

Theodorik Vanquished!

It was a war that began, some say, as early as 603, though most agree it truly came to a head when Barbarian forces, following the lead of a female Biata whose name is, to this day, unknown, performed a ritual within what may have been a fragment of the Graveyard of the Four Winds, drawing forth the spirit of Theodorik Vardik, also known as Thornheim. Theodorik's spirit took up residence in a seemingly willing Barbarian host and his powers began to grow.

Over the next months, a river of lava burst forth, spreading from west to east, dividing Ravenholt from the northern lands. Barbarian clans began to join forces, even amongst those which had previously fought viciously against one another. Along the border, skirmishes turned into full scale battles. Ducal and Principality forces were enjoined in battle alongside those of Cumberland and Eastwyck.

It is believed that Theodorik then began to tap the very bonds to the lands, drawing forth power from our own nobles. Soon it was determined that he had also joined forces with the Phoenix totem and that something was holding several other totems under sway. As Theodorik's power grew, the forces of Evendarr, under the direction of Duke Stemple, put forth greater and greater effort to counter his actions. Losses became exponential on both sides.

Theodorik's gained such mastery of the energies of the land

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Duke Stemple Still Ill

As summer turns to fall, Duke Johnas Stemple remains in a comatose and nonresponsive state after overextending himself in the final pushes to take out Theodorik. By several accounts, Duke Stemple, a Quentari who has studied first the art of war, and then the arcane arts, had been channeling his land bond and other powers to counter some of Theodorik's more drastic attacks. He drew too deeply on these arts and, in the process, pieces of his spirit are believed to have been lost to the forces against which he fought.

Nobles and citizens of Ravenholt and those travelers willing to aid in the process have made strides towards recovering some of these pieces, but the effort continues and in the meantime, our Duke is lost to us.

Three Kings Beats a Royal Flush!

While it may have been happenstance, Ravenholt City was honored to host not one, not two, but three Kings (or King-equivalents) from around Tyrria last gather, although not all were there for the most pleasant of reasons, apparently. First, we were graced with an old friend of the Duchy, the Aran Elenaro of Quentari, who apparently had business with several citizens and visitors to the area, and who also aided in the (hopeful) progress towards aiding our good Duke Stemple. The Aran's retinue always arrives looking sharp, as one would expect of Quentari nobility. Dressed in their finest green and white, with a crisp trim and sharp collar, they were the epitome of subtle elegance. The Aran never travels without a good sized contingent, we're told, so in addition to those that traveled into the city with him, we heard rumors that some of his archers and guardsmen were well settled in the woods in the surrounding area. The Aran was in town for less than a day, but many were quite pleased to see him. It's said that no one has seen Guildmistress Lilaithyn bow so low, nor so quickly, before.



We were also graced with a visit from Sir Percival Huntington, Viscount of Cwyll, who used to travel these lands more often, but clearly has more pressing responsibilities of late. He spent a good deal of time visiting with the Mages' Guild, with whom he apparently stayed during the gather.

Next to visit our fair city was the Roshya Jared, King of Draelonde. Unfortunately, his visit may have been precipitated by a little incident in the center of town, in which one of his ambassadors was attacked by citizens of Evendarr. He spent much of his time behind closed doors with Baron Gabriel and Lady Shentir Zemvolos, a Knight of the Crown of Evendarr, taking testimony into the incidents at hand. There's rumor that a second ambassador, a Lady Knight of Draelonde, may also have been attacked, but we cannot confirm that as of press time. Whatever the case may be, it certainly seemed to be an awful lot of Dark Elven politicking that played out on the surface, which is rare and unusual in and of itself.

Our third King came in the jovial form of Joras "Jack" Quickfingers, Mayor of the Shire of Houppelande, Baron of

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Armies of Ravenholt Battle Thievery

Raids against Evendarrian supply lines to the North have increased. The thieves tend to sneak in during the night and steal supplies and sabotage the caravans. These raids are severely hampering the support of the Armies that have been moving North to support the frontline and aid in the reconstruction and revitalization of the lands. "Considering the War is over? I don't understand it!" Speculation as to the origins of the thieves ranges from the obvious (Barbarians seeking food) to the historical (bad blood from Rotarians) to quietly muttered "Eastwyck border? Avendalians, for sure," to the ridiculous (Dark Elves up from below).

Ogre Attacks on the Rise

An emissary for the House of Al-Quadim Trading Company was brutally attacked and murdered by a group of Ogres led by an Ogre Magi in the Northlands. The House of Al-Quadim is reconsidering reopening trade routes North through the Northlands until the Ogre-Magi menace has been dealt with.

A Lance Unit (12th Company) from Cumberland was ambushed and destroyed by a group of Ogres led by three Ogre-Magi. "They seemed to appear out of nowhere!" Said one of the Lancers.

Pirate Attack on Scholars

Rumors have surfaced of a team of Formalists from Lake Hollym and the Stonewood Academy being ambushed by pirates off the coast of Stoneholm. It is uncertain what the assailants were after. "Judging by their tactics, this was more than just a standard attack," reported Lt. Brook Dunn, 75th Assault Regiment, Janitria. The Formalists are not known to have been working on any specific projects that would cause them to have known collections of scrolls or components to tempt thieves, but it's also unlikely that they would make such a project public, in any case. Any information regarding these attacks should be forwarded to Lake Hollym and to local authorities where appropriate.

Unknown Vessels Spotted Off Shore

Swift-running ships have been spotted off the Coast of Capulus, Westmarch and Cumberland. The ships have not been seen flying recognized colors, but have included several clipper ships and corsairs. Many appear to have been running light, and none came aside the naval vessels in the area in such a manner as to be acknowledged. "It's like someone's testing our defenses," remarked one Capulan naval officer who requested anonymity.

Black Rose Falling?

Two teams were able to track down separate locations where members of the Black Rose were found to be stationed. Both groups of undead were caught unawares and were felled before reinforcements could be called in. It is believed that both creatures (Buttercup and Bonesy) met their permanent demise as a result of these actions. This is a step in the right direction for ridding the duchy of the menace known as the Black Rose. If you have pertinent information regarding the location or status of any that associate themselves with the Black Rose, please bring it to the Ducal Household or any other noble within the duchy.

Theodorik from page 1

that he was soon able to open gates between the northern lands and points throughout Ravenholt. Gradually, he became proficient in controlling the elements of Order, Life, Death, and Dream, in addition to his masterful use of Fire. By summer of 606, his amassed forces decimated Kent and he had laid waste to several other cities using these powers.

After months of heavy losses on the front lines and in our cities and towns, the citizens of Ravenholt and visitors who came to our aid discovered a means by which to break Theodorik's form into several pieces, each representing a portion of his full power, and each with a special means by which it could be destroyed. After half a dozen quests and battles to that end, the entire amassed populace was brought to bear on his final form, that of the Phoenix, in an epic battle one late Spring eve, which lasted for many hours and was as fearsome as any seen before in these lands. Many fought and gave their lives willingly to this cause, and the success is not one of the few, but of the many – the valiant people of Ravenholt and our allies and friends.

Three Kings from page 1

Houppelande. Mayor being the highest known title in Houppelande, he's the closest thing to a King the Hobblings pay heed to, apparently. He came to hold a quorum on some Hobbling issue (and possibly to celebrate the gather's Hobbling Holiday, which may have included considerable pie consumption for breakfast, if our calendar's at all correct). There were not enough Hobblings present for a full quorum, apparently, so several individuals who are Hobbling-friends are believed to have race changed for the occasion.

We're not quite sure what to make of all the comings and goings, but if we'd've known they were coming, we'd have baked a cake! (And a few more pies.) Hopefully next time the nobility descends upon Ravenholt, we'll get a bit of notice.

Public Notices

Unto the Editor of the Raven's Herald,

Please reference the second sentence of the May 607 report by Pearl S. Wine entitled "Braced for Trouble". Be advised that the term "Nebulonde Drae" is inaccurate, inappropriate and offensive. I am assuming that it is the inexperience of the author and not the deliberate insult of an established and well reputed paper that is the cause of such an error. A retraction of the insult is required.

As a further note, you bring danger to the good Baron Amra by printing an article that will lead his enemies to him. I am extremely curious as to which member of our adventuring party informed you of this tale. I do not ask their name, but I ask that you pass on my disgust at the gross inaccuracies contained within.

With deliberate sincerity,
Ch'razz

REUNITE THE FROST CLAN: It has been far too long since I have seen any of the family. If this notice reaches you, please send word of where you are or meet me at any adventurer's gather. --Draco

FOREST'S EDGE: I am searching for an explanation as to what happened a few years ago in the town of Forest's Edge. If there are any witnesses or fellow survivors, respond in these pages. We can work out a means of meeting or communicating.

The Phoenix Fight!

Well I guess this will be my last letter for this issue but I wanted to address the way to town worked together in defeating the Phoenix. I was not present for the entire fight, but I did catch the high points. When the Phoenix first showed up, I almost made a mess in my pants! This was my first time getting a look at him even after all the time I had spent on the front lines and I have to say I have never seen something that bright in the middle of the night.

The other highpoint at least for me was after I got back from checking on the town, I came back down to the battle to discover the battle had turned itself around and I had ended up behind enemy lines. So I sat in shadows and waited for a chance to strike or get back with a group. The last high point was just before the town killed off the phoenix someone started fixing their armor and someone else started, then I didn't know what was going on. I thought they were trying to get a beat going or something so I started up myself. In the end the entire town was beating on shields and armor and really scaring and annoying the phoenix, it was one of the most amazing and intimidating things I have ever seen. Thank you all — that was an amazing night that I will never forget.

-Keme-

PS - Hey it is me again I'm writing again to address the buff that all newer adventurers received. The power boost made it seem like adventurers were at least 20 seasons. It was amazing I myself received a boost to my fighting ability as well as the ability to use some low level earth magic. I'm not exactly sure where to boost came from but what I am sure of is It was for the purpose of defeating the Phoenix. Well it defiantly came in handy at least on my end.

I have seen, scattered around town, a number of notes and letters, addressed to the people in general, accusing the nobility of Ravenholt of cowardice, treachery, and of not having the best interests of the people at heart, among other things. The notes are distributed by a group called Omega Unity, and I believe them to be lies.

I have fought them, the Unity creatures, who claim to want nothing more than our complete and total obedience to their every command. They act as if it is no big thing to expect such from every man, woman and child they encounter. They use magics that enslave the mind and body, and turn friends against each other. And they have killed innocents when they were not given their way. I would encourage those who are confronted by these creatures not to fight, but also not to give in. The 'only' thing they want is to enslave us. I've grown fond of thinking for myself.

- A concerned citizen



To the Accursed of Ravenholt,

This is but a simple reminder of our agreement; you have scant weeks before your deadline. Though you are not wholly responsible for our condition, you are in some part responsible. Remember if we are disappointed with your efforts come the fall gather, you shall know our full fury.

The Children of the Rose

One Man's Response to the War's Losses

Since Theodorik's demise, the former Knight of Ravenholt, Trivanus Lithanos, has been seen traveling Eastwyck in his finest military apparel, wearing his personal colors of black, purple, and silver. His sword is at his hip, his boots and leathers shine from a high polish, and his shield is vivid with color. Trivanus has been gathering lists of the dead of all of the people who trained with him and served under him while he was still titled.

He has been paying his respects to the families of those lost and aiding them in the burials where appropriate. Family members who have spent time with him say that he has told them of the strength of their loved ones in battle, and of their valor. Said one father, "That fine gentleman, he knelt at my feet and there was tears in them strange eyes of his, I'd swear. He told me he was proud to know my Garreth and that he'd be remembered as a hero."

A few individuals were less enthusiastic, questioning why a man who had been stripped of title was coming to visit them in a time of grief, rather than someone more important, but even the most angry grudgingly acknowledged that Trivanus was respectful and calm throughout their meeting.

Several soldiers lost had no families to speak of, and it's believed that Trivanus paid for their burials out of his own pocket, putting their names and birth and death dates on the stones he had commissioned, along with the following passage:

"A soldier of Ravenholt rests here. A soldier who laughed, cried, loved, and feared. A soldier who fought against the tyranny of evil men. A soldier who shielded innocents with his body. He died a hero. He shall not be forgotten. May he rest in peace."



Strange "Omega Unity" in Guild Basement

I write this as a warning to all citizens of Ravenholt. At this past gather there was something trying to rift into the basement of the Mages' Guild. Myself and a group

of adventurers consisting of Alucard, Zach, Teriq, Mother Merry, Dame Anwyn, the two newest members of the Wolf Pack (I cannot remember their names and I know I'm forgetting a couple of people — sorry about that). Well back to my point. We all traveled with one of the constructs from the basement to another plane or what not, to find out what was trying to get in.

Once there we all saw very many strange sights. The first beings we encountered here were human, I'm assuming. The only thing they would tell us when we approached them was that they couldn't stop the "harvest" — they had to work for the Omega Unity. On further inspection of the area we found signs up saying things such as "The Omega Unity is Watching" and to "Do as you're told" and things of that nature.

The people there didn't know any other kind of life so I cannot call this slavery, but they didn't understand the word freedom. Well, after all of this, we traveled further into the area and found a strange line on the ground, It apparently consisted of both known types of magic. The first person to cross this line was Zach who decided to go first to make sure it was safe. The rest of us followed after that. A peculiar thing happened, though; The older adventurers in our group all got sick when they crossed the line. After they had backed up to behind the line, the rest of the group proceeded down the path a little ways to where there was a strange, small cylinder with swirling colors on it.

After an attempt to move it failed, Teriq cast a spell at it. After a second, some creatures appeared. They were black with swirling colors all over their faces. They identified themselves as part of the "Omega Unity." After a few minutes of interrogation by both sides which didn't amount to much, other than us finding out that they thought the basement was its own world and they were trying to invade and take over, they got bored and attacked us using claws and magic, including but not limited to, Berserk, Vampire Charm and Chaos, on top of which, they returned spells and were immune to poisons. After it was evident that we could not win, we all rifted out, back to Ravenholt. I hope this has been a help to all those who may encounter these creatures.

-Keme-

Raven's Crown: Voices of Truth

Does King Mykel Betray His Own Nobles? Is He Choosing the Side of Avendale in Trial of Local Baron?

For some time now, a conflict has been brewing between the "Lost Duchy" of Avendale and Ravenholt. Though His Grace Duke Stemple has been incapacitated in recent months, the "Duke" of Avendale, one Frederick Arundel, has raised serious and completely unfounded allegations against one of our beloved Barons, as well as against nearly every adventurer who has traveled to Avendale in the last three years - and even some who haven't!

The undead slayers, the Court of Eastwyck, and many notable adventurers around town have been brought under charges varying from belonging to the long-defunct Jester's Guild of Tyrra to Murder, Conspiracy, Contempt of a Noble Title, Assault, and a litany of other charges. This is MADNESS!

Beyond the laughability of some of these charges, it is quite clear that the Leader of the Lost Duchy is attempting to reignite the hostilities between Ravenholt and Avendale that stemmed from the original, laughably corrupt, tribunal, or perhaps since earlier confrontations with citizens of Westmarch some ten years hence. Clearly, the Leader of the Lost Duchy has truly forgotten that the matters regarding the old tribunal were sealed long ago.

How Arundel, a fisherman of great skill, managed to somehow ensorce the King of Evendarr has not yet been discovered - however, only such a devious plan could explain the even odder actions of King Mykel, who appears to have consistently backed a Duchy which ceded from his own kingdom, over the Duchy we call home.

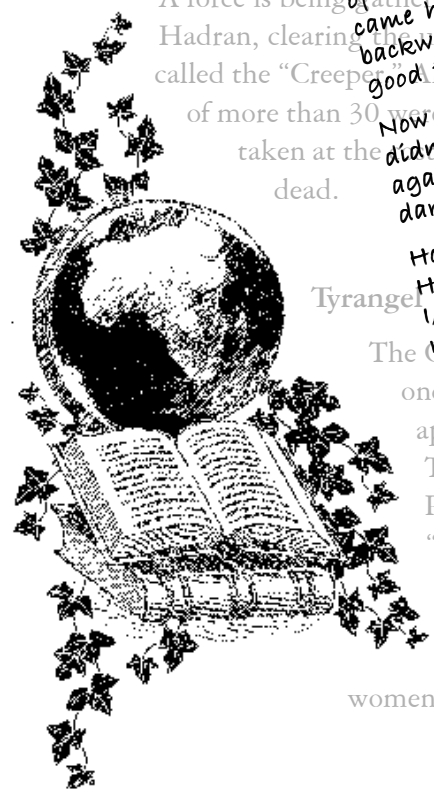
They say power corrupts. Why do we pay taxes to a king who sits so far away that he cannot see us? Why do we give our sons and daughters over to fight to expand the lands of the Mad King Mykel? This outrage must stop. Why do we pay taxes to a king who sits so far away that he cannot see us? Why do we give our sons and daughters over to fight to expand the lands of the Mad King Mykel? This outrage must stop.

Our Nobles are righteous and true, bonded to the land and sworn by oath to protect and guide us. We are calling upon you, Nobles of Ravenholt - guide us to sovereignty and a fair and just ruler. We cannot and will not support this throne any longer.

Cronies of the Crown

Why is it that whenever other kingdoms are at odds with our citizens, the crown of Evendarr is all too quick to jump on their side? When the Dark Elven King backed the Blue Draconis known as Statik died permanently at a recent market fair. After being rescued from the plane of Fear by a few of our citizens, the crown didn't they used to be part of Evendarr? Now it seems that our crown is once again siding with another crown (one that in the past turned its back on Evendarr) against more good people of Ravenholt, and proven heroes at that.

Honestly, I am surprised that the crown did not support Theodorik in his quest. He was, after all, another crown, and we all know how cro(w)nies stick together. I, for one, am tired of seeing the good people of Ravenholt being sold down the river by the crown at the slightest whiff of trouble. For as long as I can remember, we have been defending our own, and holding our borders, on our own. Thus I leave you with this question: If the crown won't back its citizenry, then who will?



Rare & Unusual Collectibles

Looking for that hard to find or impossible item for your collection? If so let me be your eyes, I specialize in finding rare and unique items. Please, no requests for mundane things such as standard 5 enchantment items. If you have such an item in mind that you would like found, I will be at the next gather. Seek me out, and if the price is right, I will seek out your desires.

Kryton

members. Cure Light Wounds potions will be 2 potions for 1 silver for non-members, and 4 potions for 1 silver for members.

Raven's Crown: VOICES OF TRUTH

Earth Guildmaster of Rosewood

FOUR SOLDIERS PLEASE

Long have our families lived in Ravenholt. The people who call those lands home.

We have bled, we have died, we have seen horrors unimaginable. We have done all this in blind loyalty to a King who has simultaneously urged (way, ordered) us to expand his lands while consistently through the use of The Orchestra, persecuted, killed, and obliterated his own nobles. Yes, his own nobles. What is this madness?

Word has reached even the most northern territories of Ravenholt that King Mykel, from his Ivory Tower, may have died for this crown, and all of us who have shed blood in its name. This is an outrage to all of us who once again be backing the "kingdom" of Avendale against his own nobles.

We will not make war to expand the lands of Evendarr. We will continue to fight to protect our lands and our families, but we will not be expected to support sovereignty so obviously skewed and corrupt as to bring death and sorrow down upon the very Barons, Knights and court-commoners that swear oaths and give blood to the same goal as us!

Now that Theodorik has been defeated, and our lands are again safe, it is time to look inward, not outward to improve the great Duchy we call home. The armies of Ravenholt must from this day serve Ravenholt. Not a king who has become so callous as to choose a side against his own vassals, but Ravenholt itself.

Our lands are as safe as can be expected. Our lands are self-sufficient, and have been for years? What do we need Evendarr for, anyway?

We stand ready. We await orders. We love our lands, and we will gladly bleed for you, as you have bled for us so many times in the past! Sound the charge, let us claim and defend our sovereignty. The time for a sovereign Ravenholt has come.

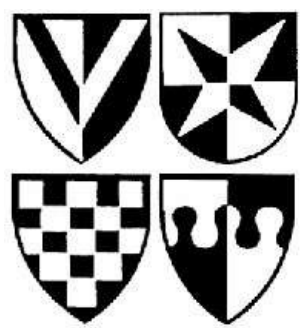
For Ravenholt, may she ever soar!

- Major Emmit Fox, Eastwyck Ranger
- Senior Captain Fredrick Irons, Capulus Navy
- Chief Sergeant Harol Melgar, Westmarch Army
- Colonel Vespis Argent, Longhope Guard, Cumberland Army

Several titles have been granted recently in these lands, including those of Lord Baron De'Kiernan, elevated to Baron of Caerleon, Sir Solud, Knight of Therendry, and Lady Nol'Feredir, Ambassador of Therendry to the Duchy of Ravenholt.

Chivalry School

By order of His Grace, Duke Johnas Stemple, those wishing to participate in the study of Chivalric Arts should attend sessions of Chivalry School to be held at every gather this season, no matter where they are held. To learn more, speak with Sir Martimus Wilder of Capulus..



Mydian Valley
The Mydian Valley has recently formed a governing body which is known as the Republic Council. This council includes:

- Desdemona Scoran - Minister of Internal Affairs
- Shaman Rev Komar - Minister of External Affairs
- Nikola Andrekun - Minister of Finance and Treasury
- Raynor - Minister of Justice
- Lord De' - Minister of Defense
- Green E - Minister of Technology
- Major Ote'tesav
- Major Ote'tesav
- Major Ote'tesav

Thoughts from a Common Man

I want to know what the so-called 'nobility' of Ravenholt is doing to protect the 'nobility' of Ravenholt. The nobility of Ravenholt is doing nothing. I think the term is a horrible joke, right?

The creatures calling themselves Unity – or something – came to my home and told us that they were holding us hostage, but that if their 'entirely reasonable' requests were met, we'd be freed unharmed'. Then they took me to the city, leaving behind my husband and my two beautiful children.

We'd barely even made it into the city when we were attacked, and the Unity creatures were cut down despite threatening me and saying that they'd hurt my family. I told the nobles there what the creatures had told me, that all they had to do was kneel – briefly – to the creatures and we would be set free. They refused, and killed the second set of creatures who were sent to negotiate.

That's when they killed my family.

I'm not saying that I don't blame the creatures for killing them – if it weren't for them, none of this would have happened. But would it have killed the nobles to kneel for a couple of seconds? Because that's what it did to us. Killed my family.

My children successfully resurrected. My husband did not. They were apologetic, but that doesn't bring my husband back. And what did he die for? To spare someone a few seconds of embarrassment.

How noble is that?

Cancellation Policy for NERO Mass Event Registration

Hi, folks - since I've had a few questions about it of late, I realized I should republish our cancellation policy (also available on the website under the *NERO Mass Policies* link) so people have a fresh reminder of it:

· 21 Days' Notice: Credit card charges other than PayPal and checks are not deposited until (at most) three weeks prior to the event. If you cancel prior to this time, your card will not be charged and/or your check can be voided without penalty. People paying with PayPal will receive credit via their PayPal account.

· 14 Days' Notice: If you cancel *at least* fourteen days prior to the event, you will receive full credit for it, either in the form of a refund or a credit for a future event if the charge has gone through.

· 7 Days' Notice: If you cancel *at least* seven days prior to the event, all effort will be made to fill your spot from any waiting list for that event, in which case you will receive credit. If there is no waiting list or if we are unable to pull someone from the wait list for any reason, you may find a replacement on your own. (Note that you cannot substitute someone for your event slot if we have a waiting list, so as to be fair to those who preregistered and were put on the waiting list first.) If no replacement can be found, you will receive goblin stamps, but will not receive a refund or credit.

· Week-of Notice: If you cancel in the week prior to the event, and there is a waiting list, we will attempt to find a replacement given time, or if we are unable to do so, will allow you to find a replacement if need be. If no replacement can be found, you will receive goblin stamps equivalent to the base event blanket, but will not receive a refund or credit. You **MUST** let us know prior to the event in order to receive credit.

PLEASE NOTE: Due to some unfortunate abuse of our prior policy of refunding in cases of emergency, we regret that we can no longer make special exceptions for such situations, but will make every attempt to find someone to take your spot, given proper notice.

Refunds will be in the form of event credits or repayment via the method paid (cash will be repaid via a check from NERO Mass). In the event that NERO Mass must cancel an event, you will receive a refund or event credit as you choose.

Next Year's Event Schedule

As I mentioned at several closing ceremonies this year, but what not everyone may have heard, is that I am scaling back operations for NERO Mass for next season. We will have only four Ravenholt events, scheduled with more spacing between each event, in the hopes of avoiding staff burnout (my own as well as others') and to hopefully allow us time to prep events that are more entertaining, with more extensive propping and preparation for NPCs and so on. As such, I've given Camp Haiastan our list of requested dates, which are available on the back page as tentatively approved.

What does this mean for the future of Ravenholt? My hope is that I'll find a buyer in the next year who will opt to keep things moving and bring energy and enthusiasm to running the game. If I cannot find such a beacon of shining hope for us all, I'll have to evaluate whether running only four events decreases my own stress and work load enough to allow me to continue. If it doesn't, I may have to put the game on hiatus after next year, possibly indefinitely.



"But it's RAVENHOLT - how can we make sure it keeps it going?!" you ask! Well, from my perspective, the key is player involvement at all levels - both in helping out in big and little ways, and in adding to the game environment through exceptional roleplay, staying in game, enthusiastic participation, support for NPCs, and the encouragement to others to do the same. Our game thrives on the positivity of the player base, and can be, conversely, dragged down by negativity (again,

my own included, on both sides of the equation). As for helping out, we need volunteers for everything...from setup and shutdown (which are exhausting, draining things to achieve, most often done by the people who have exhausted themselves already in trying to entertain you all weekend) to newsletter articles (so I don't have to go months without sending you news because I can't make enough of it up!) to plotline submissions both great and small, to NPC shifting, either singly or as an entire team when things get slow, to props making, and so on. NERO always has been and always will be as much or as little as its players make it. We have almost 20 years of in-game history and richness to build upon - please help keep it going.

-Rachel

NERO Mass Needs List

- ✓ Longswords
- ✓ Max Length Claws
- ✓ Short Swords

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) 414-3985
update@neromass.com

RAVENHOLT

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

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

NERO Mass 2007 Schedule

On-Season Events Scheduled for CAMP HAIASTAN
Ravenholt Halloween Weekend 10/19-10/21/2007

NERO Mass 2008 (Tentative)

Ravenholt Opener Weekend 5/2-4/2008
Ravenholt June Weekend 6/13-15/2008
Ravenholt September Weekend 9/5-7/2008
Ravenholt Closer Weekend 10/17-19/2008

Brimfield Site Sorting/Shut Down Day

Much of our gear is still stored at the old Brimfield site, and we've been doing a purge and organizing of it all in preparation for moving it closer to Camp Haiastan later on. We got a whole lot done on our last site cleanup day, thanks to a few hardy souls, but (assuming the weather holds out) we need one more good push before winter sets in. We'll be meeting at Monster Camp (Gate #3) on Saturday, November 3rd, at noon. If you can help, please let Rachel know at owner@neromass.com, so if we have a weather cancellation, she can reach you. Also, remember that there's no running water at the camp since it's shut down, so that means no bathroom facilities 'cept for what nature wrought, so plan accordingly. Even if you can only give an hour or two, it'll be useful. We'll go until about 5 pm and those who stick it out will be treated to diner nearby.

Reminder: Waylay Tips

Just a quick reminder that all traditional boffer style weapons are still required to have waylay tips, per National, in order to be legal. Only approved latex and mixed latex/boffer combinations (Adventurers' Outlet style) weapons do not currently require them, and these weapons cannot be used to waylay.

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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.

Guard Up! Family Swordsmanship in Burlington, MA, is now hiring experienced trainers. Visit www.guardup.com or call (781) 270-4800 if interested.

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