

Letter from His Grace

When last I asked the good people of Ravenholt to travel to Elvestove, our forces were spread thin, struggling to keep Theodorik's troops at bay as they made repeated forays into Cumberland by way of Draelonde. While you citizens held that small, ravaged city, our brave troops fought on all along the lava river. But the feints of Theodorik were just that; feints. On that Sunday morning in June, word was sent that Kent was under siege – the full force of Theodorik's Barbarians pouring down the Silver River – and still you mustered yet again and fought on for hours, allowing much of the populace trapped there to escape the utter devastation.

As we left Elvestove, the lava river was creeping closer by the hour. With the aid of the good citizens of Draelonde, we

have held the flames at bay, several miles from the northern edge of the city.

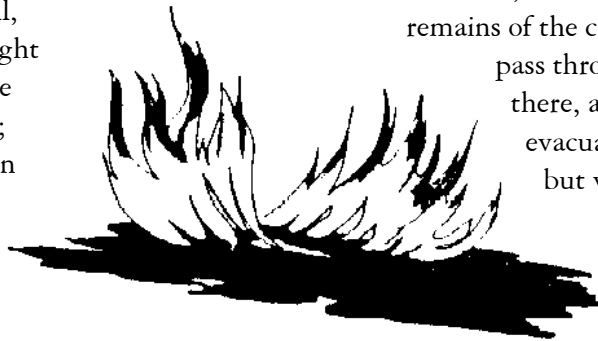
Since that gather, good men and women have given their lives to hold, maintain, and to an extent, rebuild what remains of the city as a vital outpost. Many of our troops pass through Elvestove, taking some small respite there, and a number of the citizens who were evacuated have returned to support our efforts, but we must once again fortify their numbers.

Elvestove is not an easy place to be, but ours is not an easy task to achieve. It is only by our devotion to these lands that we will prevail. I ask that you join me there immediately.

Yours in service,

Johnas Stemple

Duke of the Lands and the People of Ravenholt



Declaration from King Jared of Draelonde

Kansaeshinta Roshukotoban *Jaretholniartis Shyamachi Kyotoka*, Roshya de Draelonde, Shokanichi de Shokan Kyotoka de Yado Kyotoka

Formally requests your presence on the evening of the 20th day of the first month of the High Water season.

Roshya Kyotoka will be granting an audience at Elvestove, in the northeastern most edge of the barony of Cumberland, at the foot of the Dragonsteeth Mountains.

Any Dark Elf, regardless of ranking, is encouraged to attend. All of the Ruinvorn clan are requested to attend, for the knowledge of the clan. All who present themselves will be witness to a rare and ancient rite that has not been performed since before the time of the Blood Wars.

This letter has been prepared on the 7th day of the first month of the High Water season at the request of Roshya Kyotoka,

by the hand of Kyobenki Sannata Kanzenna-tsuki Ryuhanta Bokenjen

Kansaeshinta Roshukotoban *Jaretholniartis Shyamachi Kyotoka*, Roshya de Draelonde, Shokanichi de Shokan Kyotoka de Yado Kyotoka

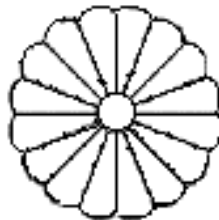
Formaltota Requeto Anato Masha yayashu demo gai asa dochi ne gai 20th gozen dochi ne gai ichi totsuki dochi ne gai Raimizo Tibaemman.

Roshya Kyotoka kashi o-diensu tanio Elvestove de gai kita Higashi ejji dochi ne gai Rodansha dochi ne Cumberland tanio gai ashiwa dochi ne gai Ryu ha Yama.

Vornae regarten dochi ne ranktima encourasura a attento hichuhai dochi ne gai Ruinvorn shokan requeto a attento hichuhai dare presento wai witnusura a eigo ne ryokak soshite kodaifu gishiki no sore perforten a senu gai toki dochi ne gai ketzu ram.

Kono byoho prepartomaeni demo gai hichi gozen dochi ne gai ichi totsuki dochi ne gai raimizo tibaemman tanio gai requeto dochi ne Roshya Kyotoka,

karani gai te dochi ne Kyobenki Sannata Kanzenna-tsuki Ryuhanta Bokenjen



Thanks to Citizens of Evendarr

I just want to say thank you to some unknown heroes that are out there somewhere.

I'm the manager of a small orphanage in Eastwyck, and last month we were attacked by an army of Theodorick's an-nealed. I got as many of my children out the back and into an alleyway as I could manage, but there were a dozen trapped on the second floor that I couldn't get to before something crashed through the front door.

I may never forgive myself for running, then, but I had to get the children with me away, even if it meant leaving others behind. I wasn't even sure if we'd be able to get away at all, with those things chasing us. Then, behind us, I heard the sound of fighting. I couldn't imagine who it would be – as far as I know, the forces of Eastwyck had not moved into our town yet, and there aren't really any fighters in town. I don't blame them for not being there – I don't think anyone knew how close Theodorick's forces were, and they moved as fast as they could to get there when they found out.

After what seemed like hours, but was only a few minutes, I managed to get myself and the children out of town, to the camp where the soldiers were running all over, mostly towards the town to try to fight those creatures and get other people out. The soldiers at the camp were wonderful, finding us a tent to get us out of the chaos, and they promised to try to get to the orphanage to get the rest of my

children. They refused to let me go back into town myself, though.

Then, out of nowhere, this strange-looking man (creature?) appeared. He appeared to have ice caked all over his face and hair, but didn't seem cold at all, and was dressed in all white. He had two of my children in his arms, asked if they were mine, and handed them both to me before he vanished again. A few seconds later he reappeared with some more of my children, all crying and covered in soot, but otherwise they were unhurt. In a few minutes he'd managed to somehow bring them all out of there.

Before he disappeared after bringing the last of them over, I asked him who he was and how he'd done it. He said his name was Jack something, and that it was his job to watch over the young, and that he had to go, because some of his young ones were still off fighting the annealed to buy him time. Then he disappeared.

I can only guess that those 'young ones' were the ones I heard fighting as I ran away. If so, they didn't only buy time for Jack, but also for me and the others. The thought of anyone young having to fight those things is horrifying, but if you are out there, and able to read this, I want to thank you, from the bottom of my heart, both for me and for my children. I hope you stay safe through all of this.

- Eilana Cooper

Were Beasties to the North!

Dare I be stalkin in da woodz looken for da beasties when I got meself jumped by two huuuge ones. I be hackin and slashin when dey be a stabbin and a clawin. Den they be hitting and I be gettinn knocked off da tree. Me head be a hurtin and da world be a spinnin. So den I be a runnin. Now me ba a fat men so da runninn not be so good cause da were beasties be a little faster den me. Da good news I also be a fallin down da hill and sliddin on my rear end. Da good news is I only hit me head about four or five more times. Me not be a remberin cause of all da hittin. So den I be a runninn and I be makin it to da outpost.

It be a weird ting cause dare be a ton a people in da outpost. Good olde jack be tellinn me dat da evendarr be on a little vaction to da north. I be wonderin the wiseness of dis cause da north be cold and dangerous. But da evendarians never seemed to be dat bright. So I be walkin in and da people all be jabberin so I be askin if day be willin to kill da were beasties. Da people kinda be deaf cause dey have a hard time figuerin out what I be sayin. A skinny guy by da name of juuuuloc be sayin he be a helpinn and get dis other guy

treevainus. He being da typical elf pretty boy. He even be having da funky eyes to try do get da woman. Wen are da elves going to be a learning dat dey never be a good lookin as us.

So dey be puttin da group together to go and da pretty boy havin a little one dat wants to go. He be sayin she cant go cause she be a cursed were beastie. I be sayin I can fix it da old fashioned way. Dey be sayin no still cant figure out that one out. So he be sayin hell be takin care of her if she be getting furry. I be tellinn him I can fix it and he be givin me a dirty look again. So we be going down and go to a fightin. Well in da fightin da big beasties dey be a killin. And da little girl she be goin crazy but dey don't let me go a slaggin cause dey bea likin her. Da good newz is we be a killen and slaggin and da beasties be getting back up. So we be beaten dem down again dis time dey stay down and I get do be a skininn with me kookri and puttinn another pelt on de wall. So all in all it be a pretty good night besides me bump on da head.

Traker a da moonlight

Gathering of Leaders

Unto the citizens of Ravenholt,

As I have said so have I done. There will be a gathering of leaders held at noon on Saturday the fifth day of May. Not all of the clans could be reached in time, nor did all of those reached respond. The way will be opened from Wyrmbane Hill to our lands on Friday the Fourth of May. It will close on Sunday the Sixth. I look forward to seeing you all again, there are many tasks to be done.

Vardune
Shaman of the Zogatal Tribe


A Gypsy's Thoughts on Tavern Management

So deece eez reeten for me az de eyes is not so good. Zybediah tot mebee de Duke could be to use him at de Nortlands place wit all de Barbarian Shaman and de Spirits. Turns out not so much at all and it was just de lazy wacation for me but de Tawern dere is a fair bit better den de one in Rawenholt. I say Good for ole One Eye Jack an not so much good for de Rawenholt Tawern.

What makes de Tawern up dare so good? Well fer de start it eez de One Eye Jack himself. He is quite de man wit some humer, few rules an much de desire to make deeze tings fun. Rawenholt shold get de Tawern Keeper wit some of de Pizzaz! Jack is de Priwateer an trute be tole is a pit unhappy wit de Ewandarr which he sez owes him de money an not to treat him so well. He knows his hooch and had many of de types aroun for de Tawern. He even bought some of de Zybediah supplies. He haz de Circles for Magic, room for de Priwate meetings and some good seats like de soft plushy type. You should get to see him and mebee to fight a little brawl in de circle for fights if dat makes you happy but to bet on it if dat makes you more happy. Many tings to do in his tawern doh I tink he could mebee still make more tings if he nose we are to be coming.

Dat sed, I tink mebee de Rawenholt needs a lesson on de Tawern and should see if de Duke is ready to hire de place which will make his people all de more happy. Zybediah even tinks mebee he could help to be doing dis if dere were a better building for it. Some place wit de right atmospere and character dat many people might want to be goin stead of all de people always pilin into dare cabins or de Guilds all de times day or night. It was good to have a place like dat and it made me miss de days when such places did exist in de Rawnholt - mebee we should fine de way to bring it back, no? Mebee you should tell me or de Duke or somebody and we could be to make it hapen. Dat's what de Zybediah be tinkin anyhow.

Good People of Ravenholt Duchy:
I am most honored to be granted this opportunity to visit the lands I adventured in not so long ago. I look forward to seeing old friends and making new acquaintances.




Respect and Honor,
Jared Shyamachi Kyotoka
Roshya de Draelonde

Necromancers in Caplus?

Citizens in the area of Ripplemeade, Capulus, have reported seeing a powerful female necromancer in the area in recent weeks. Says one Jonas Wright, a smithy, of some renown: I saw this lady walking along the riverbank, she was kinda tall for a woman, had raven-black hair, and this weird sorta sparkle about her...Anyway, she was being followed by this guy, I thought he was either tired or wounded at first, since he was just kinda shuffling along. When I left my forge to see if they needed help; I was horrified to see that the 'man' was actually a zombie, but it was early morning! What sort of zombie walks in the day!?! She must have been a right powerful necromancer to pull that off. I swear I must have

lost all color when I saw what it was. I was terrified; I got no plans on messing with no zombie, or becoming one myself. But this lady, she just waved and kept walking on, zombie in tow. It was the damnest thing I ever saw, and right after breakfast."

Darkhorse Demolitions
Available to Ravenholt City

Salutations!
Darkhorse Demolitions is pleased to offer all forms of Destruction. If you need something disempowered, disenchanting, destroyed, detonated, devastated, exploded, imploded (my personal favorite!), knocked over, blown up, torn down, sapped, sabotaged or stripped - look no further! Rates are negotiable. For more information, please contact Ezekiel Darkhorse via Fleet of Foot in Ironvale, or via Whispering Wind.

With Darkhorse, destruction is assured - discretion is guaranteed!

news from around tyrra

Blackstone

The recent gather in Firelight Cove found many adventurers quite busy. Blackstone also appears to be having some fowl problems, a certain High Lord Cluck, newly anointed high lord after a bloody chicken coup that dethroned the mighty Bawk, are taunting Kale Rend and his company.

The Elemental Lord Glav-A'tel, The Light over Blackstone, shall hold court at the forthcoming gathering, to discuss matters of importance to the mortals of Tyrra, matters that do tie into the blasphemy that does reside now in the lands of Blackstone. All touched by the light are requested to attend, for the matter is one of vast and dire importance to our kind and creed. All other children of the planes will be granted audience, be it that the natures of your planer-bonds are not in opposition to the glow of the Light.

~Marikon

Herald of the Court of Radiance

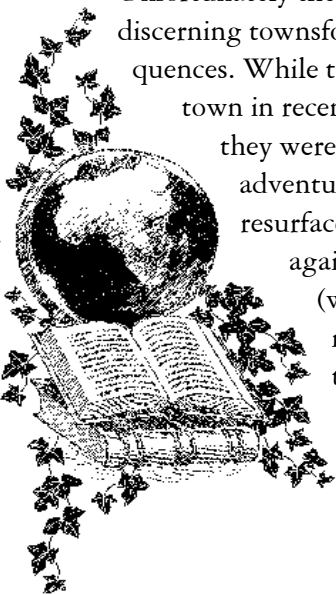
Dar Khabad

While denizens have laid the banshee named Katrina back to rest, the troll population appears to be stirring. Recently an entity known only as "G" kidnapped (at random) a wolver packmother named Christiana and her pups, slaying several others in the process. He demanded an enormous sum for their return. It is not known as we go to press if they were safely returned to Cinhil.

Therendry

The recent gather in Dalken involved confrontations between a group of drunken mercenaries and Werecoatures.

Unfortunately the mercenaries proved incapable of discerning townsfolk from Weres with dire consequences. While the Wereturtles that had menaced the town in recent days were no longer in evidence, they were replaced by Wereboars affecting adventurers with berserks. The Fae also resurfaced, sending dolls of their creation against adventurers, the primary doll (when defeated) became a powerful magic item now held by a member of the nobility.



Stratos

Announcing the formation of a new Healers' Guild. For information see Tog. Melina Ashue of the Parlor is seeking any who wish to contribute stories and maps of the Empire, the Republic, the Kingdom of Kilgrive and the Kingdom of Anilar, as well as information about lost magic, places and people. Ventrius Bledsoe, High Wizard of the University of Logopolis, has been missing since October of 606. The western districts of Galerus suffer from a serial killer! The so-called "face skinner" has taken at least three victims so far. Local investigator Orin Dutton is on the case.

Avendale

Now that Avendale is newly freed from the evils of Goliath, Nod and other nefarious forces, Michiko held a celebration in Port Safari, in the estate of Kroger, Barony of Brisbane, on the coast of the Frost River in Avendale to honor the coming of spring and new prosperity. Events at the feast included a tournament with prizes, a best-dressed competition and other diversions. In other news, small boxes have been appearing throughout the main tavern and docks. These are sometimes trapped, sometimes not. In study, they seem to be the product of some sort of backlash. They often contain sheets of encoded paper, such as those found in December. Anything may be found in these boxes... from coins to explosives, gasses or gems, components and other miscellaneous trappings.

Coradar

The Grand Tribunal is in need of experienced Miners. Anyone wishing to aid the Kingdom, please report to Master Amroth Lossëhelin in the Trades Guild of Tal'Angren.

Baron Alcarin has taken the ruins of For'Ostar. A tribe of Orcs had overtaken the ruins and was quickly dispatched by the Baron's troops. A new fortification will be built here to serve as the Northern most outpost for the kingdom.

Lomari

Recently assassins have attempted to take the lives of several members of the Council. General Zaccariah has appointed Field Marshall Corbin to look into these vile actions. This duty will take precedence over several watch patrols that have turned up missing and the strange reports coming from

the glamour woods.

Baddira

On the 25th of February his Grace, Duke Ar'Kel Winters, opened his keep for a gala event to commemorate the actions of those that fought against the Creator and helped to end his darkness. Highlights included a feast hosted by His Grace, a poker tournament, and a charity auction to benefit new local orphanages.

Master Treasurer Petyr Quistgard is recruiting members for the Ducal Treasurers guild. The purpose of this Guild is to help stimulate the war-torn economy of Baddira, by giving people assurance of the value of certain items to those who would use them in transactions. Any member of the Guild will be able to evaluate an item, and give the owner a Certificate of Value, that they can then use as proof of the value of the item.

Mydian

On the 17th day of the second month of the year 607, a celebration was held to honor the new squire of Sir Brutus del Toro Rominoff, First Knight to Prince Drugas Talia, at the newly formed Camp on the outskirts of what was once Willowbrook.

Lord Pascale Lighthammer invited all residents of the Mydian Valley to attend a meeting on March 17th to discuss the use, trade, and peoples of the commonwealth of Ironrest and its relations with Palara to be attended and overseen by Justin Kordt, Lord of Ironrest, at the Grandforeman's private residence in Palara.

Sir Brutus del Toro Rominoff led an expedition to investigate the disappearance of Duke Cinder. The Duke's keep appeared to be surrounded by unknown magic.

Tyrangel

Let it be known to all that on the night of February 3, 606ER, Chey Grimhold, Lord Ambassador of the Principality of Westhaven and Knight Commander of Grimhold, met his permanent death in the Duchy of Tyrangel. Chey, along with two others, willingly and selflessly sacrificed himself as part of a ritual in order to close the tears that were occurring in the Four Winds and Heroes Graveyards, and to aid the rest of the adventurers at the gather in returning from the Black Road. Unfortunately, his spirit was not strong enough to survive resurrection afterwards. As a result of these sacri-

fices, though, the tears in the Graveyards of the Four Winds and Heroes have been repaired and the Black Road itself is now closed. Chey died as he would have wanted, honorably and in combat, and asked me as a final request to make certain that it was known what happened that night. I know that I will miss him personally, but take some comfort in knowing that his spirit will carry on as the Spirit Guardian and protector of the Principality of Westhaven.

The other individual, who failed to resurrect, was Rothgar of Clan Skybear. Like Chey, Rothgar died a hero's death. He sacrificed himself, along with Chey and Baroness Portia, selflessly to aid many. Unfortunately, Rothgar's spirit was not strong enough to survive resurrection, but Prince Bane granted him a boon and has allowed his spirit to carry on now as a Silver Dragon Knight in direct service to the Silver Dragon of Evendarr. Rothgar died with bravery and honor...a true credit to Clan Skybear.

If any should have questions regarding these events, please direct them to me privately and I will try to answer them as best I can.

By my own hand,
~Kierath Ranamor

People of the Duchy, and in particular Elves, please take heed:

Know that there is a being called a "wendigo" roaming the lands. He appeared to us as an elderly Elf with white hair going by the name "Sartan" and claiming to be a hunter. It is unknown at this time if he can take on other forms, but he was specifically interested in conversing with only Elves and seemed totally uninterested in other races so it is likely this is his true form.

He was last seen in the vicinity of the Last Chance Inn, on the main trade road running between Hargrove and Silverlake. Inquiries with local residents and denizens of the surrounding forests suggest that he is but a recent arrival, and it is reasonable to assume that he may decide to travel to either Barony in search of more victims. He is already known, by his own admission, to have slain and consumed several Elf children. Any sightings or information or other clues as to the whereabouts of this creature, or any reports of missing children (Elf or not) should be reported to the authorities immediately.

Lord Ahnatar Atharon
County Whiteoak
Duchy of Oakhurst

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Be it known!

On the 24th day of February in the year 607, Smolder Flamestorm was elevated to the title, honor, and position of Knight. He is further commanded to construct a keep in the lands of the County of Marentha on the eastern side of the Gateway River. While his time in Marentha has been brief, his service has been exceptional.

Amaris Baeyear Frederick Ar-Din Blackwind
Countess of Marentha,
Lady of Manath,
Warden of the Gallyamath

The Sutherlands

Rumors of war circulate: of ships with blood red sails with the seawolf on them and scores and scores of oars, perhaps indicating that Duke Westmire is planning an invasion. When last seen the ships were headed west out of Sutherland City Harbor, perhaps north to Tyrangel. Raiders from the north have also been sighted, fast long ships near Hurricane Cay.

Ashton

Announcements: Avalon's Crown will be opening a new branch of its business. Aside from mining, AC will now be money lending. There will be a fee with the agreement, as well as a time limit for repayment. Now is the time to add on to your estates or build castles. For amounts over 200 gold, you must have approval of the Masters of Avalon's Crown. For amounts over 2,000 gold, you must give at least a months warning. You do not have to wait months to save up enough gold. Buy now and pay later. We will also be purchasing short term magic items. These items must be good for at least part of a gathering. We will also buy long term magic items for greatly inflated prices. If you wish to enter into an agreement, please send me a message to the Avalon's Crown Castle. I will be at the Ashton gathering for those that wish to speak to me in person.

Dante Laramin
Citizen and Businessman of Ashton
Avalon's Crown

Lumberton Shire

Rumors circulate around Lumberton Shire. Small animals have been found apparently drained of blood...small clawed

footprints have been seen leading away from them.

Farmers have reported seeing a creature greenish-gray skin and sharp spine or quills running down its back, leaping great distances. Travelers have said that at night they can hear blood curdling cries from the sunken ruins of Old Lumberton...some say it is the cry of the Bunyip. The new tower south of town apparently glows.

Free City of Vargus

The Dimrak Brewery seeks a new brewer after the untimely death of their previous brew master. Those interested in the position should contact Nasir Dimrak at the Jasper Jaguar Tavern, or at his estate. Applicants should bring a compilation of recipes as well as multiple samples of their products when visiting the estate, so that their skills can be assessed.

Announcing the Vargus Grand Competition Festival!

Greetings to all Adventurers and Nobles of the lands:

It gives me great pleasure and pride to invite all of you to our first Grand Competition Festival, held in the Free City-State of Vargus in the lands of Emuria from June 11th through June 17th in the year 607.

For this prestigious event we will hold many competitions requiring a variety of skill and prowess. There will be tests of arms, stealth, guile, wit, talent and many other areas of expertise. Each competition will yield its own reward, as well as points that will help in determining our Festival Champions! On Saturday night of the Festival, we will honor the top competitors at a Grand Feast and Awards Ceremony where these contestants will be rewarded for their diverse and outstanding skill.

I sincerely hope that you can find your way to visit Vargus for what promises to be a spectacular event! I look forward to making your acquaintances in June.

May the darkness guide your path, but never seep into your heart.

Altonvyr Zau'afin
Governor of Vargus

Barony of Meddlar

The Brood located near Scarletton have been contained for the time being, but it is not unreasonable to assume that they might be seen during the upcoming gathering. The

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liche pirate continues to post his customary taunts. The Barony reminds the people that any who contribute to his final destruction will receive the full honors to which they are due.

Finally, those journeying to Meddlar are reminded that the dwarves of Ironfist Forge are our loyal allies, and should be treated with the respect that is their due.

Nastrova & Stonethrow

Worried for their outposts in the woodlands north of their home kingdom, the Amani called up adventurers to help them. Rumors abound of a Mylark King and a Void-tainted gypsy bandoleer.

Elán

With the spring thaw and the mild winter the Elan Forces have held out better than expected this winter. The arrival of additional troops from neighboring kingdoms and empires as well as Pheelyks' absence has allowed the Elan force to finally gain a strong upper hand in the war with the Undead. Currently the capital now secure and many of the undead forces are being destroyed

The Royal court has asked those willing and able to assist those to the south so no more of Elan is claimed by the Voonlar. The Royal Court wishes the people to know that we are not at War with the Voonlar people, and they believe diplomatic talks can remedy the current stressful relations with its southern neighbors. Talks will begin as soon as the northern lands are considered secure from the undead presence in the town of Port Lantan.

Greyhelm

On this day the first of March, 607, make it known to all that Count Kelovar Wyndham has been elevated as the rightful steward of the County of Greyhelm.

Eighth of March, 607, Kelovar Wyndham, Count Errant, was sent to these lands by His Majesty. At the request of the Dremoran Council, the Ancestral Lands Treaty is complete. This treaty makes Dremora and all of Greyhelm officially part of the Kingdom of Evendarr. All of Greyhelm is incorporated into the Kingdom as a single county. While it is known that Greyhelm is a vast area, the current population does not warrant the creation of subordinate baronies at this time. Sir Wyndham shall therefore manage the County as a

single polity, with further subdivisions created as the increasing population warrants. The only exception is that the city of Dremora shall be named its own Barony so that it may manage its affairs under the King's rule.

Fengate

Let it be known that on Saturday, February 10th 607, a titling ceremony was held in Hope's Crossing, County of White Sands.

Callem Roseweaver has been elevated to the position of Count of White Sands. Count Roseweaver served as the Ducal Celestial Guildmaster until he retired from the position to begin training for his new role in Fengate. The Count was the first Fengate citizen to attend and study in Lake Hollym. A feast was held in his honor on the night of receiving his title.

Other news: The entire Duchy of Fengate felt an Earthquake today that shook the ancient halls of Runehammer. Duchy officials report no major damage was sustained to the Capital City but reports are still coming in from the surrounding Baronies. No fatalities were sustained during the "natural disaster," but several minor to major injuries were reported to the Healers Guild.

Several clans of Orcs, Trolls, and even a few tribes of the Big Stick clan have been seen marching to another land. Though their destination is still unclear this can only mean one thing, trouble is on the horizon.

Varos

Elementals and Golems work diligently to collect the materials needed to repair the broken tower. The Kjeldoran dwarves reenter their ravaged home. The dwarves number only a few thousand now, the toll of war has been great. The Dark Ones retreat to Fort Lightbranch. No protection may be found there though. Recent battles have left the keep in ruins. Green eyes focus on Varos, thought to have been a minor inconvenience it has proven to have turned the tide in the battle for Kjeldor. The adventurers there are now seen as a threat, something that cannot be left alone. The army of the Terran Valley gathers at Kjeldor, stopping to aid the dwarves in securing the mountain fortress and replenish supplies before making the push into the valley. The undead, once allies in the battle against the Dark Ones, have disappeared. Rumors spread that they have taken refuge near the southern stretch of Avalon's Crown. The masters of the Dark

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Services Being Held

A small service is to be held April 11th to honor the passing of Carlton Wyndholm. Master Wyndholm was a well known merchant in Westmarch, as well as an avid game hunter. Mostly known for his festive annual fox hunts, in which there was usually more consumption of wine than hunting, Master Wyndholm has been a staple of society life in Westmarch for many years. During this years hunt, Master Wyndholm was chasing after a particularly large, if not, elusive specimen and became separated from the rest of the hunting party. All that is known is that sometime after being venturing off he was beset and viscously mauled by an unknown wild animal. Speculation around the incident suggests a bear may have been responsible, but this is so far unproven. He is survived by his wife Martha, his two children; Catherine and Joseph and his horse, which was curiously unharmed in the attack that claimed it's rider's life.

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Ones have not been seen. Now that they have suffered a major defeat, and with the adventurers moving to restore the land it cannot be long before the Dreaded Black Dragon must be confronted.

Willowdark

Until the past week, undead originating from Oblitiris have attacked Willowdark nightly. All is now calm. Tel'Daarn "Draehammer" Ebonwurm, Lord of Elmrisen, has returned to Elmrisen to put his house in order after his routing from the area last year.

In other news, ground has been broken for the Willowdark Academy at the crossroads in central Fallwin, approximately 10 miles south of Blackbeach and 20 miles north of Elmrisen. When completed it will be a school of magic, academia, trades, and warfare that will be the greatest school for hundreds of miles, and be a one of the greatest centers of learning on the continent of Avalon. Lord Guildmaster Cirin Icerider calls for help from workers of almost every sort. The new academy needs scholars and scribes to help organize and stock our library and to copy the works of other libraries we have already arranged privileges to copy. They need stonemasons and carpenters to build towers and halls, architects and engineers to design buildings and supervise construction, among others. They need people from almost any background in labor or academia to contribute to the construction of the Academy. Any person who wishes to help with the creation of the Willowdark Academy is strongly encouraged to contact the Guildmaster at the construction site.

Generous Benefactress Continues to Aid Elvestove

by Elspeth Goodwife

War has been hard on Elvestove. Our cherished sons and daughters were taken from the fields and turned into hardened soldiers. The same fallow fields are tramped by marching feet and marred by the heat of nearby lava, and our few remaining proud little shops are frequented by hard folk – mercenaries, camp followers, and the like. There have even been attacks at night and common street brawls. Few of our citizens have failed to send their children, infirm, and elderly family members southward to safer locales. If that weren't enough, now we hear terrifying tales of screams and strange lights in the dark.

But there is still hope among us, and one name shines. Good Mistress Catherine Whizbee of Whizbee World Trade has made good and better on her promises to Elvestove. Her donations have supported many rebuilding projects, including improvements on our local tavern. She's even hired some of those mercenaries to guard our streets rather than fight in them. Our local militia – our dear Badgers – are free to do their scouting duties now that Whizbee guards patrol the streets. Refugees of war have found occupation and sustenance in the good woman's employ. We of Elvestove are proud to call her our own. With her help, at war's end, we can insure that our brave children may return to a prosperous, safe home.



Sword Hilt Sightings

Reports of a glowing white sword hilt appearing at the final resting places of people of virtue, have been surfacing all over Cumberland as of late. When witnesses have been questioned, replies are mostly the same. The graves belong to people who have demonstrated several if not all of the Knightly Virtues in life. The first such report was of a sighting at the grave of Aethan Sheppard, a man who devoted his life using his self reported 'undeserved wealth' to provide for impoverished families in and around his hometown of Aradia. He even opened up his sizable manse to those without homes. Subsequent reports have followed. Next in Alwick, then Mikon, Haven, and Wrynton. The last such report came from Redbrook, just south of Kragen Helm; former home of Sir Alan Moonwind, Baron of Cumberland, wielder of Bane and hero to the people. Perhaps the hilt will visit upon the much bereaved good Sir Moonwind next. Please report any sighting to the Raven's Herald so that we may keep the people informed.

Vanished in the Night: A Farmer's Tale

I overheard this story in a tavern in Ravenholt and asked the man to retell it so I might get it down more completely. One farmer named John Ghander reported the following events to me:

Just a month past just north of the city is when it happened. Oy, it was in the dead of the night it happened, I says. Me and the mates was searching out along the forest edge for Cathy, she's the Hammerstein's little girl and had been missing since the afternoon. We all figured she had gotten out in the woods and lost when the sun set. This being were it is undead is likely to be out and we could not be letting some poor girl face that. So the town mustered up all the able men with weapons and we went out in groups looking for her. Now looking for some one while your hiding from undead things is a might bit tricky, but its not like this is the first time its happened. Well eventually we hear the sobbing of what we are figuring is a little girl ya see. And its then that we figure we done found her. Well right as a few of us start to trot over to her poor old Philip, may his spirit rest well. Well he cries out and we turn to see him fall right dead with a sword in him. We all draw weapons, well except for William, he goes for the girl. It was about this time I'm starting to think the undead is getting a might bit clever using the girl as bait to get more people to show up. And show up we had all right. Just as we start to engage the undead this great black form comes dropping out of the trees behind them all. Now I'm thinking that we are all done for now, cause some necromancer is about to make great pasties of our spirits. Boy was I wrong. The shadow started tossing the blessings of Earth into them before tearing at them with a pair of swords. We joined in and made fast work of the rest. Although he was a great help, even his magics couldn't help poor old Philip out. He was to far gone for even that. Well Will had the girl and the stranger just took a few steps and vanished into the night. Never did get a good sight of



him. It was pitch black outside and he was no different in coloring. Lucky as we was, when morning came and we went to recover Philip, der wasn't much their. Poor man failed to return at the circle. And nothing more than his things remained at the fight. Dunno what happened. Likely enough some wolf came by for a meal. Least I'd rather think it was that.

Public Notices

Courtesan for hire: Wouldn't you like a woman on your arm for the next social function you attend? Trained in etiquette and social graces, experience a bit of the prestige of the court of Evendarr City right here in Ravenholt! Contact Lilly Vol Ulric for more information.

I will be returning to Ravenholt City at the winter's thaw gathering. Anyone who has business with me check at the Eastwyck cabin.

Remlin

Looking for the wendigo of Ravenholt, any information relevant. I will be in Ravenholt city in two months time and would be eager to speak to anyone with news.

-Artemis

To the adventures I met during my travels, I wish to impart a hearty thanks to all of the adventures that I met when I last visited the lands of Ravenholt. The information that I was able to gather should prove to be very useful in the coming days. For the most part, I met a group of adventures that were kind and forthcoming with information. There are a great number of you that still wish to speak to, and if time allows I hope to see you all soon.

If anyone wishes to contact me, or has any questions for me, I can be reached by messenger via falcon.

Safe travels,
Warren Ainsworth
Advisor to His Majesty King Mykel.

Belated Valentine

Birethra,
yo ares mine lite
yall mean lots to me
sory i wus late had to found sumbodie to read 2 me
i tired to brung you flowers and candey but u not hume waer
u go
candey was yumie
pihll

NPCs NEEDED!!

C'mon, folks - it's a new season and a cool new camp...we need YOU to come NPC for us. Yeah. That's pretty much the deal. Come NPC!

New Staff Members

In addition to adding a whole new Tyrran campaign (The Northlands, E.V.) to our lineup, with new staff members Angus Bartlett, Doal Bartlet, Bob Hess, Ted Marston, Jeannine Plunkett, JR Fortin, Nick Papadopoulos, Lee Papadopoulos, Karl Hubner, Tim Archer, Clint Heilman, Joe Gouthro and Nicole Meagan, we've had a few other changes at NERO Mass for the Spring season.

Chris Pierce is stepping into his father's shoes, taking over as Character Update staff. Mark Alton has finally been convinced to take up the reigns as Ravenholt Monster Master without an "Interim" in front of his title, and he'll be ably supported by Sandra Hiltz as Assistant Monster Master. We've also added D Bittinger and Tucker Le as Adjunct Plot (a position that people who still want to PC Ravenholt but are willing to help out part time should consider). Please join me in welcoming everyone who's stepped up to help the game this season.

NPCs NEEDED!!

I mean it...did you think I was kidding? SIGN UP NOW!
Register-Online@neromass.com

Welcome to "The Northlands, E.V." Campaign

The first official event of the Northlands EV campaign is going to be March 4- 6. Many of you had the first taste of this new game at the Ravenholt revel. The game will be taking place in the lands far north of Cumberland and Eastwyck, focusing mostly on the Lochen Hills area. More information about the Campaign will be added to the website soon. The staff consists of: Angus Bartlett, Doal Bartlet, Bob Hess, Ted Marston, Jeannine Plunkett, JR Fortin, Nick Papadopoulos, Lee Papadopoulos, Karl Hubner, Tim Archer, Clint Heilman, Joe Gouthro and Nicole Meagan.

We had to open up more slots at the revel to fit everyone and there is no reason that this event won't do just as well, I would recommend pre-registering ASAP. To get in touch with staff, please use northlands@neromass.com.

Angus Bartlett
Head of Plot, Northlands EV

CAMP CHANGE FOR 2007!!

In case you've been out of the country and haven't been following the rollercoaster ride that has been our camp adventure of late, be aware that the SBC Camp in Brimfield unexpectedly had to close its doors despite plans to open for us for the Spring season. As such, we've had to hustle to find a new camp, and we've lucked out by finding Camp Haiastan, in Franklin, MA. The camp has beautiful facilities and plenty of parking, with a cool tavern (with a fireplace!). More details can be found at our website, but for those of you attending the next few events, please be aware that there are very serious no-smoking policies outside the two set-aside locations, and no food prep in the cabins. There is, however, a tavern and a meal plan that gets you Saturday breakfast, lunch, and dinner, and Sunday breakfast for \$20 (you MUST pre-register for food to be on the food plan).

The cabins are slick and the woods are gorgeous - the camp itself is 100+ acres, and borders a 60+ acre city forest that we get to use. There's even a mini Spider-Bowl like space out in the woods (for those of you who've played at Ware). For a pictorial tour of Camp Haiastan go to our website. A number of our staffers toured it this past weekend and can give you first hand impressions, too. Hopefully we'll see you at one of the campaigns, either as PCs or NPCs, this season!

NERO Mass 2007 Schedule

On-Season Events Scheduled for CAMP HAIASTAN (Franklin, MA) - NOTE NEW CAMP!!!

Ravenholt Opener	4/20 - 4/22/2007
Northlands Opener	Fri 5/4 - 5/6/2007
Ravenholt May Weekend	5/18-5/21/2007
Northlands May Weekend	6/8 - 6/10/2007
Ravenholt Late June	6/15-6/17/2007
Ravenholt August Weekend	8/24-8/26/2007
Northlands September Weekend	9/7-9/9/2007
Northlands Closer	10/5-10/7/2007
Ravenholt Halloween Weekend	10/19-10/21/2007

IMPORTANT NOTE!

With Springfield Boys Club Camp's Closing, we have moved to Camp Haiastan in Franklin, MA. Please check out the website for directions and camp information!

Prices for 2007 Increased

Due to increases in camp costs at our new site, prices will have to be raised to help cover costs. Events are now \$75 for preregistered regular weekends and \$85 for long weekends, with a \$95 week-of/at-the-door rate for regular events and \$105 week-of/at-the-door rate for long weekends. NPC/Staff Vouchers will be moved from \$25 to \$30. Membership remains the same at \$20 for the year. We will no longer be accepting membership re-ups for paper newsletters, as we are phasing those out entirely this year. To be sure you continue to get copies of the Herald, please make sure your email address is current with register-online@neromass.com.

NERO Mass Needs List

- ✓ Packets
- ✓ Orange Packets
- ✓ Arrow Packets
- ✓ Longswords
- ✓ Max Length Claws
- ✓ Short Swords
- ✓ Two Handed Weapons
- ✓ Lightweight Shields

Camp Haiastan Looking for Summer Medical Staff

Camp Haiastan has openings for (ideally) an EMT, but potentially a licensed nurse or other medical personnel, as on-site staff for their summer session from late June to late August. This is a paid position with on-site housing. If you're interested in finding out more, contact the camp director, Roy Callan, at haicamp@verizon.net.

Current Legal/Medical Paperwork Needed for 2007 Season

To ensure that we have current legal and medical paperwork for all our players on file, everyone will need to complete a new set of paperwork for the first event they attend this season. For the under 18 set, this means you'll need to make sure your paperwork is completed with both your parents' signatures and those of your on-site guardians. If you want to have this ready to save time at check in, remember that you can print out our forms from the EVENT INFO: LEGAL/MEDICAL RELEASES options on the NERO Mass website.

Coin Exchange Bargain!

We want your silver (and your gold, but mostly your silver)!! We'll be doing a special rate of exchange for the Revel and Season Opener to encourage you to dig up those piles of coin you've buried in your back yard.

* 90 silver pieces (NOT gold pieces) for a Green Gem or a Platinum, only (no gold exchanged in this case) – Get a whole gold's worth of return on your investment!

As always, we'll trade 10 gold pieces for a Green Gem or Platinum if you want. We are not looking to swap silver for gold right now...sorry!

Please let us know in advance if you'll be bringing a lot in, so we can have the proper coin on hand to exchange with you. The special silver exchange rate will be good through Season Opener, but if you aren't attending the Revel or the Opener and still want to make a swap, please contact Rachel about making arrangements.

Staff Contact Info

Owner:

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

Event Registration:

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

Character Update (ALL CAMPAIGNS)

Chris Pierce (203) 445-1176
update@neromass.com

RAVENHOLT

Ravenholt Plot: plot@neromass.com
Ravenholt Logistics: logistics@neromass.com
(Cathy Robinton)

NORTHLANDS

Northlands Plot: Northlands@neromass.com
Northlands Logistics:
NorthlandsLogistics@neromass.com (Bob Hess)
Plot NPC Warren Ainsworth:
warrenainsworth@neromass.com (Bob Hess)

For additional staff listings, see:
<http://www.neromass.com>



NERO Mass
 25 Aunt Park Lane
 Newtown, CT 06470
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NEW CAMP in FRANKLIN, MA - ALL EVENTS!
NEW TYRRAN CAMPAIGN - The Northlands, E.V.!!
Come NPC for NERO Mass - you know you want to!

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8th Edition Rule Books Available On-line

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

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

Search Service available for used and rare books in all fields. If you are interested, please email Drucilla Meany at bookshop@charter.net, or phone at (508) 835-4738.

Merchant's Wares, supplying custom boffer weapons, costuming and other LARP supplies at a reasonable cost. www.merchantswares.com - Email Rebecca at orders@merchantswares.com

Valmortha Leathercraft - Leather goods, specializing in masks. Check out <http://www.valmortha.com/> or contact D Bittinger at leathercraft@valmortha.com



NERO Mass Web Page
www.neromass.com

nero international chapters

*** NERO Massachusetts/Ravenholt (Founding Chapter) ***

- * NERO Avendale/Ashbury (CT) * NERO Boston (MA) * NERO Central Ohio (OH) * NERO Chicago (IL) * NERO Chronicles (IL) * NERO D/FW (TX) *
- * NERO DarkReign (MI) * NERO E. Kansas (KS) * NERO Empire (CO) * NERO Epic (TX) * NERO Hartford (CT) * NERO Las Vegas (NV) *
- * NERO Legends (LA) * NERO Metro (DC) * NERO Michigan East * NERO Middle Tennessee (TN) * NERO Midwest (IL) *
- * NERO New Brunswick (Canada) * NERO N. Georgia (GA) * NERO Northwest Pennsylvania (PA) * NERO Ohio (OH) * NERO PRO (PA) * NERO Piedmont (NC) *
- * NERO S.Georgia (GA) * NERO Tennessee (TN) * NERO Toronto (Canada) * NERO VALOR (VA) *
- * NERO VORPL (VA) * NERO West Virginia (WV) * NERO West (CA)