniency to be considered.

Pretending to a Noble Title:

A commoner who seeks to convince another that he or she has a noble title is guilty of this crime. Falsely claiming former noble title is considered to be Pretending to a Noble Title. You

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Grist from the Mill

We hear there are a number of new Sirs in town (although at least one of them may be a Lady). Since we almost never hear the news that's fit to print, we're not quite sure who all the newly knighted are, but we know they're out there. Be sure to call them by their titles when you see them – we understand His Grace has published the laws of the land again, and by Prince Kevynn's word, all nobles shall be referred to by their rightful titles. We suspect the Princess may be unhappy about this, as she never cares to be so called. We haven't much more on the nobles front this month – they all locked themselves away for hours with His Grace last gather, and while there were comings and goings (we hear Sir Greystone and his lovely wife Lady Samara were called forth to meet with the nobles), we don't have any insights...

On the what-was-he-thinking front, we hear that former Guild Security Chief Ashmont has raised the ire of His Grace, who, for a surprising change of pace, did not so much as offer Ashmont a trial for a crime that isn't entirely clear to us. We hear someone snitched on his plans to, supposedly, kill Duke Roderick?! For his troubles, he was given at least two deaths – possibly three – but he seems to have survived. We wonder if he was checked for enslavement poisons before being convicted, because these treasonous acts seem beneath him, and if he really were that devious, wouldn't he have left town after the first death?

In spite of numerous plumbing troubles, which seem to have been caused by vandals wishing the city to remain uninhabited, things in the newly renovated quarters seem to be settling in nicely. We understand local merchants are working to rebuild the damaged pipes and valves. The guilds have established themselves in one of the larger structures in town, and have put up their circles to be ready for the best (and worst) the region has to offer. In past Mills, we wondered at why anyone would rebuild on the same location by Lake Ardyn, which has caused so much strife in the past. From necropolii (necropolises?) to collapsing tunnels and underground cities, this region of Ravenholt City always seems to bring forth trouble. It seems the first gather of the season proved us correct in our fears – there were numerous reports of ghosts and hauntings from Ravenholt's past, which were (theoretically) laid to rest by the vigorous efforts of visitors to the gather when they created a monument to the Spirit of Ravenholt and laid it to rest.

In other news from the field, we hear tell of a horde of goblins, believed to be all of a single tribe called either Durr Tear or Dirty Ear, depending on who you ask, which marched themselves lock, stock, and bladefury into town. That's right. Bladefury! They made a big scene of parading around town, calling out what we assume was their tribal name, waving weap-

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A Friend, Remembered

I remember the red glowing eyes, the fierce battle, and the horrible carnage about the small farm in Coombe, Eastwyck. I remember the relief I felt when the glow of the eyes dimmed to black. I remember the sickened feeling I had, not being able to tell one body from another. I remember the hate of undead creatures that welled up inside me. I remember the exhaustion and sinking to the ground for rest. I remember the slight noise. I remember re-gripping the sweaty hilt of my sword, of looking to the stars and gathering my will, and of asking Tyrra for her aid. I remember the noise a second time and knowing it could not be more of the undead. I remember the whimper of a small child, I remember tearing through the house, the sound of moving furniture, the opening of door after door. I remember the tears that came and the renewed hope I had.

I remember panic. I remember scooping you under my cloak to shield your eyes. I remember riding, riding till exhaustion over came me and my brave steed. I remember a restless night and waking with a start as if Tyrra her self showed me your path. I remember returning time and again to the orphanage, of how you run to hear the stories of Anvil, Alaric, Arracor, Donnel, Gabriel, Bishop and all the others. I remember your dream of becoming one of Anvil. I remember your sorrow when they retired. I remember the glow in your face when My Lord Baron Daramor Darkcloud said you are a member of the court.

As time goes on, many of these things we put to the backs of minds. Only much too soon, to be reminded of them.

Of all the memories that rushed to me last eve, my FRIEND NORFOLK, I ask that you remember this of me. I shall not meet my final rest 'til the undead creature that left the marks upon your neck has met his.

Remember MY Friend
Perdue
High Mage of Eastwyck
Arch Wizard of Stealth And Shadow

Storage Outpost Robbed...Perhaps?

There are scattered rumors that one of Thomas Velbright's White Star Trading Company storage facilities was robbed. When our field reporter questioned the guards stationed at the building, they vehemently denied that anything had happened. Our sources report that two of the men who work there were seen resurrecting late Saturday night and spoke of a small group of people who were raiding the outpost. No other information has been made available and the two men in question were not available for comment. Since 'nothing happened,' the lord magistrate has, in all likelihood, not investigated the situation. Is this linked to the bandits seen in Westmarch, or is it just a rumor?

Obituaries

Norfolk fell for his final time on a starless Saturday night in April 603. His body was found, sword and shield in hand, on the great field of Ravenholt City. With puncture wounds to his neck, he was brought to Ravenholt Healers' Guild, where he failed to resurrect. A ceremony will be held in the Funeral Parlor, then he will be laid to rest at the orphanage in Griswold, Eastwyck. Norfolk was affiliated with the Court of Eastwyck and served them well for much of his young life.



Midsummer's Faire

It is my great pleasure to report that by decree of His Grace, Duke Roderick Ravenhurst, a faire shall be held on the weekend of the 20-22 of June. There shall be merchants from afar as well as entertainment. Fawn, of the Shooting Star Carnival, is expected to bring her show as well, and there will also be a gypsy casino. The world famous Goblin Market will be there, along with many other exotic merchants.

The so-called "Green Laws" are to be lifted for the duration of the faire and no violence shall be tolerated against any creature within the city proper. All weapons are to be peace-bonded, gas globes and aura are not to be displayed. The only exception will be the guard and the nobles of the ducal household.

Those who wish to sell their wares as well as those who have talent as entertainers are encouraged to contact myself, Lady Carella LaRose, Clarkton Road, Griswold, where I am staying with friends, to enquire about the cost of vending and the rate of pay for entertainers. Entertainers will be paid a stipend plus whatever tips the good faire-goers reward them with.

Plague in Eastwyck

In Mallow, Eastwyck, many people have fallen ill and others have died from a strange malady, which is being referred to as simply "The Plague." In its early stages the plague causes a person to become less hearty. Next the ailing become lethargic, unable to concentrate. The victims then develop high fevers and are unable to perform day-to-day activities. Finally, they then fall unconscious and eventually die.

There are many skilled healers working to solve the problem, but more help will be necessary. There is no known cure for the plague, though healers are working themselves to the bone trying to find one. We advise steering clear of Mallow unless you are going to lend aid. If you exhibit any of the symptoms, see a healer immediately.

In Memory of Norfolk

Late on the night of Saturday the twenty-sixth of April 603, Norfolk of Eastwyck met his demise. Many among you may think this a cause for rejoicing, I would ask you to take pause before celebrating the permanent death of one so young. Many of us have made foolish mistakes in our time and yet we made it through these times and lived to atone or at least try. How many of us were never caught for what we did? How many would be outlaws or dead were it not for the pardon of Princess Andrea Huntington? Who, then are we to judge such a child as bad?

Those who have led exemplary lives should be doubly ashamed to feel joy at his passing. You knew the way, yet you made not even the smallest attempt to assist him in finding his way. To those who saw what I saw, and mourn a life that took many wrong turns yet had good intentions, I see we understand each other.

Norfolk could be a royal thorn in my side. Many times I wanted to beat him to death, get him lifed and do it again. Then there were the other times, times when I just knew he would grow to be a strong young man who would stand by his convictions and his friends. I spent a lot of time yelling at him, I know, but it was because I knew he could be so much more than what he was, if he were guided in the right direction. Unfortunately I was not the proper guide.

When Norfolk's body re-formed, it had twin puncture wounds on the throat, just over the carotid artery. It was a vampire who slew my friend, my brother. Whoever it is, wherever it may be, one day I will see it dead, mark my words. I am not afraid.

To my dear Norfolk I wish I could tell you what a true friend you were to me and thank you for all the times you pulled my fat out of the fire. Now that you're gone who'll watch my back? Who'll go on wild adventures with me? Now it is too late I realize all the things I should have said, now that it's too late.

Rest peacefully, may we never meet again in this world, only in the realm of death. I am

Yours in service,

Elsharra Moira Cappelana Monfort - The Kitten

*The Fleet of Foot
Fleet Messenger Service*

When your delivery is important, choose Fleet of Foot, now with offices in Ravenholt City. Delivering messages, both verbal and written, as well as packages, locally and regionally.

Laws from page 2

may not represent yourself to the monster races (such as Goblins, Ogres, Trolls, etc.) as a noble unless you hold title.

Slavery:

Forced servitude, the buying or selling of another to enforce servitude. This can be through the use of Dominate poisons, Enslavement poisons, Euphoria poisons, Love poisons, as well as by physical or implied threats. No one may own slaves in Ravenholt, be they monster or otherwise. Let it be known that the possession and use of the elixir commonly known as Euphoria is always illegal.

The possession of Enslavement poisons by anyone of less than Baronial title is deemed a crime.

Treason:

Attempting to overthrow the lawful government of the land by means of force or trickery. This crime may be punishable by death and confiscation of all worldly goods. In the matter of High Treason (the attempt to overthrow the Duchy, Principality or Monarchy), Obliteration is mandated, and may be to the final death.

Permission to create Circles of Power with any duration exceeding five (5) days, must be granted by the Duke or Duchess, and the "owner" of the Circle must be able to produce a writ to that effect. As such, any Circles for which permission has not been granted, are prohibited, and "possession" thereof shall be considered a crime of Treason.

TO CITIZENS AND VISITORS:

All citizens and visitors are protected by these laws, and required to obey them. Invaders of this land and declared enemies of the Crown are not protected by these laws.

You may not be arrested for committing the following against a monster, an invader, declared enemies of the Crown, or their property: Arson, Assault, Theft, or Murder.

Violation of the following laws, regardless of the victim, is forbidden. These are: Kidnapping, Slavery, and Necromancy.

REGARDING OBLITERATION:

Failure of Obliteration shall NEVER be considered to be caused by the innocence of the condemned. Failure of a ritual is caused by a failure of the magicks themselves, or by an error in the casting.

REGARDING NOBLES:

Let it be known that all those persons who are under consideration for assuming noble title within the lands of Ravenholt (Squire, Lady/Lord, Dame/Knight, Baroness/Baron, Viscountess/Viscount, or Countess/Count) must be presented by their liege-to-be to the Duke or Duchess for introduction and examination prior to their appointment. If a noble is appointed without having been presented to the Duke or Duchess, they shall be found guilty of Pretending to a Noble Title, and their liege shall be found to be in Contempt of this law.

All those holding Noble Title within the lands of Ravenholt must attend at least one half of the Gatherings in the Capitol City in order to retain their title. Extenuating circumstances will, of course be taken into account, but only if communicated well ahead of time. However if a noble is absent from more than one half of the Gatherings without excuse, their title shall be removed.

By My Word,
Duke Roderick Ravenhurst
Long Live King Mykel
Long Live Prince Kevynn
Long Live Ravenholt

Lady Magistrate's Public Report

For the gathering of April 25th-April 27th

Ducal Decrees:

The Laws of Ravenholt have been rewritten and they were put into practice as of April 25th. 603. Copies of the laws have been posted in the tavern and are included in this edition of Raven's Herald.

Effective immediately by order of Duke Roderick Ravenhurst, no one, under any circumstances is to enter the barrier or touch the nodes that control the barrier unless they have a valid writ from a Baron or noble of higher rank. Anyone found in the magical barrier without said writ will be arrested on sight and tried by the Lady Magistrate.

Matters of Law:

His Grace Duke Roderick Ravenhurst found the citizen Ashmont guilty of High Treason. His punishment was to suffer obliteration; however, his Grace showed leniency on this sentence and remitted the 3rd death upon Ashmont turning over the keys to the mechanical device used to trap Garn.

The Lady Magistrate found the man who threw down the single black rose at the Earth Circle that protects the White Roses, guilty of contempt and treason. His was punished with an execution after he willfully admitted that he had intentions to overthrow the local government and harm the protected White Roses, in addition to his disobeying a direct order to cease running away from the scene.

His Grace Duke Roderick found Samara, wife of Sir Grey-stone, and dream elemental, guilty of Kidnapping and Treason. Her punishment is that her noble title be removed and that she is banished from the Duchy of Ravenholt. Be it known that Ravenholt laws do not protect her should she ever return to Ravenholt.

Let it be known that the Earth Circle within the tavern is believed to have been erected by the sentient item, the Tyrran harp. Sir Kovan and Dame Saket of the ducal household are in charge of its safety and condition. All questions pertaining to it should be directed to one of them.

public notices

To ALL who are elementally marked,

It is highly crucial that I speak with *anyone* who is marked by *any* element or has any elemental affiliations. I have made several requests – consider this one more official.

Sir Curyll Taylor Stormydd
Knight of Cumberland
Lord of Redbrooke Keep
ArchWizard of Weather and Warning



We are seeking to buy all your overstock components, scrolls and potions. If you would like to make some coin, and empty your overstuffed storehouses send us missive at our location in Orakken.



Please join me in congratulating Curyll Stormydd Taylor, who as of May 26th, swore his oaths as a Knight of Cumberland.

- Baron Moonwind



To Sir Daedalus, Perdue, and Eledon;

It is imperative that I meet with you concerning the ritual on the Map. I wish to piece together the puzzles of what was seen and felt. Please seek me at the next Gather, or send missive to me in Redbrooke.

Sir Curyll Taylor Stormydd
Knight of Cumberland
Lord of Redbrooke Keep
ArchWizard of Weather and Warning



Charity Auction and Keg Party

Due to the awful devastation wreaked by Garn, the noble court of Eastwyck will be holding a charity auction to benefit the survivors of the devastation and aid in rebuilding the area around Ravenholt city.

Donations of property and money may be brought to any member of the noble court before and after the auction which will be held at Eastwyck Hall on Saturday, 24 May 603 beginning at 7:00 PM. Admission is three silver and there will be three kegs of the finest dwarven ale money can buy on tap. All are invited. Come early, stay late!!

-Kitten



Sybel,

I seek your council once more. Much has transpired, and I believe we can help each other. Please come and find me.

-The seeker in the clouds

A Look Back

A Look Back is a new feature in the Herald in which we will travel back through the annals of the Herald's publications to bring a fond bit of memory from days gone by.

This Month in History, 598

- His Grace Roderick Ravenhurst made his first appearances as Duke of Ravenholt. Countess Altair was notably impressed with his formal demeanor in all dealings.
- The Kinslayer roamed the land, taking vengeance upon Mystics everywhere for his lost love.
- The Order of Ouroboros strove to cultivate new members.
- The Voltan Bear Tavern changed its name to The Topsy Gypsy.

This Month in History, 593

- Brood returned to terrorize Ravenholt once more. Viscount Arcevol was transformed.
- The Heroes of Ravenholt fought what was hoped to be their final battle with Sakkalid
- Life Elementals demanded retribution for their kind killed in the battle with Sakkalid
- Companions of the Circle indict Baron Darin Darkcloud of Capulus, Raven's Herald Editor Lady Vallen Brynlydon, and Commoner Ashe, Court Healer of Arkham for Conspiracy.

Grist from page 3

ons high. The local bigwigs psshawd them, leaving them to more youthful warriors still in need of training, until the leader lifted his blade and cried out “Prepare to...” at which point all eyes turned in time to hear the rest of the far-too-large pack follow suit. We suspect these are some of those greens who have been studying specific skills to hone them...we just wonder who on all of Tyrra would be fool enough to teach the goblins the art of Bladefurying?!

Elementals from page 1

ments are gearing up for the next Great War, but that they hope it will have a different ending.

Unusually, it seems, the elements are not exclusively concerned with mere mortals and our destruction. In fact, in a recent confrontation, representatives from Earth, Air, Fire, and Water were all convinced to call off their minions and work peaceably together, at least for a short time. (See Mysterious Map article, this issue.)

Necromancer from page 1

third one to be removed, and knew nothing of the current fate of any of her companions. She had observed various objects in the room in which they were imprisoned, including striped toadstools and bat wings, which the Guild suspected were ritual components.

After identification in the Mages’ Guild circle, it was revealed that her spirit had also been severely damaged, but that fortunately there had been enough of it left for a successful resurrection. The woman was warned that if she died again it would undoubtedly be her last death.

An unnamed man wearing a black and white jester hat (believed to be part of the entourage of Baroness Marina) informed the Healer’s Guild that a group of alchemists had been hired to find various components, including striped toadstools. This information led to the necromancer’s supplier and eventually to the location of the necromancer himself. A large force of nobility and townspeople, including Alishar, Calstaria, Karas, and Koshi, set out to destroy the necromancer and, they hoped, rescue the fourth farmer, who had not appeared in the Healer’s Guild circle. They sent two groups, one of which successfully negotiated the release of the farmer, and the other of which attacked and killed the necromancer.

It is not known why the woman survived the ritual which destroyed the spirits of two of her associates. Several explanations have been suggested. It is possible that the necromancer’s ritual was not as successful in her case as in others, possibly because during her time in his lair she did something to interfere with the ritual. It is also possible that her spirit survived the ritual because she had never previously died.

Map from page 1

formed, and no one has yet provided any indication as to how it came to be. What is known is that certain powerful Elementals have made a point of coming to study the map. To what end, we know not. Thus far, they do not appear to have attempted to harm it in any way, but several people have made it their responsibility to keep an eye on the map from day to day.

The only changes that seem to have happened since the map appeared are the occasional appearances and disappearances of bands of light at various points on the map. These bands of light detect as celestial, earth, harmonic, and tyrannic magic, seemingly all at once. Thus far, they have remained on the map for anywhere from a few moments to up to 48 hours. An individual who wished to remain anonymous was quoted as saying “I think those glows are gates into the barrier powering up. I know that one was on the map while that gate was down on the beach last gather, and when the light went away, the gate wasn’t there any more. Seems like they’re going to have a hard time keeping people out of there.”

It is reported that a minion of the Icon of Death appeared some short time after the map first appeared and began to cast a ritual near it, before he could be stopped. Whatever he was doing, it did not appear to cause harm to the formation, although he was angered when his ritual was backlashed by townsfolk fighting against it. On Sunday morning of the gather, the map became the apparent focus of a massed approach by the prime elements. All four sent minions forth to attempt to reach the map. After considerable battling between the people of Ravenholt and seemingly endless hordes of elementals, a compromise was reached in which the most powerful representative of each element would be permitted to approach to study the map, along with a townsfolk for each element. Selected to participate were Sir Curyll, Sir Daedalus, Purdue, Squire Amra, and Eledon. Sir Curyll is commonly known to be marked by Air, while Eledon was at one point marked by Fire.

When both townsfolk and awaiting elementals had pulled back to a reasonable distance so as to avoid disruption of the ritual, the four primaries settled in to begin their studies. What was learned, either by the elements or by those observing, is unclear as of this printing. What is known is that the group ritual appeared to backlash violently, causing the elements to be very angry at what they saw as a breaking of the agreement. The elements attacked once more, in anger, only leaving after losing many more of their numbers to the brave blades of Ravenholt.

We at the Herald would greatly appreciate any theories, information, or suppositions as to the nature of this unusual map. It seems to have some great significance to our lands, and we hope that it will be carefully studied.

Barrier from page 1

tire inventory of scrolls, bound for another customer, had traveled with him. His associate was, not surprisingly, ecstatic. After returning to the point at which the good merchant had crossed the barrier, they discovered that several of his scrolls remained on the ground, as did a pair of weapons that had been crafted with numerous formal magicks. They proceeded to experiment with the equipment to see whether the circumstances could be repeated.

First, they took one of the scrolls, which had moved through the barrier unexpectedly, and stepped back into Volta with it. It easily passed beyond the barrier. They then tried returning with it, and found it still traveled readily! They attempted the same thing with several scrolls at once, and then moved northward towards the lake and tried again, with equal success. They attempted to move the scrolls, which had not come through at various points, and found they could not force them inside Ravenholt's boundaries. With considerable excitement at their discovery, they rushed to Grunsfeld to purchase scrolls from the locals. After finding several, they tested those, with similar results. They found that certain scrolls they had seen as exports from Ravenholt could return from any land, but those which had not yet made their way out of the boundaries could not be forced inside, either.

The two might have remained the sole possessors of this new insight had they not become greedy and rushed to sell a slew of scrolls to a Millhouse scholar, Ephram Underbottom, who worked at a nearby guild. He noted the quantity and the variations in the scroll paper and questioned the two, who finally broke down and told the tale. Ephram immediately sent word to regional guilds and to Lake Hollym. Thus far, the following scrolls have proven to successfully pass through the Barrier: Bane Vs X, Change Race, Channel, Cloak Vs X, Create Formal Magic Platform, Create High Horoscope, Create Limited Formal Magic Scroll, Create/Remove Mark, Create Permanent Circle Of Power, Create Stake Of Woe, Create Unlimited Formal Magic Scroll, Damage Aura, Delimit, Delve History, Destroy Magic (Greater & Lesser), Dream Vision, Elemental Aura, Enchant, Expanded Enchantment, Extend/Greater Extend, Greater Ward, Invest/Divest, Magic Aura, Mend Golem, Obliterate, Planar Asylum, Protection Aura, Render Indestructible, Spirit Farewell, Spirit Forge, Spirit Link, Vengeance, and Whispering Wind.

Some five days later, another discovery was made outside Kragen Moore in Cumberland, which we believe may be related. One Samantha Sherickson and her brother, Samuel, were working in the fields when trolls attacked them. Samantha escaped to hide in the woodline, only to watch her brother be

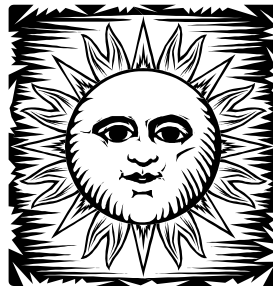
slain by the advancing horde. Too far from town to run for help, she panicked, and ran to him, unable to reach him in time for her meager healing skills to benefit him. Out of desperation, she grabbed at a small pendant he wore which was imbued with a single life spell, a gift from their grandfather. Even though she was attuned to another such token, that containing a single imprison spell, she fervently hoped against hope that she could make the magics work. She reached out and called out the incant she barely knew, and lo and behold, the spell took hold and brought her brother back to life!

They rushed home to tell the tale to the family, who were quite disbelieving, since they had been present when Samantha was attuned to her own charm. They reported the matter to the local Guildmaster, who began investigations immediately, fearing it was a fluke of the changing magicks, which have plagued the realm of late. Word was sent to other guilds, and it turned out that several have had reports of similar occurrences. After much testing and creation of items, some conclusions have tentatively been reached. While reports are limited at this time, it

appears that a change in the strength of the barrier has occurred which lessens the hold of the attunement process on minute bits of magic such as those found in single spell items. Those with attunements on items commonly known as "one-shots" now identify as having no attunement on them, and yet they are still able to make use of their magical item. In fact, they can quite successfully use up the magicks in several such items in a row. The limitation appears to be that an item can

only provide a single instance of a spell. Those items containing magicks usable each day still seem to follow the well-studied and known laws of attunement.

The Herald has no insight as to the cause of these recent changes, but would desperately like any information that can be made available to us. Additionally, we welcome editorial commentary as to the usefulness of the magical barrier and its properties. Do you believe the Duchy should work to remove its forces from our land? Does it protect or hinder? Send your thoughts of 500 words or less for our next edition.



Are you discreet? Trustworthy? Vigilant? Do you travel well and rapidly on your own? The **Fleet of Foot Fleet** is now hiring couriers of all security clearances for its new Ravenholt City branch office. No prior training necessary, but pay scale will be determined based on experience. Ability to read and write is not mandatory. Training available. See a representative of the Fleet during late day meals at the Tavern in the rebuilt Ravenholt quarters, or watch for recruitment notices posted around town.

the signpost

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

May, 603

Library Locked!

Scouts have tried prying open the doors of the Flutterblinks' Library, only to have their tools bend and crack against the wood of the door. The Library has not been open since well before the changes of the land. Rumor has it that Ruckus has killed the Flutterblinks and turned them into some sort of nefarious monsters. It is also possible that the pools of black goop, which appeared after the loss of the librarians, are actually the liquefied remains of those poor gentle people.

Foresters have found evidence of other people cutting lumber in some of the prime locations. Trackers brought to the area could tell that there were about two dozen people in the area, but the tracks disappear over stony ground. The question on the minds of everyone involved; who is cutting so much lumber, what do they need it for, and where do they take the wood?

The masters of the forges want to thank everyone who helped to make repairs of the Armorsmith shop possible. Even the goblins were a great help, and additional thanks go out to that clan for sending their skilled workers.

Questions still linger about events of past seasons. What ever

happened to the Dark Elves with the pet spiders? Why has the Crew fled the town so thoroughly? How many kind of unloving has the town fought against? Is Corasia actually dead? Has anyone seen the Swamp Gnome lately? How big is the city in the swamp? How old is the oldest grave in the land? Why is it so hard to find a straight road that stays straight? What is Death? How many spirits can dance on the head of a pin? These are things to think about. These and more answers have space on the signpost.

Across:

- 1 Smash and ____
- 5 Harness
- 8 Say again?
- 9 Sleep, for short
- 10 Instead of fighting
- 12 Not a pointless tent
- 13 H G F _ _
- 14 One with a good point, or two
- 17 Resident of the largest city
- 19 Armor made of tick shells
- 20 Don't stop
- 22 From here, not there
- 23 Ready, ___, fire
- 24 Slain, wrongly

Down

- 1 Gooder
- 2 Was hurtin'
- 3 Crew digs
- 4 Stoned knife
- 6 The Red Crescent
- 7 Silence the fighter way
- 11 Door into walls
- 13 Animal babes trash
- 15 Lean
- 16 Best part of a Lantern Tree
- 17 It sets on the door
- 18 III off
- 20 With a mushroom
- 21 Hook it, cook it, throw it



Price Increase for Fall, 2003

For budgetary reasons, the price for events will be going up by \$5 starting with the Memorial Day Weekend event. This means that preregistration for standard weekends will be \$60 per person, with at-the-door being \$75. Long weekends will be \$70 pre-reg and \$85 at-the-door.



Parking at the Ware Site

It is vital that players park in the field lot beyond the manor house instead of lot behind the kitchen. Only staff of the camp and of NERO Mass may park in the kitchen lot. NERO Mass staff may park there on a first come, first serve basis, so long as the entire driveway remains clear. We had an emergency at opener which required ambulances to come on site, but they could not get in the back lot as they should have been able to do!

Additionally, please remember that you may NOT park in either the driveway between the mod building and the manor house, or on the road. Finally, National has stated that NERO takes no responsibility for damage to vehicles while in the parking lots at events. As such, we ask that all players ensure that combat does not spill over into parking areas so as to avoid risk to the cars.



Changes to the Attunement Playtest as of May Ravenholt Event - Affecting One-Shots and Scrolls

Please note that in-game changes have caused one-shot items to no longer need attuning. This means that you may use single activate items without going through the attunement process. You still must attune any other magic items per the published write-up. Additionally, the following scrolls transfer freely in and out of Ravenholt:

Bane Vs X	Enchant
Change Race	Expanded Enchantment
Channel	Extend/Greater Extend
Cloak Vs X	Greater Ward
Create Formal Magic Platform	Invest/Divest
Create High Horoscope	Magic Aura
Create Ltd Formal Magic Scroll	Mend Golem
Create Mark/Remove Mark	Obliterate
Create Perm Circle Of Power	Planar Asylum
Create Stake Of Woe	Protection Aura
Create Unltd Formal Magic Scroll	Render Indestructible
Damage Aura	Spirit Farewell
Delimit	Spirit Forge
Delve History	Spirit Link
Destroy Magic (Great/Less)	Vengeance
Dream Vision	Whispering Wind
Elemental Aura	

Ravenholt Character Histories On File

To follow up on one of the items requested of us at the NERO Mass Town Meeting, here is a list of the characters Ravenholt Plot currently has at least a smattering of character history information for...we always welcome updates and more detail. If you haven't sent something in, or want to send an update, our preferred method is either as an attached Word Document, or as a cut and paste Text file in an email to plot@neromass.com:

Acevedo, Jose - Derek	Girouard, Meghan - Subira
Alix, Kat - Bailiwick	Golen, Wayne - Endril
Alton, Mark - Benfidmar	Graybeal, Matt - Midnight
Alton, Mark - Kainon Andrews	Griffin, Sean - Brentorin
Alton, Mark - McAndrews	Guerard, Nicole - Murielle
Anderson, Chris — Tomy	Haines, Keith - Harabec
Anderson, Christopher - Chase	Haines, Keith - Zechs
Anderson, Christopher - Tomy	Hall, Judy - Charm Briarleigh
Arneson, Ragnar - Ethan	Harriman, Natasha - Zorina
Bacon, Chris - Zartorious	Haszard, Jeremy - Draslin
Baumer, Jana - Amun	Hawkins, Robert - Pyotr
Baumer, Jana - Garnet	Herbert, Chris - Toulurin
Bennet, Naomi - Darian	Herring, John - Johann
Berman, Brian - Argoth Dralnu	Hoelzel, Jeff - Kandel
Bittinger, D - Cadoc	Holdorf, Michael - Hakir
Blake, Michelle - Willow	Holdorf, Michael - Manari
Boswell, Annie - Kitten	Hom, Chris - Jester
Bowen, Brett - Dougan	Starr, Chris - Leareth
Bowman, Maegan - Yrlie	Hooper, Elizabeht - Arrolyn
Brown, Keith - Ishiro Ifukube	Hubner, Karl - Chester Kapel
Brown, Steven - Alucard	Jackson, Ben - Kiveres
Brown-Hayes, Jeremy - Lerryn	Johnson, Jeremy - Celyn Jemstar
Brownrigg, Tony - Calypso	Kaplan, Josh - Gateau
Byers, Mark - Peregrine	Kilponen, Gabrielle - Azulin
Caiforo, Chris - Xenon	Klose, Eric - Myrick
Caruso, Melissa - Kestryn	Koska, Katie - Nivieni Brule
Chapin, David - Adrian	LeBlanc, Bob - Eloheh
Charland, Michelle - Celeste	LeBlanc, Bob - Kovan
Charland, Michelle - Tayshia	LeBlanc, Jade - Tristemere
Chasse, Danielle - Myrna	LeBlanc, Robert - Kage Minari
Chasse, Danielle - Nissa	Lisle, Johana - Titania
Christopulos, Chris - Gerrick	Longheed, Marcel - Magellan
Ciccolini, Rob - Arracor	Mahar, Adam - Vladdymir
Cranley, Michael - Nivashi	Mahar, Luke - Rafter
Cranley, Michael - Ramses	Malette, Charles - Valamar
Cranley, Mike - Lothar	Manning, Nat - Tokumitsu
Croteau, Richard - Janus	Marston, James - Jayson Askani
Daniels, Sean - Ashmont	Martin, Beth - Alexa Rhyannan
DaSilva, Russel - Dalanus	McCarthy, Garrett - Koshi
Davis, Erick - Vincenti	McGill, Jennifer - Kyomipassatiff
Dennet, Pat - Branoven	Mealial, Mike - Koryon Greymeir
Durnan, Harry - Harry O'Leary	Meany-Herbert, Dru - Gwyneth
Easa, David - Logan	Minor, George - Xenarion
Elbirt, Adam - Scout	Moore, Ben - Orion
Eldridge, Dan - Eldarion	Moore, Fran - Madame Zara
Friend-Gray, Eli - Staris Nemo	Moore, Harrison - Armadan
Giaume, Pierson - Neo	Morin, Julianne - Aureillia
Gile, Tim - Daramor	Morris, Rachel - Kulisha
Girouard, Meghan - Alora	Nadeau, Melanie - Zanthia

Char Hists from page 10

Noon, Tony - Turlak
 Palmer, Mark - Falkyr
 Pare, Brian - Nork
 Pierce, Nick - Trevlan Taggoren
 Pierce, Randy - Alaric Malinruin
 Pierce, Rick - Jericho
 Porzelt, Mark - Tempus
 Powers, Jim - Jar' nok Death Peace
 Powers, Jim - Samus Darkforge
 Puglia, Kate - Lorien Brightstar
 Rittel, Mike - Kir Silverblade
 Rizzuto, Mike - Drano
 Rose, Andrew - Tyran Mystroy
 Sanford, Beth - Anna Ivanovich
 Sanford, Beth - Gillyan
 Saul, Jason - Durnik
 Saul, Jason - Tessae Kiyama
 Schulz, Marcus - Damien
 Sharpe, Joy - Tessa
 Siegel, Joe - Algorian
 Siegel, Joe - Artemen Entradi

Siegel, Joe - Karas of Blacktalon
 Slowkowski, Jennifer - Geimbreadh
 Springer, Amberleigh - Ardanna
 Stolpa, Nicole - Cynesra
 Stutzman Michelle - Dany
 Surprenant, Jennifer - Gail
 Tessmann, James - Kobe
 Tessmann, James - Raoul de Bates
 Thibodeau, Rich - Darius Marks
 Timlin, Jim - Trivanos
 Torrey, Erin - Eireann
 Torsey, Brian - Finn Renok
 Tufts, Joshua - Avaron Gansdell
 Vigeant, Lisa - Grete
 Walls, Jason - Curyll Stormydd
 Walls, Jason - Drexel
 Walsh, Don - Boran Timoth
 Walsh, John - Culain
 Waters, Joe - Na'Th'Rk Mirabad
 Wauters, Jim - Peyo Tevian
 Wheeler, Dana - Derek Wildwind
 Wolfe, Nathan - Archer

Item Tag Location & Phys Reps

Please remember that, per National rules, item tags belong on items. 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 stor-

age 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.

June Vending for Faire

Anyone who wishes to vend or knows someone who wishes to vend OOG at the June event, please contact me ASAP. There are still plenty of slots available. Persons doing so MUST sell ONLY items that meet NERO safety standards AND fit in the Tyrran universe.

Anyone who is willing to loan us pavilions for this event is also urged to contact me ASAP so I can arrange to get them to the site.

-Athene (TheKitten@nerotics.com)

staff contact info

Owner: owner@neromass.com

Rachel Morris (203) 426-7729

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

Event Registration: register-online@neromass.com

Phone: (203) 426-7729

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

<http://www.neromass.com/register.html>

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Crossroads: crossroads@neromass.com

Websites:

Ravenholt: www.neromass.com

Crossroads: www.neromass.com/crossroads.html

For additional staff contact information, see:

www.neromass.com/staff.html

2003 Schedule

<u>EVENT</u>	<u>DATES</u>	<u>REG. BEGINS</u> <u>(10 AM)</u>
Crossroads Opener	05/16 - 05/18/03	ON SALE
Ravenholt Long Weekend	05/23 - 05/26/03	SOLD OUT
Crossroads Event	06/06 - 06/08/03	ON SALE
Ravenholt Weekend	06/20 - 06/22/03	ON SALE
Ravenholt Long Weekend	08/29 - 09/01/03	05/31/03
Crossroads Weekend	09/12 - 09/14/03	05/03/03
Ravenholt Weekend	09/26 - 09/28/03	06/28/03
Crossroads Long Weekend	10/10 - 10/13/03	05/31/03
Ravenholt Season Closer	10/24 - 10/26/03	09/06/03



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*June Ravenholt & Crossroads PC Spots Still Available
 Register to NPC for all Events!*

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the Back page

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Rule books are \$15 plus \$3.50 S&H. Please allow 5 to 7 business days for shipping.

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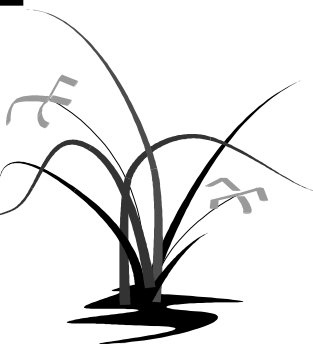
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Ravenholt Campaign Plot Web Page

www.neromass.com/ravenholt.html

Crossroads Campaign Web Page

www.neromass.com/crossroads.html



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- * NERO Southwest * NERO South Georgia * NERO Virginia (VALOR) * NERO West Virginia (WAR) * NERO West (CA)