

Of Dragons and Elementals

By Alaric Malinruin



Long has our home in Ravenholt held extreme interest for both Dragons and Elementals. One decade past, we began to discover some of the reasons for such, when the Lost City was first open to us. Ravenholt endured, and some appreciated, the influence of both Dragons and Elementals. As the last decade

unfolded, more and more signs of each appeared, and investigations of many learned sources brought knowledge of the seemingly eternal conflict between Elemental and Dragon. Whether the information would ever have been sufficient to prepare for the opening of the "Eye of the Tempest" is uncertain, and thus it is with considerable fortune that Ravenholt received aid from deep in the past of these great lands.

The Anar civilization was in time past measured by thousands of years and seemingly extended as far as the current Duchy but all as a colossal city. They bore many eerie simi-

Some Known History of the Dragon/Elemental Conflict

With extensive research, the Raven's Herald staff has gathered a series of facts and information regarding the escalation of incidents leading to the (hopeful) culmination at the June Gather in Ravenholt City. Let it be understood that this is by no means a complete compilation, nor are all dates and facts confirmed in full. Any additional information would be welcome. In particular, we are seeking information as to when and where each of the remaining pieces of the Regalia were acquired.

c. 593

Dragon Scepter discovered. Later understood to be a portion of the larger Stave of Elements and Destructions, with it's balanced mate, the Elemental Scepter, connected by the Wand of Tyrra.

c. 595

Parts of the Primus Machine discovered, activated, causing the destruction of magics and creation of the Magical Barrier, which ultimately appears to have contained the destruction wrought by Garn. We later learn that our sister-city,

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larities to our own time, which will provide meat for some of the great thinkers of our lands. One of their High Seers, known as Vox, managed to ensure we had the information to vanquish Garn in our more recent historical battle. Garn had arrived in their world and before they could learn how to destroy it, they found the means to send it to our time along with hints they hoped would bring the vanquishing for which they had run short of time. When these same Anarians neared the end of their own civilization from the impact of the Eye of the Tempest, a number of their Seers determined they had already mishandled the Draconic and Elemental crisis and were fated to their demise. The only hope they foresaw to bring harmony to Tyrra as a results of this was to use a great apparatus of their construction to call back enough of our number to learn of their errors and to bring forward a crucial piece of the Eye of the Tempest, thus providing the opportunity to set the situation right when the Eye again opened. The tales of the Anar are left for others but the results was an enormously clear understanding of what lay ahead for Ravenholt, if the Duchy and her allies were sufficient for the chal-

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Tournament of Heroes to Be Held at End of Summer Gather

His Grace Duke Maximillian Greystone has graciously allowed the sponsorship of a Tournament of Heroes at the upcoming end of summer gather, in celebration of how much the Duchy has achieved in recent months in facing the challenges put before us. As with all such tournaments, chivalry and sportsmanship shall be of overriding concern in all contests.

Teams shall consist of no more than six (6) participants each. Noble teams may include Commoner members of the Court, but all groups registering as Noble teams must have at least two titled court members participating in one or more events to be so designated. A team may be entered by the submission of a team name and a single participant's name on the entry form at the onset of the competitions on Saturday. Additional members of the team may be added at any time other than mid-event, up to the allotted 6, assuming no added member has been registered as a member of another team. Commoner teams may not include any titled members. There is no limitation to the number of teams a court or group can sponsor.

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On the Creation of the Mirrors for the Opening of the Eye of the Tempest

As reported to the Ducal Court of Ravenholt

On Friday the 25th of June, year 604, Evendarr Reckoning, a small group visited what is referred to as “the machine,” (believed by some to be a portion of the Primus Machine), to get a better understanding of its current status. Present were Guildmistress Keyla of the Royal Mages Guild of Ravenholt, commoner Boran of the Baronial Court of Eastwyck, Sir Telaris of Neridia, commoners Glaive and Ashmont, commoners Draco and Omi of the Guilds, and commoners Bryan and Mallow of Avendale. As the group approached the area, a cave entrance appeared, carved into the wall. We entered and noticed tracks as though something had been there, but had been cleared away. The group walked down a spiraling maze approximately 15 spans deep until we came to a large door. As the door opened, a construct very similar to that of High Seer Vox was seen standing within the dwelling next to a device that looked similar to the control panel witnessed in Anar some 2,000 years ago.

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Vox greeted everyone and asked the group to enter to speak with him. Vox spoke of the last moments in Anar: The battle between Cybele and Audrey, when the Cloak [of Invocations and Madness] appeared and they both rifted out. Vox spoke of how three pockets existed within the machine, each seeming to have something within. All pockets existed before, but did not have what was now within them. Vox was not able to determine what it was, but could sense the essence of Director Zara, High Seer Vox and Audrey, each within a separate pocket. Vox was able to attune the machine and send a small group within each area to discern what was within, but said that it would take time to do so. A person would only be able to enter once within such a short time frame, and Vox estimated that it could attune within 1.5 hours. Vox felt that it could attune to the area where Audrey had been, and that it would best suit Glaive to lead the group. We agreed to the task and left the area to report to His Grace and the Noble Council that was gathered in the common tavern.

Upon arrival, everyone approached the council. Guildmistress Keyla spoke first and presented the situation. The council agreed to allow everyone to proceed with agreement that all information would be shared with the council, with commoner Saket as the representative.

Glaive gathered a group of townsfolk to prepare to explore

the pocket within the machine. Commoner Bryan, commoner Mallow, commoner Jar'nok, commoner Dale and commoner Draco accompanied Glaive. Commoner Boran escorted the group to the cave to stand watch over the machine while they were within. Vox had everyone lay their hands upon the control panel, and after several moments of concentration, they ‘melded’ with the machine. Immediately they appeared within the machine. Several platforms splayed out across an area, with gaping holes in-between. A barrier surrounded a central platform and three numerical puzzles were found on the surrounding platforms. As everyone materialized, constructs formed and began an assault. After solving two puzzles, the barrier fell around the central platform and all moved to form a defended circle. A complicated puzzle lay upon a box within the center. Many people took their hand at solving it.

After approximately 20 minutes of combating the constructs, Glaive missed a step on the platform and fell in. As he materialized in the machine-room where Boran was, Lord Bartholomew Blackblood (from

Anar) appeared, bearing the mark of the Red Dragon upon his face. He bore no weapons, nor spells. Words were exchanged. After several moments, Glaive was able to again meld with the machine and returned to the pocket within. Ten to fifteen minutes later, the puzzle was solved. All stood clear as the box was lifted and all faded out of the area.

The group appeared at the control panel as commoner Boran and Lord Blackblood were exchanging heated words. Com-

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Raven's Herald Seek Brave Explorers as Reporters

The Raven's Herald is looking for combat experienced travelers to submit reports worthy of publication herein, and will pay up to 5 gold for material submitted that is deemed properly newsworthy. Get your name in print or submit material under condition of anonymity (no treasonous material accepted).

Ravenholt Political Scene

By Seneschal Alaric Malinruin

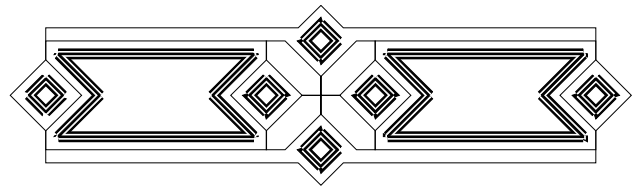
The Duchy of Ravenholt has remained a land besieged by change and even the frequent need for change. Prince Kevynn Blackfox has granted Duke Maximillian Greystone the privilege and responsibility to rule the Duchy of Ravenholt. His Grace has designated their Excellencies Baron Gabriel Wolvestride in Capulus, Baron Alan Moonwind in Cumberland, Baron Daramor Darkcloud in Eastwyck and Baron Regent Alaric Malinruin in Westmarch to administer said baronies. He has begun a reformation of the basic structure of the Baronial Courts, and ongoing discussion and changes are expected throughout the autumn of 604. He has appointed me as Ducal Seneschal, which requires that I organize a Ducal Advisory Council with which to give him the best counsel, as well as to be empowered to act on his behalf when urgency demands, and with full responsibility for any decisions made at such time. Such decisions must include the assurance that the Council and Barons are not by majority in dissent.

The Ducal Advisory Council consists of the Lord Seneschal, each Baron or named designate, the Guildmistresses Keylandra and Ember, and the invited wisdom of Her Highness Alexa Holmsong. It is common for the Council to meet at each Gather and any messages or needs of Ducal Urgency should be brought to the attention of one of these individuals with considerable expediency. There are occasionally needs to call a Noble Council which would be open to all members of the Ducal Advisory Council as well as to all other Nobles of Ravenholt and those Nobles traveling to the Duchy at the time of the call. As such, it is proper to ensure all visiting Nobility make formal presentation of themselves at their earliest convenience to any Noble of Ravenholt. This Noble will welcome them and, as such, is expected to grant them hospitality and take the right and responsibility to ensure the visiting Noble receives all proper information and courtesy due their visit. This ensures a Baron is clearly aware of the visitors' presence. While leadership in Ravenholt is a great privilege and responsibility, it is through the many landings of companionship, friendship, and aid that our many challenges are found and rightly addressed. The valiant people of this land and the many allies who have given likewise of themselves are a part of the strength of this land. As such, the ruling of Ravenholt is performed with appreciation for all parts and must be strengthened at each and every opportunity.

At times our land requires the Administration of Justice. Each Baron and his Knights are assigned the task of determining and dispensing justice within their Barony at the direction of the Baron and in accordance with the Laws of Ravenholt. His Grace has also assigned a High Lord Magistrate position, a title currently held by myself, Alaric Malinruin. This position requires the determination and dis-

persing of justice in the entirety of the Duchy, which is to thus specifically include the Capitol City. The High Lord Magistrate is also required to preside in judgment for any properly called complaint against a Noble within the Duchy of Ravenholt. The dispensing of any determination of this ilk is to be performed only by His Grace Duke Maximillian Greystone directly. Thus any complaint against a Noble or Commoner of this land has been placed in the hands of those who rule this Land directly, and they have the burden to be judged by Duke Maximillian for their decisions and actions. We will, as such, be pleased to continually demonstrate deservedness that, barring a failure of service, will ensure Ravenholt never need burden an Evendarrian Tribunal, as we will properly conduct any trial with full respect given all deserving attendants, who may witness the fitness of the Magistrate's duty being performed.

Thus is the overview of our Duchy in terms of the current political standing. Many changes will occur and each will be properly logged and explained that these ruling Nobles may best serve the People and Land of this Grand Duchy. Given this knowledge, those who wish to aid this Land in similar kind are encouraged to demonstrate such by showing the initiative to attend the Council of Chivalric Arts which resume again this September. They should ensure some party of the leadership of Ravenholt is aware of their desire and intent to lend aid and hopefully earn such deserving rewards as to be considered when candidates for positions are needed. There are often needs in this land and while many fill them and many are aware of those deserving, it is best to not leave such things to chance when action may better ensure the best path is illuminated for those who would rightly aid our land.



High Lord Magistrate's Report

It is formally required of the White Star Trading Company to present Thomas Velbright or an official representative to discuss concerns regarding attacks upon the Caravans and other pertinent matters. This meeting must occur prior to the end of September at the convenience of the White Star Trading Company Management. This order is per High Lord Magistrate Alaric Malinruin.

Bardic Challenge a Rousing Success

On Saturday evening at the June gathering, Baron-Regent Alaric Malinruin presided over a Bardic Challenge in the local tavern. The challenge was part of a campaign on the part of Jericho and other noted Ravenholt spellsingers to increase the musical atmosphere in and around Ravenholt, thereby possibly enabling them to perform spellsinging rituals. Several useful magical items were provided as prizes by His Grace Duke Maximillian Greystone, although His Grace was unable to attend, due to other pressing matters.

The Baron-Regent opened the festivities with his own song, a stirring march in praise of Ravenholt. Among the contestants were Araglin, Sir Trivanus Lithanos, Willow Treespeaker, Daenerys Ashwood, Kitten, Robert Turlak, Algorian Eturnus, Kestrel, Emerald, Adraya Alquilonde, Daphne Green, Bryon Andrews, Kendrick, and Jericho. Among the highlights of the evening's performance were Emerald, who led the audience in the choruses to "The Voltan," and Algorian, who sang the haunting ballad "If I Were a Blackbird."

The winners of the challenge, in order, were:

1. Daphne Green
2. Kendrick
3. Jericho
4. Bryon
5. Willow Treespeaker
6. Araglin and Sir Trivanus
7. Willow and Sir Trivanus
8. Adraya
9. Emerald

At the conclusion of the competition, Spellsinger Jericho led a small group of other harmonicists in the performance of a special Vision song, apparently at the behest of Baron-Regent Alaric. While the Herald was unable to garner the lyrics or details of the song itself, it has been reported that part way into the performance, a darkness befell the tavern, encompassing all within. Several closest to the singers, who bravely struggled to continue despite the disruption, report having seen shadowy forms of figures. Some claim there was at least one small child, others claim there were undead abominations, still others swore they saw rich gardens, while some felt they were deep underground. No two reports are identical, and there was much confusion before light was restored and calm descended. It is unclear whether the song had the intended effect. No prior reports of such a powerful reaction to a Vision song have been reported, to this paper's knowledge.



Song for Ravenholt

By Daphne Green

Tune: Mary O'Meara

Ravenholt shines like a jewel in the morning;
she shines like a star in the night,
land that is loved by the least of her people,
with borders both blessed and bright,
a stronghold that fights for the light.

I'll sing you a song about Ravenholt city,
of all Tyrran cities the best,
joy for the sorrowful, peace for the weary,
the end of each journey and quest,
the place where my heart is at rest.

How can I worthily sing of her beauty,
her forests and rivers and skies?
Few can compare to her, none can surpass her;
her strength and her valor I prize,
more precious than gold to my eyes.

Ravenholt shines like the lighthouse at evening
that beckons the ships to the shore,
the lantern-lit windows, the fire and the hearthside,
the light from a welcoming door:
she shines day and night evermore.

Kingdom of Evendarr, Royal Announcements



June 01, 604

Hearken Unto The Word Of The King of Evendarr!

People Of Evendarr!

On this, the First Day of the Month of June in the Year Six Hundred Four by Evendarrian Reckoning does the Crown of Evendarr Proclaim The Following:

That Prince Kevynn Blackfox, Prince of Northmarch, has been Released of Oath and Fealty as Prince of the Heart of Evendarr. Know All that His Service has been Exemplary and Distinguished and Our Eternal Gratitude does lie upon Him.

That in His Place We do Name Ourselves Regent of the Principality of the Heart that there be No Disruption to the People of Our Land.

And That on the Third Day of the Month of July in the Year Six Hundred Four by Evendarrian Reckoning will Derek Blackstone, Crown Regent and Duke of Blackstone, be Elevated to a Prince of Evendarr and Unto Him Shall be Given the Lands of the Heart to Rule in Our Name. Let All Attend the Gathering in Blackstone on that Day to Bear Witness to the Coronation!

By My Hand And Seal

On The First Day of the Month of June in the Year Six Hundred Four

King Mykel Endarr II

[Editor's Note: There has been some confusion pertaining to this notice from His Majesty, but we have received clarification that Prince Kevynn has not been removed as Prince of Northmarch, but only of his additional duties as Prince of the Heart.]

August 01, 604 Evendarr Reckoning

Unto all loyal citizens and Nobles of Evendarr:

It is with great pleasure that we announce the Duchy of Tyrangel is restored to the Kingdom of Evendarr. Through months of diligent negotiations, the main task of bringing these lands back into the fold has been concluded.

Although the restoration of this land once caught within a veil of temporal flux has been concluded, there are still many issues to be determined regarding the land of Tyrangel and its people. We recognize that many of these issues are complex and require further discussion to resolve in a just and prudent fashion. How such outstanding concerns are determined shall be the focus of ongoing diplomatic efforts between the Kingdom of Evendarr and the restored Duchy of Tyrangel.

In My Name,

King Mykel Endarr

The Second of My Name

Sovereign of the Kingdom of Evendarr

news from around tyrra

Fengate

Werewolves have been hunting townfolk of late, and a magical rip in something called “the Commons” may be causing permanent Celestial circles not to stay through the night. Adventurers willing to investigate are sought.

Therendry

Let it be known that on this 4th day of August in the year of Evendarr 604 that Pyroxia Fyrestorm has been released from the service of My Lord Baron Havencrest and stripped of all titles and lands therein. Calais shall be under the direct governance of Baron Havencrest until further notice. Should you have any questions please contact me by the above courier in the baronial capital of Springshire.

In service,

Jason Nightrunner, Herald of Havencrest

Ashton

Twelve beings of the planes
Came to restore the power that wanes
Champions were chosen, shards were sought
Lives were lost, while battles were fought

There arose in the land a tower of ebony
That once had escaped the town’s memory
A curse was laid upon the land
The time of death is now at hand

The Count of the land’s brother
Always makes the town shutter
While he sits idly by
When the town always asks why

Bards of yore, sang and told
The power of seven the champions bold
The strength of dragons, they held at bay
To let mortals win the day

Lumberton Shire

There is a tree in Lumberton rumored to grow leaves of PURE GOLD! Farmers swear the wolves of Lumberton Shire are too smart to be standard wolves. The lost magic of nature has been found inside a box under Baron Ranagar’s bed. Citizens report having dreams of a lost child in the woods.

Galvast

The search for a missing area girl has found no leads; townspeople fear

the worst. A secret society is reportedly hiring mercenaries and sending them to Galavast. The Scavenger Coalition has been out and about, now that the taint is gone. They are very happy and very squeaky.

Dar’Khabad

I have come to announce troubles that seem to be rising within our lands here. There seems to be someone or something attacking and attempting to destroy the lands here. There have been fires and unknown creatures attacking and destroying the forest and wooded lands in De’Kiernan, fires are ravaging the fields and food supplies in Hylock county, and Baron Avrik reports to have assassins and other people stealing stones and minerals from his storages. Please guard your areas and lands carefully. I have heard a few reports that there are men in all black that have very pale faces and skin colors. My first guess was that they were very skilled undead. I will continue my investigation and report when I have more information.

Eric Buldeemia, Scout for Lord Baron Avrik Morninggold

Mandrake’s Landing

Word has been floating around taverns and inns that people are being executed daily in Mandrakes landing at the whim of the town leadership.

Tallis Ferry (Southlands)

Everyone is talking about how Talis Ford has been overrun. All the survivors have been cleared out and the raiders have put up camp in the town. Talis Meadows is full of Refugees, and some have begun to trickle into Talis Ferry.

Galerus

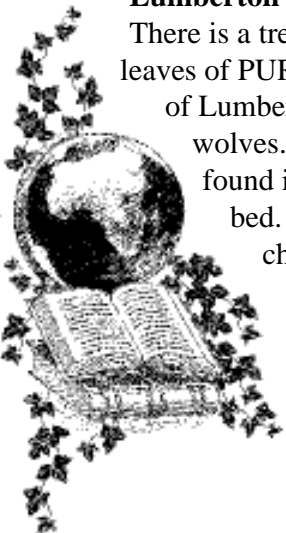
Stirrings in one of the four Necropolises leave individuals baffled, as rumors of a greater vampire overseeing the crypts comes after many townfolk die. Meanwhile, rumors of attacks from the gnolls to the northeast abound. Fleet of Foot Fleet messenger service has also begun service to central regions, and is now hiring for all shifts.

Kaurath

It is with a grieving heart that I, Artemis MacLeod, announce Jesmyer Winterthorne suffered his final death on July 2nd. Jesmyer was charged with High Treason, for his letter plotting against the Princess Makea and the Prince Vaellan. He was found guilty during the trial and was ordered to receive an obliteration.

Artemis MacLeod,

GuildMaster of the Kaurath Adventurers Guild
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Sir Trivanus Knighted

The Baron of Eastwyck wishes to announce the elevation of Trivanus Lithanos to the position of Knight of Eastwyck. The Court of Eastwyck congratulates Sir Trivanus and looks forward to working with him to secure the good of the barony. Sir Trivanus has been a great champion of Ravenholt, and has fought valiantly against the many evils that plague our Duchy.



Midsummer's Faire

It is my great pleasure to report that with kind permission of His Grace, Duke Maximillian Greystone, a faire is to be held on the weekend of the 3rd through 6th of September. There shall be merchants from afar, as well as entertainment. The world famous Goblin Market will be there, as well as many other exotic merchants.

Within the fairgrounds, violence shall not be tolerated against any creature except in protection if attacked. 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.

Obituaries

It is with a heavy heart that I announce the permanent death of my twin brother: Tyger Ty Darkwind Eveningstar Morsuldur, who died honorably in the early morning of May 31 of the year 604, defending the nation of Elfheim from the panthergast that sought to overcome him. I honored him by serving as his second at the very end, and resisted the temptation that the panthergast presented me to join with him.

Together, we have destroyed the threat to our nation.

May his memory be honored and never fade.

In name, honor and deed I remain,

Kaede Eveningstar Morsuldur

2nd Clan Morsuldur of Draelonde

2nd half of Tyger Ty Darkwind Eveningstar Morsuldur

First daughter of Jomei Eveningstar Morsuldur

Shooting Star

Warning to Cumberland Citizens and Travelers

The region around Longhope is being terrorized by a giant. This giant was cured of being undead in May, but its torment was apparently too severe, and it has gone insane with revenge. It has sworn to take revenge on its captors, their families, and anyone in the way. The giant is very dangerous and should not be approached with less than an overwhelming force. It can strike almost as hard as a flame bolt through shields and blocks, can cast numerous death spells, and is able to create ghouls and other dangerous undead out of its victims. Please report any sightings or incidents to Cumberland as soon as possible.

Baron Alan Moonwind provided the Herald with the following statement:

WARNING! There is a giant creature roaming the northern regions of Cumberland, bent on destruction and torment. This being is to be considered **EXTREMELY** dangerous. He can create the deceased as undead abominations, cast powerful magics, and his weapon blows will harm you through shields and blocking magics. All Rangers and military are to be on the lookout for this giant. This threat is very serious, and it is my word that the citizenry are to flee this being when it approaches. Property is of no consequence and is to be abandoned to make hasty withdrawal. Military action should only be taken against the giant when the force is sufficiently armed with ranged weapons, damaging magic, and healing.

Any and all sightings of, or contact with this giant are to be reported to the nearest Court or military personnel immediately, and such word is to be forwarded to me as soon as practical.

By my word and my name,
Sir Alan Moonwind
Baron of Cumberland

Village Attacked, One Survivor

The village of Mansell Creek, just south of Orc Ear, in northern Cumberland, was attacked by a group of undead. The village was burned to the ground and all but one villager was killed. According to the one witness left alive, Xavier Tofflof a local cobbler, some of the undead appeared to be mounted orcs. "There was this group of other fellers, who stood by and watched the whole thing. Kinda like they were testing the big guy. Oh he was huge, he just tore my horse apart with his bare hands and was about to get me, when one of them cloaked fellers, the one with the glow in his hood tells him to leave me alive as a witness. The big guy kinda grumbled and gathered up them mounted guys and left." This attack comes soon after the Noble Court of Cumberland drove off an attack by a similar group, which also left only one survivor.

History from page 1

Anar, had a similar barrier and their destruction was also contained.

June of 601

Timelines, split at the creation of the Barrier, re-merge into one, leaving confusion and two Dukes in place.

Fall of 601 and beyond

Dream and Reason are out of balance due to Morpheus' absence and the battle between Samara, Gagedrun, and Midian for ascendancy to Dream. A "game" is played with citizens as pawns, for the position.

Unusual minions of the Black Dragon are seen afield. One, in particular, is later come to be known as Sarrbane.

April of 602

Members of Glyph bring forth a great book, locked in magical chains and bindings, later learned to be an indicator of the cycles of Garn throughout the ages

Life and Death both begin calling forth citizens to have "discussions."

June of 602

First reported sightings of the "mirrored lady," later known to be Cybele, a former Seer of Anar.

Pair of pylons appear in center of Ravenholt. Individuals touching them report awareness of "second spirit" residing within themselves, with a separate personality. Some report that spirits are seeking aid. No additional details have been determined.

A man later discovered to be Silvanus, a minion of the Silver Dragon, visits Ravenholt. [Ed. Note: We have rumors, but no confirmed sightings, of earlier visits by this man as early as October of 601.]

August of 602

First reported sightings of Strife, a minion of Lady Chaos. "Life Moss" appears around structures and trees throughout city. Some individuals taste moss and end up Life Marked.

Glyph Book is opened, coded messages about a massive, world-destroying creature are discovered inside. Messages appear to be from several lands with various levels of similarity to Ravenholt.

"Mouth" of Garn appears, giving warning of the coming of Garn. A massive "clock" of astrological signs appears.

Several individuals are drawn into the Glyph Book and visit Anar. Anar has been in the midst of battles with their own enemies, and have constructed their own equivalent to the Magic Barrier.

The Mouth attacks a unicorn as the clock strikes on the unicorn emblem. Astrologically speaking, the first attacks were timed as Unicorn ascended. A white rose, holding the essence of Life and Tyrra together, is attacked next, then elementally marked citizens, and next, dragon marked ones. Lastly, the Mouth strikes at the Barrier node, ostensibly seeking the

magicks therein. The clock is poised to shift to the sign of Raven next.

September of 602

A dual fronted attack by the Mouth of Garn and his minions, dubbed "Garmlings," attacks then Duke Roderick and Basil's Tomb simultaneously.

Citizens are sent back to specific locations in Anar, meeting the machine version of Vox for the first time, where they gather sigils representing each of the zodiacal symbols on the clock.

October of 602

The last Liche of the Necropolis is destroyed in a vicious battle in the Graveyards. Several elemental essences are needed to help keep the Liche contained. Elementals later appear to have taken offense at the theft of these essences.

Garn, Destroyer of Worlds, is drawn forth and destroyed before moving towards his next world, but not before causing a 20 mile diameter swath of destruction external to Raven-

holt City, causing the permanent death of many hundreds of citizens. During these battles, several Tyrran-marked citizens battle Garn in the depths of Tyrra, while others keep open the connection between Ravenholt and Anar with the gathered sigils, and still others battle to keep the Mouth of Garn from drawing forth Garn into our world. The fight is partially successful, slowing Garn down enough that he can be vanquished by the collective forces gathered in Ravenholt. Targon, protector of Tyrra, is destroyed by Garn as he attempts to strengthen the Tyrran-

marked to aid in the battle.

Creatures marred by the Life Moss begin attacking those they believe are hurting Tyrra and Life. Ultimately, the source, a massive treeant, is discovered and contained.

April of 603

Lord Frost, claiming to be responsible for protecting the Tyrran Harp discovered in March, brings for the Harp and places it in Ravenholt City, illegally Squirring a towns person as his own to protect it.

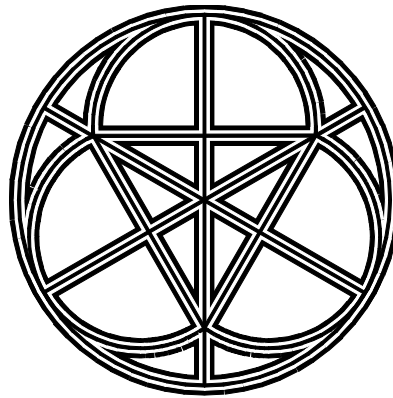
Prime elements join forces to attack citizens, reason unknown at the time.

Rumors of an imbalance between Darkness and Light

Dream Elementals attack town. Gagedrun, sister to Samara and Midian, leads the battle. She is stopped, and reverts to her child form. It is later discovered that she and her siblings were captured by Morpheus in their youth, and grew up trained as minions of Dream.

Map of Ravenholt, formed out of Tyrra, appears in city.

Citizens who are elementally aligned report seeing visions of vaguely formed items, later discovered to be the Belt, Cir-



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History from page 9

clet, Stave, and Cloak, eventually referred to as “the Regalia” by citizens of Ravenholt.

May of 603

Several citizens of Ravenholt are rifted to the Plane of Death to discuss the future of Ravenholt.

Other citizens are brought for “tests” by various elements. Those passing are given elemental “tokens” in the form of marked flags. Similar flags are later found in Anar and used to protect the last remaining Circle from draconic attack.

Visions of the four Regalia items grow stronger. Some admit to having a strong desire to find these items.

Sarrbane and another member of the Council of the Black Dragon, a mystic wood elf, attack or are attacked by Cybele, the mirror lady. Some reports say that she cast a Disintegrate spell on the mystic, while others say that she merely reflected the blast sent by him. She remains standing, while the other is disintegrated. She claims no knowledge of the man, but is able to recall a small amount of her own history as pertained to the envisioned items of the Regalia.

A man referred to as “Grandfather” leads citizens to aid in the resolution of Samara and Midian’s tangled situation, and the subsequent freeing of Morpheus. Morpheus is believed to have released Samara and Midian from their servitude once freed. During this incident, Cassie, a young Mystic Wood Elf from Ravenholt, touched the Orb of Time in which Morpheus was trapped, and was reverted to a small child.

August of 603

Drakes begin targeted attacks on those elementally marked. Begin force marking those they capture.

Dragon circles found in woods around Ravenholt.

September of 603

Elemental attacks increase, as do drake attacks. Raids continue in outlying towns between gathers.

Several citizens are drawn into the depths of the Garn devastation to help aid in the restoration of Tyrra. They are given directions to create planting orbs that must be cared for through the next year and ultimately planted to heal Tyrra’s wounds.

October of 603

Rhazohn attempts ritual with Dark Scrolls to turn town undead. [Ed. Note: No evidence has been found that this is related to the Dragon/Elemental war.]

Winter of 603

Dragon and elemental attacks continue throughout the duchy.

April of 604

Draconic and elemental raids appear to be increasing in ferocity. Many are force-marked by both sides, and others are offered marks by their own choice.

Magic Barrier is repaired, hopefully for good. [Ed. Note: Believed to be unrelated to the war, although Barriers were important both here and in Anar.]

Stone pylon, similar to those that appeared before first

known Anarian contact, appears in middle of Ravenholt City. Dragons attack, attempting to get to pylon.

It is discovered that Cybele is likely to be related to Sarrbane and Audrey, a strange purple woman who has been seen wandering town on occasion.

May of 604

Gathering in Longhope Castle, Cumberland. Visitors encouraged by Vox to gather around pylon that he has put forth to them, to be protected from the coming wave of magics. Everyone within the city is dragged across time and/or planes to the land of Anar. Spirits of Anarians overlies upon the spirits of the visitors. Anar is in the final throes of a battle with the Dragons after having opened the Eye of the Tempest and weighting the Scales towards dragonkind and against the Elements. The last vision of Anar, before visitors are drawn back to Longhope, is that of the final battle for the destruction of the last Circle, while Cybele and Audrey fight over the Cloak of Invocations and Madness.

The last piece of the missing Regalia is found, borne by Cybele as she is attacked by her brother, Sarrbane. During this battle, dragon-marked citizens are forced to attack on behalf of the Dragons. At the behest of Alexa, Alaric, and others, she passes it on to Kestrel.

Prime elements begin attacking at Longhope, entering through four gates. Three are successfully closed.

June of 604

Heavy recruiting by minions of both the Elements and the Dragons as the time of the opening of the Eye grows imminent. Vox, as part of the Machine, guides citizens to create the mirrors that will activate the powers of the items of the Regalia.

The carefully cared for crystalline orbs of Tyrra are replanted. Grammy Qorvax, keeper of the hidden woods known as “The Grove,” outside Ravenholt, ascends to become caretaker for Tyrra.

Citizens and visitors gather to fight the battle for balance, under the guidance of the Regalia-bearers, and led by Duke Greystone. Despite an initial considerable lead by the Elements, a natural balance is restored by end of battle, and both the draconic and elemental leaders (Sarrbane and Strife) release those desiring it from their marks. Balance is believed restored. No minions of either side have been reported afield in the duchy since the completion of battle.

White Star Caravan Offers the Finest Goods

We procure the finest goods in the realm for sale, trade, or barter. If you need it, we’ll find it! If you have it, we’ll buy it! Healing elixirs wanted - premium paid! Send word to Thomas Velbright via Fleet of Foot if you have business to attend to with our fine caravans.

Dragons/Elementals from page 1

lence.

Returning from the excellent hospitality of Longhope Castle in Cumberland, many of the Duchy leaders were prepared for the Eye of the Tempest to be opened in the midst of June 604. The essential means to do so involved five items of considerable power and import, all of which were accounted for by various citizens of the Land. These items were assembled at a Ducal Advisory Council to ensure each was placed with an individual upon whom considerable responsibility could be placed. There were four items which were commonly termed the Regalia: the Circlet of Clarity and Horrors, the Cloak of Invocations and Madness, the Belt of Strengths and Failings, and the Stave of Elements and Destructions. The Crown was gifted to the Council by the Court of Westmarch, which had held it safe for a considerable time, the Belt from Equinox, as Jenna had held it safe and provided it to Tessa when need called for such, the Cloak was held by Kestrel to whom it had been given by Cybele, who is known to many as the Mirrored Lady, and the Stave was split into three pieces, which had known various homes throughout the years but most recently were held by the Court of Capulus, although exactly by whom is unknown to me, as Guildmistress Keyla ensured I was kept from such in the final days, as I requested. The final task was to understand exactly how these items would be used, by whom and in what fashion the Eye would manifest its power.

The Ducal Advisory Council had done much debating to determine the four who would bear these items and with many worthy candidates, it was decided to balance the best choices to create a strong foundation of knowledge and skills which would enable them to work well together and react swiftly to any situations they might face. Kestrel had already proven able to balance the challenge of the Cloak and was determined appropriate as the Bearer of such, as well. Saket and Princess Alexa were asked to bear the Crown and Belt respectively, although they switched assignments of these items as they explored their roles. Arracor Stormhaven was given the assignment of the Staff, an item of which part of had been in his possession for much of the last decade.

During this time the image of High Seer Vox emerged from his apparatus which had a time release triggered by actions in the past. He gave knowledge to the users of the machine including Guildmistress Keyla, Boran Timoth of Eastwyck, Ashmont and Glaive. They became instrumental in coordinating the collection of components which would ultimately enable the crafting of six Great Mirrors used to Summon forth the Eye of the Tempest. Glaive was primarily involved in ensuring the resolution of these tasks and his coordinations with the Ducal Advisory Council was fundamental to the eventual success. So, while Dragons and Elementals made some considerable efforts to acquire these items, the learning of the process continued. The Eye of the Tempest held the Scales

of Being and Unbeing, which would determine whether power at the focal point of the Eye, our very own Duchy, would favor Draconic or Elemental influence. Each side would Summon those in their sway for an epic Battle, which could be influenced by those who bore the Regalia. A mildly complex set of Rules ensured each side would have representation and ultimately a force of fifty would be present to represent the two sides combined. This would be sufficient to power the Eye if all other details were in order. Those bearing mark of either faction were to be completely controlled by this faction. The remainder of those aligned to reach the number of fifty would bear a sash of the faction giving full control until the Sash was removed.

The Anarians had yielded their balance of power to the Dragons and their civilization was ultimately eradicated by Dragons who intended to control and keep control of all the Regalia, thus ending the conflict to their advantage for all time. Thus it was clear to us that if either Dragon or Elemental was yielded too much power, there would always remain a significant risk of their taking a similar course of action here. The Ducal Advisory Council met with His Grace, Duke Maximillian Greystone, and he embraced a final plan to ensure as much neutrality or balanced power as possible. Now that the Regalia was fully gathered, the sooner the Eye could be Summoned, the safer for the Lands before such items might fall into the hands of either faction. Interestingly, the Regalia were invisible to agents of either side if they were of significant rank in that faction. However, they were aware of these items and actively seeking such. Thus, when Boran finished crafting with the aid of a Knight of Neridia who has since earned the accusation of Traitor to Ravenholt and Evendarr by Duke Maximillian, the Bearers of the Regalia were summoned in the early hours before dawn to prepare the items and begin the Summoning. His Grace had called for a morning rousing of the town, which would identify all citizens who were commanded to show and fight for this epic and necessary battle in whatever fashion they might best aid the Land.

Since it was known that all bearing a Mark would be controlled by their faction, Elemental or Draconic, the required number of fifty would begin with the base of all those already holding a form of allegiance. The others would be placed based on the strategic desires of His Grace. The two factions would be balanced in number and by intent, their power and ability. Thus if only those sides battled, as close to a power balance as possible would be ultimately achieved. All who did not get assigned to these two lists would fight on behalf of the Duchy's directive of balance. In truth, all who would take to their role would be aiding the Duchy, but the greater number un-swayed by Elemental or Draconic control would be needed to best and most fully empower the Bearers of the Regalia.

The rousing of Ravenholt and Allies created a much strained

Continued on page 11

Dragons/Elementals from page 10

feeling as the severity of the situation, the urgency of the need, and the necessary and ordered adherence to the plan caused strife. There will be need of an understanding nature for such actions as caused this strain. Ultimately, all attended the place to call forth the Eye and it was opened as all were magically rifted to the plane in which the Eye of the Tempest was enacted. Chaos was assigned to direct the Elements and immediately changed their Directed Leader. Sarrbane of the Black Council was assigned to lead the Draconic forces, and a large contingent stood to lend their aid directly to the Bearers of the Regalia. Telaris, Knight of Neridia, chose this inopportune time to seemingly resist the Control of the Elements and defy the Ducal rulership of Maximillian Greystone by dropping from Chaos and nearly causing the Eye to close, as the required number of fifty was no longer met. Since it did not ultimately close, it is likely the Chaos Control actually used him to attempt a thwarting of the Eye. This would explain why the Eye allowed the replacement from those who had not joined either faction. Excluding this theory, it is clear a grievous act of Treason took place and, having so recently experienced Evendarr's search for justice, it is likely steps are already in place to address this situation. This detrimental crisis averted, the battle was enjoined.

I know well the power of the Control, for I fought by Sash-induced Control of the Dragons. The initial wave of battle

saw much detriment as the Dragons attempted to destroy those not aligned, first. Chaos, of course, did not abide by this agreement with Dragons and a chaotic melee was set underway. We knew it would only end when the last member of either faction was down or half an hourglass had emptied. Many fought friend, and deceptions and death were frequent. Aid, healing and Life were more frequent still, though three lives were ultimately lost to Resurrection (Dulcinea and Boran of Eastwyck, and Ashe, a visitor to our lands). The sands drained out on time and the results showed the Scales were in perfect balance even before the Bearers of the Regalia used the influence they had assembled from the main force of Ravenholt, which had been assigned to their aid. The Regalia had been gifted with so sufficient an influence that they could have overwhelmed the complete alliance of the two factions. They held the Balance and, for a time which will likely measure all the life spans of those present many times over, the struggle will continue in balance, which leaves Ravenholt out of an excessive waging of either power. Certainly Dragons and Elementals will sustain a varied presence, but vastly reduced in their attempts to control the People and Lands. It was a Great Victory in an Epic Moment, but not without wounds. We should be a thankful people for the victory, for the named and unnamed people and deeds which yielded it, and for the earned assurance we choose to Control our Destiny and have earned the right to continue on this Destiny.

A Look Back

A Look Back is a feature in which we travel back through the annals of the Herald's publications to bring a fond bit of memory from days gone by. The full stories behind each item can be found in our archives.

Summer, 599

- A vivisectionist who created warped, alchemically mutated crosses between small children and animals in an effort to save his dying daughter is caught and banished.
- Elementally tainted undead ravage Two Roads, magical compasses guide citizens to lay them to rest.
- Nightmare Lord Azrieth torments citizens with their own fears and visions.

Summer, 594

- Mistress of Time reprimands Guxx after he takes on entire town.
- Trina, who, with her Iron Cross mercenaries, responsible for the apparently "Final" death of Baron Alaric Malinruin of Eastwyck, is obliterated for her crimes.
- Life spells continue to fail in southern Westmarch
- Numerous werewolf attacks in Eastwyck.
- Black Rose seek vengeance for return of HRH Princess Andrea Huntington, thwarted by Anvil, led by Lord Sheriff Alaric Malinruin.
- Countess Altair passes anti-enslavement laws, disallowing use of Dominate, Enslavement, Love, Love #9, and Charm.

Summer, 589

- Guxx Unfadoo appears and, banished, vows revenge on Duke Basil.
- Succubi drain local men and take the forms of prominent women in town.
- Duke announces masked ball.

public notices

GOT RARE COINS, ANCIENT OR NEW?

Seeking to expand collection. Will buy gold, silver, and copper (coins no longer being minted, coins from distant realms, etc.) but prefer to trade duplicates from my own collection.

Contact Draco Frost III via Ravenholt Mages' Guild

Dearest Rime -

You never write anymore! I'm lonely!

-Katrina



So, there's a balance in power now between the dragons and elementals. What does that mean and how long will it last for? Perhaps a year? Does this mean both the Dragons and Elementals will be upset with us, of free-will and choose to be neutral? Perhaps all of us will become happy with what each of us has, being content... or will the struggle for power prevail and chaos will rein supreme?

-Jester



Unto all who participated in the Bardic challenge, my congratulations. To all who took no prize, keep in mind that there were no losers in this competition. You all did outstanding jobs and I look forward to competing again in future challenges and being again entertained in such a superb fashion. I hope my small token of appreciation showed how much your offerings meant. Thank you also for participating in Alaric's grand experiment to strengthen the harmonies and enhance the Vision spells which followed. I hope that future endeavors will be as successful. I would also like to start a group in Ravenholt devoted to the furthering of music, a guild of sorts. Perhaps we can devote a small portion of each gather to rehearsal and preparation. Please contact me if you are interested.

Jericho



To Marcus -

I know you're out there. I looked for you last fall, but you slipped away. Another year has come, and I am free to hunt for you. Come out of hiding. And know this: others have joined in the chase. I would like to introduce you to them. If you wish, you know how to find me through this periodical. Take this to heart: Even xenophobic cowards eventually die. Run, old necromancer.

- prime

I, Janathan Blackthorn Daystar Baljar and my company will be returning I send this message for all who knew me to contact via falcons or messengers. It has been a while and we have many tales please visit the Gypsy Camp if it still holds in Ravenholt to see me . I seek Earth ritual scrolls of all levels and am looking for old gypsies and phoenix members to help me build the tribe once again to proportions Rachand would be proud of. Thorin, you are missed. I regret I cannot venture to Avendale as of yet. But once we settle Sparrowhawk, My self and my apprentice will come to thee aid, as well as I will try to call on Jinx and Jez, Until we meet in Ravenholt, Its been a long Journey and we cannot wait to join the home Vardo. I hope to see you all we will arrive by canoe on Fri, Will see you all then.

Your Gypsy

Jan Daystar

Eric Blackthorn says hello! He is in my company.



To X -

Know that your next death will be at my hands. And the next. And the next. Until you are gone from Tyrra, forever.

- You Know Who



To the gentlemen who ordered 11 dragon's breath scrolls and 30 flame bolt scrolls: Please contact me as soon as possible so we can finish up our business transaction. Your scrolls are ready and I am still awaiting payment.

Squire Sasha d'Von Skya

Loyal Vassal to His Grace, Duke Luther Eindrake
Ducal Court of Ashbury, Kingdom of Evendarr.



To Master Smith Boran,

Thank you for your words, and your gratitude on this my last night. You have given me the clarity of purpose. My purpose is that of a soldier, and I will stand and defend my post till the end, knowing that you will not allow us to be forgotten.

Sergeant Cyrus

Fortress Hope Outpost Guards



To the stranger in white -

Not a day goes by that I don't think of you. Find me in the grove where the unicorns play.

- The stranger in black

Continued on page 13

An Expression of Gratitude

by Seneschal Alaric Malinruin

During the flurry of events which marked my initial assignment to again help rule this Land, I have been hard pressed to assume all the appropriate tasks while making a full assessment of the lands. We have together faced a series of significant crises as a Duchy, and many of the most significant external challenges to the basic essence of this Land have been faced successfully due to the valor of the hearty stock of people who make this Land a priority. We have come through much to finally reach this point in which a healing from the devastation of Garn seems eminent. The cosmic battle of Dragons and Elementals has been concluded, and we have faced the deep wounds of a Royal Tribunal. This, in the first few months of my assignment, has resulted in considerable strife, despite the very rewarding end to all of these issues. Leading in such times is certain to have earned some concerns and created some injuries which are not measured in spilled blood. We, as a people, should be proud, as well as thankful, for having moved beyond such trying times. We must similarly be aware that there are needs internal to the Duchy which we now may begin to address.

I ask all of you now to prepare for this next step. Let us bring together the resolve which will allow us to build our strength and set the path, which will lead our Lands to a better destination. If a wound exists, bring it forward to ensure it may be given the appropriate salve. Come forward with the right and proper intent to give and receive this healing, as well as to aid in the means by which we may set our Duchy to change where necessary, and stability where equally necessary. Duke Greystone is here to lead and rule this land and he has assembled the Leaders to whom he gives his deserved trust and under whose guidance I expect will grow even more strength and unity in our Duchy and Kingdom. The people of this Land are well served by their Nobles and through them are Duke Greystone, Prince Kevynn, and King Mykel likewise well served.

Our Baronies, Guilds and advisors are joined by the Noble courts [of other lands] and the many other commoner groups who frequent our Duchy, all of whom have had their names presented to me in expression of appreciation for their services. While I cannot reasonably list all who deserve such, I have been made aware, and can express Gratitude on behalf of our Duke. It should be known that service given in protection of the land shall, in the future, always be met with the Support of the Duchy. Such is the means by which we will ensure the progress of this Land as is our assigned duty. It is a duty for which I am as grateful as I am for the people who shall now help us achieve greatness.

His Grace has many matters which will get his deserved attention in due time, with the aid of his respected nobles. They are as a conduit for the people, reaching to every corner

of the realm and populace as we advance. He has expressed a desire that they be granted the respect they are due, and they in turn may most properly lead and be a part of the ongoing development of our Lands.

Thus have I inscribed my understanding of His Grace, Duke Greystone's perspectives, as shared with me during our conversations and as assigned to me to express to the best of my ability on his behalf.



Elderly Amani Woman Missing

A venerable Amani elf from Burnisham Falls, on the Eastwyck/Cumberland border, has gone missing from her home which she shared with her daughter. Giurdrienne Goldenleaf has expressed concern that her mother, Endrielle Goldenleaf, may have wandered off in the night in search of alchemical components, which she enjoyed gathering for her herbal experiments. Giurdrienne has posted a reward of 25 gold for her mother's safe return.



Public Notices from page 12

Dany,

Lost: One Heart.

Found: You.

Alan



Jacob Alderberry -

I desire confirmation that you have received the potions I sent you, as I have not yet been paid.

-O. Probrium



Where the wild thyme grows, and rosemary knows,
So lift my heart, 'til next must we part.
Give me your hand, when o'er the land,
Do I come for thee.

- Beloved



To you who know the pain of tears of crystal made - Seek knowledge when knowledge is offered, and power shall come to you in time.

Mirrors from page 2

moner Draco and Vox investigated the contents of the box. A large scroll was within. It was made of reflective material and described the process for making the mirrors required to utilize the Eye of the Tempest. Different components were required. After some time, the group left the control room and headed to the tavern. Lord Blackblood was presented to His Grace and the Lord Seneschal.

The next morning, a group was gathered that included Lord Alan Moonwind, Baron of Cumberland, Squire Curyll of the Barony of Cumberland, Baroness Marina of the Kingdom of Myanthea, commoner Kade, commoner Skye and commoner Glaive. They headed to a thicket of woods, more dark than would be found in nature by itself. A small path lead deeper into the woods. As they made their first advance, the shadows turned into woodland creatures, made of twisted wood and other materials impossible to describe. Each engaged the creatures and continued down the path. After a hundred paces, the darkness grew much deeper, and a tree more twisted than seen on Tyrra herself, writhed before them. They engaged the tree/creature and it was destroyed. They assembled the remaining pieces of wood and returned to the city proper. Everyone agreed to leave the components in the care of Lord Baron Alan Moonwind for safekeeping.

Lady Cynthia Timmons of the Barony of Southmark, Duchy of Volta was asked to be the next group, to gather the Quicksilver. The scroll was given to them and what information was gathered from the first adventure was shared and the group departed. Some time later, Lady Cynthia and her team returned with the scroll and said they had the Quicksilver. The components were left with them to keep until such time as they were needed. But moments later, the town was summoned to the upper field to plant seeds while being assaulted by something that was referred to as Corrupted Tyrran Spirits.

Squire Ashe Blackfist of the Ducal Court of Ashbury was asked to lead the next group, to gather the last components required to make the mirrors, the clear crystals. Squire Ashe organized a group over the next hour. The scroll was given to commoner Sasha of the Ducal Court of Ashbury and the group headed off. Some time later, they returned with the crystals. As before, the components were left in their possession until it was time to gather everything.

It was one hour passed the new day and the mirrors needed to be forged. The scroll was not specific on the process for making the mirrors, which caused concern. After speaking to several sources, a plan was developed. Commoner Boran of the Barony of Eastwyck was a master smith, and it was thought that he could forge the mirrors. The components were gathered and commoner Telaris MacLeod of Neridia and Boran set out for the tavern, to create the mirrors in the circle the Lord Seneschal was using for residence. Boran spent some time putting the mirrors together, and at their completion,

Telaris cast the formal that would bind the magic within them. By the time the mirrors were created, we were two-and-a-half hours into the new day. The mirrors required 12 hours to cool and the battle was set to start at noon.

Many people gathered in the tavern, talking idly about recent occurrences. As time passed, words began to appear on the surface of the mirrors. Some of the mirrors were linked to the Regalia and words echoed their link. On the other mirror, the rules appeared. After some time, commoner Arracor came to speak with the Lord Seneschal. As Arracor was leaving the circle, his form was drawn into one of the mirrors. Runners were immediately sent to wake Princess Alexa and other bearers of the Regalia. Over ten minutes passed before the first sign of movement came. A hand appeared from the mirror and Telaris helped Arracor emerge unscathed. Arracor had words with Lord Seneschal Alaric and the Arracor leapt into the next mirror. Over the next hour, every bearer of the Regalia came to the tavern and entered their respective mirror. As each emerged, that mirror seemed to solidify and by the end, Telaris determined that the mirrors would be ready by noon of that day.

On the next day, the morning was quiet. Preparations were being made for the impending battle. The town was to be divided. Two-dozen townsfolk had to represent the elementals and two-dozen had to represent the dragon-kind. The remaining townsfolk were allowed to fight on the side of the neutrals. Sarrbane, a member of the Black Council, led the dragon-kind. Strife, a chaos elemental focusing on conflict, led the elementals. The battle was fierce, but by the end, the neutrals had gathered the most banners, and they were able to set the balance. The elementals would leave and the dragon-kind would recess. It appears to be so.



Banditry on the Rise as Sands Solidify

The band of sandy desolation around Ravenholt City has been growing progressively more stable as grasses take root and plants begin to sprout where none had grown in recent months. As such, passage over the hillocks and valleys shaped by the shifting sands is now becoming easier on horse and cart travelers, day by day. However, with the increased traffic come reports of increased banditry. Most of the incidents appear minor, with few deaths (the majority of reports are of mild attacks where victims are left sleeping or paralyzed, rather than killed outright). Said one merchant who survived the loss of his food goods, but considers himself lucky, "T was like they was just a bit hungry there. They din't want to hurt me none, theyse just wanted me foodstuffs."

Tourney from page 1

In acknowledgment of the fact that many of the heroes of Ravenholt are oft called to duty, a single permanent replacement by an additional member of the team may be made during the course of competition, but no individual may participate as a member of more than one team.

Teams may enter any or all of the events, and prizes will be awarded for each event, but an overall Tournament Champions award will also be given based on total event points earned by the team. Participants will receive one second chance to appear when called forth for a competition as registered and, if an appearance is not made in a timely fashion, will be dropped from the given contest as a competitor.

Tournament rules may have minor adjustments from those posted here, but as of publication date, these are the events as we have been made aware.

Anticipated Schedule Tournament of Heroes

Competition	Start Time
Waylay Competition Begins	Saturday - 10:00 am
Casting Melee Competition	Saturday - 11:00 am
One-on-One Combat Competition	Saturday - 2:00 pm
Cabin Colors Judging	Saturday - 5:00 pm
Team Colors Presentation Judging	Saturday - 6:30 pm
Feast in Celebration of the Arts	Saturday - 7:00 pm
Baking Contest Judging	Saturday - 8:30 pm
Entertainment Competition	Saturday - 9:00 pm
Hunt Games Begin	Sunday - 10:30 am
Town Run Competition	Sunday - 11:00 am
Traps Competition	Sunday - 1:00 pm
Battlefield Readiness Competition	Sunday - 2:00 pm
Presentation of Superlatives (Hunt)	Sunday - 8:00 pm
Puns and Insults Competition	Sunday - 9:00 pm

Contest Rules – Town Run

Goal: This is a simple, single round contest of speed.

Rules:

- No interference with contestants will be tolerated.
- Each team may enter a single contestant in the race.

Contest Activity:

Each team will be asked to register its official participant from the Team List at the start of the contest. Contestants will line up at the starting line, below the stables, and will run in a loop to the high town bridge, then down into low town, and to the finish line at the front gate of the tavern. When the starting whistle is blown, the race begins. First, second, and third places will be awarded.

Waylay/Stealth Competition

Goal: To determine the individual most adept at unobtrusive and subtle interaction with the individuals and environment around him/her.

Rules:

- Teams may enter a single contestant in this event.
- No actual assaults may be made in order to gather a competitor's banner. Any such action on the part of participants or of a participant's team members shall immediately disqualify the contestant and may lead to formal charges with the magistrate.

· All calls are to be as "Padded Waylay," with either a gentle weapon hilt tap or knuckle tap on the competitor's shoulder, at which point the recipient should willingly give up his or her banner

· Banners are to be worn about the upper arm in clear view at all times. Those who are skilled at shield competitions must wear the banner on their other arm, so as not to restrict view of said banner by means of shield usage. Garb must not be worn in such a way as to restrict visible access to the banner.

Contest Activity:

Each team will be asked to register its official participants from the Team List at the start of the contest. The contestant will receive an armband banner, which must be worn visibly on the upper arm at all times. At the start of the competition, all contestants will gather together with the judges, and attach their banner to their persons. The judge will call a contest start, at which point participants will have 5 minutes to move away as they see fit, prior being able to seek out another competitor's banner. Banners are gathered by walking up behind a contestant unnoticed, and calling out "Padded Waylay" while gently tapping the individual on the back with either a weapon hilt or palm. You may halt a sneak attack by another if you spot them by stating "Waylay Prevented" so that the individual knows he or she has been seen. Anyone heard repeating "Waylay Prevented" when others are not nearby in an attempt to avert attacks may be deemed by the judges to be playing in an unsportsmanlike manner and removed from the contest. If a successful attack is made, the participant must give up both his or her own banner and all banners he or she has collected to this point. He or she is then out of play. This contest will continue throughout the tournament until the allotted completion time noted on the schedule, at which point all banners earned must be presented to the judges when called for. If one participant has all the banners, there will be a single winner. If more than one participant has survived while gathering banners, a first, second, and possibly third place will be assigned. At least one other person's banner must be captured in order to remain in competition at the end of the contest.

3-Person Team Casting Melee

Goal: To determine the team that is most skillful at both offensive and defensive casting as a cohesive group. This is to the disablement of all members of the opposing team.

Rules:

- Necromancy shall not be tolerated.
- No 9th circle spells may be utilized, nor may Harmonic Aura be activated
- This will be a double elimination round format.
- Teams may enter up to 3 members in this contest, but the contestants entered may not change once the elimination rounds have begun (contestants may, however, drop out without causing the entire group to be removed from competition)
- Teams do not have to present a full three-person group in order to compete, but no members may be added after the first round of the elimination cycle. While it is acceptable to compete with only a single entrant, it is not recommended, per the goal of this competition.
- Nothing but magicks may be used in this competition. Additionally, a random draw of short duration magic items will be on loan from His Grace, to allow those not generally skilled at casting to participate in this competition.
- Clean, safe combat is expected at all times. In dire cases, judges may call either an individual or a team out of play for good for unsportsmanlike behavior.
- Contestants must inform the judges prior to each round of their current ability to take daggers' blows, their circles of magic available, and any protectives active on them.
- His Grace's healers will provide healing for any injuries sustained during the course of the contest

Contest Activity:

Each team will be asked to register its official participants from the Team List at the start of the contest. They will each pick a letter at random from a pick bag. This letter will designate their opposing team on the first round. The contests will proceed per the below listed double elimination format, so that all contestants will participate in a minimum of 2 battles.

Round 1	Round 2	Round 3
Contestant A	Contestant A	
Contestant B		
Contestant C	Contestant C	Contestant A – 1 st Place
Contestant D		
Contestant E	Contestant E	Contestant E – competes in Round 4 (see below)
Contestant F		
Contestant G	Contestant G	
Contestant H		

Round 1	Round 2a	Round 3a	Round 4
(see above)	Contestant B	Contestant B	
	Contestant D		Contestant B – 2 nd place
	Contestant F	Contestant F	Contestant E – 3 rd Place
	Contestant H		

One-on-One Combat

Goal: To determine the individual that is most skillful at both offensive and defensive weapon arts in single combat. This is to the “disablement” of the opposing combatant by first five blows landed. This contest will not count toward team totals - it is an individual skills competition only.

Rules:

- This will be a double elimination round format (see chart below).
- No member may be added after the first round of the elimination cycle.
- Clean, safe combat is expected at all times. In dire cases, judges may call either an individual or a team out of play for good for unsportsmanlike behavior.
- No magicks may be used during the course of this competition.

Contest Activity:

Each team will be asked to register its official participants from the Team List at the start of the contest. They will each pick a letter at random from a pick back. This letter will designate their opposing combatant on the first round. The contests will proceed per the below listed double elimination format, so that all contestants will participate in a minimum of 2 battles.

Team Colors & Heraldry Presentation

Goal: To make a presentation of courtliness and honor before all who attend the gather. The emphasis is not on the precision of matched garb or overall appearance, but presentation of a theme pertaining to honor, chivalry, and/or Ravenholt's history. While prizes will be awarded for this individual contest, it will not count towards the overall tournament winning prize.

Rules:

- Courts and teams may make full force presentations without limit as to those members who will be on the entered tournament team.
- Participants should either be a member of the court or, in the case of a commoners' group, should travel regularly with the group.
- Participants may not present as members of more than one group, despite any multiple allegiances held.
- If participating team is to present heraldry to be permanently displayed in the hall, such presentation to His Grace may be done during the course of this colors presentation or at its conclusion.

Contest Activity:

Each group shall be asked to have a representative register with the judges in advance of the opening ceremonies of the tournament. All groups should be prepared to present and should respectfully observe the other participants during the ceremony. A herald will call forth the name of the presenting team, and they may present themselves.

Cabin Colors

Goal: To show respect for one's surroundings by beautifying and bringing a mark of distinction to the structures of our community. Judging will be based on an overall presentation, in addition to how well the décor represents or expresses the group housed therein. While prizes will be awarded for this individual contest, it will not count towards the overall tournament-winning prize.

Rules:

- Courts and teams may make full force presentations without limit as to those members who will be on the entered tournament team.
- Décor may be both interior and exterior to the living quarters, but should not invade upon another group's purview.
- Area should be free of debris and clutter, and common day-to-day objects left lying about may be deemed to detract from the presentation.

Contest Activity:

Cabins are to be decorated in full by Saturday evening. Judges will travel from cabin to cabin to evaluate them. To participate, groups must register with the judges and must have someone available to let them inside warded or otherwise locked buildings. Each group may provide a brief explanation of the theme presented to the judges.

The Hunt

Goal: To encourage creativity and intellectual challenges which ensure a fit mind. This will take the form of three aspects of the Hunt: a Scavenger portion, a Superlatives portion, and a Riddles, Decryption, and Anagrams portion.

Rules:

- Teams may utilize any or all members of their team as participants in this contest.
- Theft of any item needed to complete any portion of this contest is illegal and will be brought before the magistrate accordingly.
- Judges may only be approached with answers at set points during the tournament. Any team member interrupting a judge who is involved in judging another contest will lose points for the submitted item.

Contest Activity:

A single representative from each team will present themselves to receive a copy of the Hunt list, Sunday morning at 10 am. Both the Scavenger and the Riddles, Decryptions, and Anagrams portions will consist of several sets of items. All items in a set must be gathered together in order to be presented for credit. The first, second, and third teams presenting a set to the judges will receive points accordingly. Sets can only be presented when other contests are not being judged. Judges will wear a purple tabard when they are available to receive entries. The Superlatives shall be presented after the Sunday evening meal, and shall be evaluated for merit by the judges, with audience response influencing the outcome.

Baking Competition 604

Goal: To determine the team with the most skilled baker or pastry chef, with an emphasis on taste as well as presentation.

Rules:

- Teams may utilize any or all members of their team as participants in this contest. They may not involve non-team members in their presentations.
- All items must be prepared outside of Ravenholt City. No kitchens in the tavern or other public buildings will be made available.
- An ice elemental has been encouraged to stay in a box in the tavern for a time, and the chef has begrudgingly allowed a portion of that box to be made available for contestants. Any items given to the elemental must be covered and clearly marked.
- No intoxicants or other alchemical substances may be used in the creation of these items. To include such things will be deemed Assault.
- Additional servings of the same item made available to the audience after the judges have completed evaluation will be auctioned to provide funding to the Griswold Orphanage.

Contest Activity:

Participants will show off their baked item to the judges (and to the audience) in its entirety so that judges may appreciate the esthetics of the presentation. They will then provide a small serving of the item to each judge for taste testing. After the servings have been presented, the participant may move among the audience to show and sell their remaining wares. Winners shall be concluded based on the combination of judges' scores and money brought in. (This latter shall be based on relative coin taken in – the team with the most coin will receive the highest score for this aspect, the team with the second most coin will receive the second highest, etc. The points are not a literal counting of the coin.)

Entertainment Competition

Sponsored by Lady Carella Rose

Goal: To provide entertainment and to encourage the audience to donate coin of the realm on the team's behalf for presentation to the Griswold Orphanage.

Rules:

- Teams may utilize any or all members of their team as participants in this contest. They may not involve non-team members in their presentations.
- Props may be utilized so long as they put no one at physical risk.
- Entertainment may take any form, but points may be deducted for vulgar, degrading, or insulting performances.
- If so agreed by all contestants and those observing,

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Entertainment from page 17

no claims of treason or other such crimes shall be made for things said and done all in jest during the course of this competition. His Grace has deemed Satire to be an acceptable art form under such circumstances.

Contest Activity:

Groups competing will be pick a number which will be the order in which they present themselves. They will be called forth and will have no more than 10 minutes during which they may present their entertainment. Audience members will be encouraged to give coins to those performers they deem worthy. Winners shall be concluded based on the combination of judges' scores and money brought in. (This latter shall be based on relative coin taken in – the team with the most coin will receive the highest score for this aspect, the team with the second most coin will receive the second highest, etc. The points are not a literal counting of the coin.)

Traps Competition Rules

Sponsored by Refugio Crum of the newly formed Thieves Guild of Ravenholt

Goal: To recover as many tokens of your competitors' as possible in the time allotted, while leaving your own tokens protected within the confines of your assigned trapped space. This is to be a test of technical skills, and therefore the rules are geared accordingly.

Rules:

- Each team may field only one representative.
- Representative will be provided with the below list of traps devices for use in the competition. They may add traps supplies of their own, time permitting, but will not be compensated for their loss.
- Contestant must provide trap containers and trigger devices and materials – only the mechanisms (including locks) and the space to be trapped will be provided by the sponsor.
- The space to be trapped will be approximately 8'x10' with one door, a joisted ceiling, and wood walls.
- No magicks may be utilized during this competition, especially Shatter and Destroy spells. However, all contestants may have any protectives available to them and placed upon them *prior* to competing (but may not put further protectives on themselves during the competition.)
- All containers and triggers must be approved by the sponsor as reasonably open-able by someone who has not previously seen the item (for example, no boxes which require the pressing of several spots in the correct order will be allowed – this is a test of mechanism setting and removal. Please compete to the spirit of the competition.)
- Contestants must provide their own tools for use in arming and disarming traps. No tools will be provided.
- It has come to our attention that several skillful technicians in and around Ravenholt have studied the art of dodging traps. For the sportsmanship of the game, we ask that

contestants who may or may not have this ability avoid utilizing it.

Contest Activity:

Contestants will be given 10 tokens in their assigned color, along with the mechanisms listed below. They will have ½ hour to set the traps, hiding the tokens throughout their allotted space (no more than 2 in any one location). They will then individually walk the judges through the space, explaining the mechanism triggers as set, and pointing out where the tokens are set, while other contestants are kept at a distance. Each contestant will then pick a color at random from the token pool, which will be their assigned disarmament location. (No one can be assigned one's own rig for disarmament.) The contestants will have 10 minutes to safely recover as many tokens as possible. These will be added to the total number of their own tokens which are NOT recovered by their competitor. If all tokens are recovered prior to the 10 minute deadline, winners will be assigned based on best time. If the 10 minute deadline is completed, winners will be based on number of tokens safely brought out of the space (a one minute warning will be given by the judges). Participants who fail to get out of the disarmament area within the 10 minutes will be disqualified.

Provided mechanisms for use:

Mechanism Quantity

Lock (simple)	1 each
5 point Explosive	3 each
Vertigo Gas Poison Trap	1 each
Noisemaker	1 each
Sleep Gas Poison Trap	1 each
Paralysis Gas Poison Trap	1 each

Contest Rules – Battlefield Readiness

Goal: To determine the team that is most skillful at both offensive and defensive combat as a cohesive group. The goal is to protect a banner representing the team's assigned territory for 3 hours, while gathering the banners of other teams and protecting them, as well.

Rules:

- Necromancy and illegal toxins shall not be tolerated, according to the Laws of Evendarr.
- Teams do not have to present a full six-person group in order to compete, but no members may be added after the contest has begun. While it is acceptable to compete with only a single entrant, it is not recommended, per the goals of this competition.
- Killing blows are deemed unsportsmanlike in this venue.
- His Grace's healers will provide healing for any inju-

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Battlefield from page 18

ries sustained during the course of the contest, at its conclusion, but shall not provide healing during the contest.

Contest Activity:

Each team shall be assigned a region of land outside the city proper, which they must protect, as they might be asked to do in time of war. They will be provided with a banner, representing the territory and, upon instigation of the contest, must immediately move to place the banner in their territory. A banner must remain within the designated territory of the team, and must remain visible to the naked eye, but otherwise may be protected in any means possible within the law. Destruction of the banner during skirmish equates to disqualification of both the defensive team and the team destroying the banner. While defending their own land, teams must also successfully acquire the banners of the other teams' regions. Teams whose banners have been taken are not disqualified unless they fail to regain their banners by end of contest. All participants agree that this competition may include great personal risks, but that care should be taken by all participants to avoid a loss of life.

Contest Rules – Puns & Insults

Goal: Meant to be presented in all lightness with a good-hearted nature, this is a verbal sparring to be judged both by official judges and by audience members' response.

Rules:

- Insults must be deemed clever and suitable to the situation. Points will be deducted for crass or purposefully degrading humor. Points will be added for incorporating insults into puns or vice versa.

- Teams may enter a single contestant into this competition

- If so agreed by all contestants and those observing, no claims of treason or other such crimes shall be made for things said and done all in jest during the course of this competition. His Grace has deemed Satire to be an acceptable art form under such circumstances.

Contest Activity:

Participants will present themselves in the dining hall during the judging for the baking competition. They will select a number that represents the order in which they are to stand. They will stand facing the audience and will present either a pun or an insult to the individual to their left. If a pun is given, the next individual shall also give forth a pun or an insult to the individual to his/her left. If an insult is given, the individual shall make a response in kind to he who has insulted, and then present either another insult or a pun to the person to his or her left. The endmost person shall, of course, insult the person at the head of the line. Hesitations or the inability to come up with a suitable response to an insult will result in that individual being dropped from the contest.

The Fleet of Foot Fleet Messenger Service

When your delivery is important, choose Fleet of Foot, now with offices in Ravenholt City, throughout the Duchy, and growing. Delivering messages, both verbal and written, as well as packages, locally and regionally. Reasonable fees, speedy service.

Fleet of Foot Fleet Seeks New Branch Offices

Neither goblin, nor troll, nor undead Liche shall keep them from their task! So goes the unofficial motto of these hardy messengers. While they started out small in the city of Ironvale, they have become invaluable to the people of Ravenholt for transporting letters, verbal messages, and small packages in and around both the Duchy and the Kingdom. However, given the appropriate pay and suitable time, these brave transporters of our most intimate words will carry notices anywhere on Avalon. When they go, they also seek out new venues for branch offices as they try to expand their base of operations. If you have traveled afield and either are interested in working for the service or know of a location in dire need of the skills of the Fleet of Foot messenger fleet, please leave word with an office near you. The Ravenholt City office is managed by Shedia Silverthorne, of the Silverthorne Mercantile. Missives can be sent to her between gathers and she will schedule an appointment to meet with you.

Silverthorne's Goods and Trade

Offering trade, barter, lease, and rental agreements for equipment of all kinds. Formerly of Garson's Bridge, now relocating to the refurbished settlement on Lake Ardynn in Ravenholt City, we provide goods and services of all (legal) sorts. If your local merchant is running out, check with us for those hard to find items. Special orders accepted. Proud founders of the Ravenholt Merchant's Alliance, supporting fair trade and reasonable prices in a post-Garn world. (Also a Fleet of Foot Branch Office.)

Announcement from Lake Hollym

Janitria, Lake Hollym,
March, 604

Good People of Evendarr,
- The coming of Spring brings many changes. The dark, cold days of winter pass into memory for another year, as the warmth and brightness of the new days begin life anew. So in keeping with the changing of the seasons, let us also celebrate a changing of the guard as it were. Brigadier Morran Bartholomew-Saneth, in recognition of his years of faithful service, has been promoted to the prestigious position of a General of the Army. He will take up his new position in Evendarr City, where he will be part of the King's personal planning staff. His former position as leader of the 75th Assault Regiment, which guards Lake Hollym, will be taken up by his able interim successor and former Operations officer Colonel Cedric Anthony Buttons, until a permanent replacement can officially be appointed. By nature of their profound devotion to their duties, and unwavering loyalty to the Kingdom, both men will help lead Evendarr through a bright spring, and onward into glory.



Songs from the Faire Jack-A-Roe (a traditional ballad)

Oh, there was a wealthy merchant, in Hadran he did dwell.
He had a lovely daughter, the truth to you I'll tell,
Oh, the truth to you I'll tell.

She had sweethearts a-plenty and men of high degree.
There was none but Jackie Frazier, her true love e'er to be,
Oh, her true love e'er to be.

"Oh daughter, oh daughter, your body I will confine.
If none but Jack the sailor would ever suit your mind,
Oh, would ever suit your mind.

"This body you may imprison, my heart you can't confine.
There's none but Jack the sailor would have this heart of mine,
Oh, would have this heart of mine.

Now Jackie's gone sailing with trouble on his mind.
To leave his native country and his darling girl behind,
Oh, his darling girl behind.

She went into the tailor shop and dressed in men's array,
Then she went into the vessel to convey herself away,
Oh, convey herself away.

"Before you step on board, sir, your name I'd like to know."
She smiled all in her countenance, said, "They call me Jack-A-Roe,
Oh, they call me Jack-A-Roe."

"Your waist is light and slender, your fingers neat and small,
Your cheeks too red and rosy for to face the cannonball,
Oh, to face the cannonball.

"I know my waist is slender and my fingers they are small,
But they would not make me tremble for to see ten thousand fall,
Oh, to see ten thousand fall."

The war soon being over, they hunted all around.
Among the dead and dying her darling love she found,
Oh, her darling love she found.

She picked him up all in her arms and carried him to town,
And sent for her physician to quickly heal his wounds,
Oh, to quickly heal his wounds.

This couple, they got married, so well they did agree,
This couple they got married, so why not you and me,
Oh, so why not you and me.

News from page 6

Sutherlands

Sources claim that massive goblinoid forces have gone over and under the western wall as they invaded the Sutherlands. They have settled in the area of Sahde. Sudbyr and Westmire are hard pressed also, but holding fast and requesting reinforcements. Baron Stavros Wellingshire of Sahde has not been located, and a large number of his troops are missing. As Sahde is bordering the Barony of Westmire the invading forces pose a direct threat to the Duchy seat of Sutherland City. In the meantime, Duke Reikart has called a council of some of his court and Baron Morgrim De Sudbyr to discuss the retaking of Sahde. The gather is set to take place in the capital city, as the Duke makes his way back from a tour of the Isles de Hoenig - where he was reviewing damage from the failed invasion of Sessuar forces earlier this year.

Blackwell

A group of grey figures led by a man with a crown have been seen in Rivers Edge. Dominus has the Baron on a leash. The town of Bastion is going to join Evendarr. The Grand Duke of the Free Trade City has been murdered. The crystal mines of Yupatha have closed their doors.

Greyhorn

With the Rangers of Greyhorn seeing better days, the Warriors of the Moon are currently recruiting. All Rangers on assignment must report in. All adventurers are welcome to apply for membership to the Rangers of Greyhorn. The Rangers of Greyhorn are the defenders of Greyhorn's people dating long before Evendarr tamed our wilds. We are the people's champions, Negotiators between the races and ethnic groups. Before Evendarr we were the magistrates, the sheriffs, the hunters, now we serve that institution as its support, rendering our undying loyalty to the land and its people, our hands extend to help uphold the laws of the land when we are needed by the authorities. We are the information networks in which the puzzle is solved, We are the hands that feed the hungry and the sick, we have been Greyhorn's last defense against the undead menace during her most trying times. We are Greyhorn's runners, watchers, warning lines. We are her historians, her sons and daughters, and the soil she is made of, we are Greyhorn's Rangers.

Refugio X. Crum, Esquire

Cordially invites all master technicians wishing to join the Guilds at the College of Seven Bells, to speak with him at the upcoming Gather in Ravenholt City.



Grist for the Mill

So we hear there's a new elf in town...and he's smitten. Rumor has it that our own Baron Alan Moonwind has become besotted with a young elven maiden named Dany, and he's so head over heels that he's gone and race changed himself. Now that's devotion! We sure hope she feels the same way. It seems he's not on his deathbed, after all. Hey, is THAT why all the boys on Northguard keep changing race? Maybe it's all about Marina!

It's coming time for another tournament, and that brings us to reflect on prior tourneys. It's strange, but we haven't had a Glyph-esque team appear on the scene in a long time, and it's about time! Besides, those Glyphers are old news by now...what have they done for us lately? I mean really. Saving Tyrra, replanting the earth...small potatoes! Besides, they seem to lose their members into the void...or is that the Barrier? If they can't keep track of themselves, why should we?

The Den is getting some bad press lately...we thought they were all furry and cuddly types, but now we hear their ostensible leader and founder, Dheran, is going human. (Or is HE smitten with some human wench in town, and just following the Baron's lead?)

We hear that Capulus is growing their ranks, culling all the old-school heroes they can find. Turns out Ehawk is staying with them now - we hear they're collecting unicorns - wonder what a full set consists of?

Thankfully, we've gone a few months without a trial, but we hear mutterings there may be more to come if some of our nobles don't straighten up. That Duke Greystone sure is hardline! Speaking of nobles straightening up - Sir Trivanus? Did we miss Squire Trivanus somewhere along the way? Eastwyck is growing again, and it's about time!

Northguard's been growing, too, and they're not even a court of our lands. Perhaps we should recreate a fifth barony, as we had in earlier years, and hand it over to them - they seem to be here protecting Ravenholt more than some of our own, even though we hear they claim Ravenholt's just a vacation spot for them. Maybe we need some new publicity for our Duchy - "Come to Ravenholt - we're not a frontier land any more!"

Out-of-Game Information

First Venturing Crew Scouting Meeting – October 1st

We have recently returned to our roots and joined the Boy Scouts' Venturing program, which is an extension of the old Explorer posts program. This allows boys and girls from ages 14 to 21 to participate in our events and work on scouting-related skills, with an emphasis on leadership training. We are in need of additional adult volunteers for this program (defined as anyone 21 or older). The primary responsibility will be to attend pre-event meetings (with occasional special meetings for projects such as weapons building workshops) and helping to train new players during these meetings and during events. You will also act as the adult on-site guardian for the under-18 Venturers. The Venturing crew kids will start out as NPCs, with options to move into the Core program if they would like additional leadership training in our organization. We will also sponsor PC "scholarships" for students in these programs who are in need of costuming and event cost aid.

From NERO's perspective, this collaboration provides an excellent resource for new players, and provides us with publicity and connections with young adults through existing scouting programs.

If you're interested in being involved, please contact Rachel for an application (you will need to go through the Scouts' national background check to be accepted as a leader). Our first meeting will be Friday, October 1st, 2004, at 5:30 pm at the Brimfield site, before game starts.

Character Histories Still Needed!

Every campaign's plot committees are always looking for new and updated character histories to help them develop player-specific plot ties. If you have not yet sent yours in, please consider doing so! When putting them together, it is very helpful to the committees if you denote which characters in your history have been played IG by others already, and the OOG names of the individuals who have played them. (Send to plot@neromass.com)

Things NERO Mass Needs

Solar powered path lights (metal spike kind only, please)	Luon (4x8 sheets)
Solar powered lanterns	2x4x8' boards (sets of 4)
UPS Power Packs	1x3x8' boards (sets of 4)
Staffs	Baby wipes
Polearms	Gatorade powder
PACKETS!!!	Cloaks
Heavy duty costume racks	Shirts
Coat hangers	Hoods
3/4" Plywood (4x8 sheets)	Leather armor
	Masks (specific)

Bring Your Cash! Labor Day Weekend Faire

We've already got a few vendors for the upcoming Labor Day Weekend Faire, but we're looking for more (both PC and visiting vendors), so if you know someone or would like to vend yourself, please let us know ASAP. It's free to register PCs, and costs \$75 per booth for non-players. Thus far, we have a costumer who's a friend of Tony Noon's (Turlak), who makes items ranging from bodices to scabbards, and we have players selling baked goods, décor, props, and other in-game items. There will be a combination of in-game and out-of-game pricing, depending on the booth.

Vending at Labor Day Event

Anyone who wishes to vend or knows someone who wishes to vend OOG at the Labor Day 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 generally in the Tyrran universe. Please keep in mind that this will be a long weekend, plan accordingly.

Additionally, 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 (KittenTheRogue@yahoo.com)

Crossroads Reborn

Just a note to let you diehard Crossroads fans out there know that, while we have had to cancel the remainder of the season's events for this year, the Crossroads staff is devoted to rebuilding the campaign and restarting it in the spring. At this point, the plan is to restore the campaign to its roots, making it a capped, low-level Tyrran campaign. This will allow players to transfer characters to and from other games, while still keeping a more balanced feel to the game. We haven't worked out all the details with regards to transitioning and so on, but we'll keep everyone posted. So mark your calendars for May 13, 2005, and the newly revamped campaign will astound and amaze you!

2004 Fall Schedule

The Following events will be at Brimfield

Event	Dates	On Sale
Ravenholt Event	9/3-6/04	Sold out
<i>Noreascon (WorldCon)</i>	9/2-6/04	
Ravenholt Event	10/1-3/04	9/11/04
Ravenholt Event	10/29-31/04	10/9/04

Ravenholt Logistics/Pre-Reg Production Reminder

Players have been getting better and better about sending in requests for production in advance of the events, but we can continue to improve and trim wait time at check in if more of you remember to do so! Please just email your requests by Wednesday before game to logistics@neromass.com. Cathy puts a lot of effort into having your production ready and waiting, and has a thankless job keeping up with last minute requests (so make her job thank-ful and thank her!).

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 Melissa 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.

Staff Contact Info

Owner: owner@neromass.com
Rachel Morris (203) 426-7729

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>

Character Update: update@neromass.com
Melissa Gaudette (508) 226-4507

Newsletter: newsletter@neromass.com
Mail: NERO Mass, 25 Aunt Park Lane
Newtown, CT 06470

Adjudication: adjudication@neromass.com

Ravenholt

NPCs: npc@neromass.com (Gary Strong)

Logistics: logistics@neromass.com
(Cathy Robinton)

Plot: plot@neromass.com

VERY Tentative 2005 NERO Mass Schedule

We are looking at Brimfield for all dates except Labor Day Weekend of 2005, which may be at Camp Kinderland, in Tolland

Arisia 05	1/14 - 1/16/2005
Intercon-E	2/4 - 2/6/2005
Pre-Season Camp Work Weekend	4/15 - 4/16/2005
Ravenholt Season Opener	4/22 - 4/24/2005
Crossroads Re-Opener Weekend	5/13 - 5/15/2005
Ravenholt Long weekend Event	5/27 - 5/30/2005
Crossroads Weekend	6/10 - 6/12/2005
Ravenholt Event	6/24 - 6/26/2005
Ravenholt Long Weekend	9/2 - 9/5/2005
Crossroads Weekend	9/16 - 9/18/2005
Ravenholt Event	9/30 - 10/2/2005
Crossroads Weekend	10/14 - 10/16/2005
Ravenholt Season Closer	10/28 - 10/30/2005



NERO Mass Staff Positions Available

If you've ever wondered, how can I help NERO Mass more, we have several positions available now and for the 2005 season that we're looking to fill. Open starting in spring of 2004 is the position of NERO Mass Props Coordinator. This job encompasses a variety of responsibilities for all campaigns, including maintenance of existing props and costumes collection, ensuring props are organized according to type within storage facilities at end of events in preparation for upcoming events, repair of costumes in need of work, cleaning and restoration of dirty costumes, creation of new props as needed, annual inventorying of collection, and other related tasks.

Available immediately is the position of Site Setup/Cleanup. Responsibilities include pre-event setup of equipment and camp materials such as garbage bags, ward signs, water coolers, and so on, decoration and setting up of tavern space, placement of safety horns, and event-specific setup as needed. Additionally, post-event cleanup responsibilities include the shut down and cleanup of tavern and other common areas (less areas that monster camp handles), and handling the final site walk-through and lock-down of cabins and common areas.

As always, we're also looking for NPCs interested in joining the Core-in-Training program, where you can learn the in's and out's of monster camp, marshalling, and running plot-lines, among other things. If you're interested in any of these roles, please get in touch with Rachel as soon as possible!





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

PRESORTED
 STANDARD
 U.S. POSTAGE PAID
 MONROE, CT
 PERMIT NO. 66

*NPCs Needed for all Events.
 Several Staff Positions Available - See Inside*

the Back page

8th Edition Rule Books Available Online

NERO 8th Edition Rule Books are available on the web at:

<http://www.neromass.com>
 via our Amazon.com link

NERO Mass Web Page

www.neromass.com

Ravenholt Campaign Web Page

www.neromass.com/ravenholt.html

Crossroads Campaign Web Page

www.neromass.com/crossroads.html



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nero international chapters

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- * NERO N. Georgia (GA) * NERO Northwest Pennsylvania (PA) * NERO Ohio (OH) * NERO PRO (PA) * NERO Piedmont (NC) * NERO South Carolina (SC) *
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