

Theodorik Held in Ravenholt City!

On the night of April 20th, 607, Theodorik and his forces launched a surprise attack on the capital city. Many parts of Ravenholt, including the facilities most often used by visiting courts have been hit and destroyed. Reports show that the facilities housing the Ravenholt Healers' and Mages' guilds were targeted by a massive bolt of fire from the sky, although some of its energies appear to have been diverted to nearby farmland just prior to striking.

Members of His Grace's Planar Brigade and His Highness Prince Kevynn's armies worked to hold the incursion at bay. Powerful magics prevented the summoning of reinforcements to defend.

Theodorik attacked in a hit-and-run fashion, gating about the capital city with a force of elite troops – most of which were Tempered or Annealed. The battle raged on into the night, with goutts of light, flame, and smoke periodically brightening the dark sky, continuing on through Saturday and into Sunday.

Early in the afternoon of Sunday, April 22nd, something very peculiar happened. Theodorik and his armies attempted to

gate as Prince Kevynn's forces began a flanking maneuver. Their attempts failed for unknown reasons. Shortly thereafter, the transformations cast on the Tempered began to falter, and without Theodorik nearby, they were unable to manifest. The flanking maneuver was a great success, and many within the ranks of Theodorik were trampled by the onslaught.

Since this point, Theodorik has been held to a zone containing many of the upper class neighborhoods within Ravenholt – some of which had just been rebuilt after being burned several years ago.

His Grace has been within Blackpool, which received only indirect damage from a single strike of elemental energy directed at it during the morning of the 21st, from which location he is directing the siege efforts since the attacks. Many elementals have been seen fighting against the Barbarians. It is known that there are several permanent circles of power that have been cast within Theodorik's zone of control, and his troops are resurrecting there.



Why They Serve

By Pearl S. Wine, Assistant Editor

The deadly strike against our beloved Ravenholt whilst we were in the town of Elvestove appeared to weaken the land bonds of the nobility. To counter this, Viscount Telaris recommended each of the four baronies hold a public ceremony to affirm their connection to Tyrra. One observer called the unique presentations “a little slice of each barony.” Sir Daramor of the Ducal household introduced each of the baronies in turn.

Baron Gabriel presented his knights, Sir Askani and Sir Shatter, to the populace. Both knights explained why they serve their barony and their family of Ravenholt. A spectator characterized the presentation as “stately, military, with family as a key term.” Sir Shatter presented his “pack” of “brothers and sisters,” beginning with three of the courts' squires. The squires offered their blood (Squire Brook), sweat (Squire Kaltos), and tears (Squire Dheran). Baron Gabriel concluded by pledging that he and his court were always at the service of Ravenholt.

Westmarch followed Capulus, with quite a different cer-

emony. Each member of the court embodied one of the tenets of the code of chivalry. Reciting the tenet as a promise, they presented both the promise and a token of it to a chosen commoner. Attacking undead most inconsiderately interrupted the ceremony. Adriel of the Westmarch Dragoons offered Yoyo the Bear an acorn for the first tenet, for the second, Chastity gave Azula leaves from the Dryad tree, then Terrain offered T'kari a silver long sword. After the interruption, Sir Cadoc resumed the presentations, offering Fayden a pair of his bracers, Squire Anwyn gave Reina one of Aelfric's arrows, Sparrowhawk presented Draco with a key, Ferrian presented Omi with a stack of books, Baron Torin presented Calvin with Chastity's Champion of Life medallion.

Each member of the court of Eastwyck chose a town decimated by Theodorik's forces for which they fought. While this reporter did not get a full accounting, among them Ch'razz fights for Kent, Perdue for Burton-on-the-Blood, and Alle chose the Mystic Wood, which currently harbors or-

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Vigilance Pledges Aid Against Land-bond Thief Theodorik

On the night of Saturday, 21 April 607, the group of Knights known only as Vigilance visited the nobles of Ravenholt. Among them was Sir Thelonius the White, a man of mysterious origin who carries Virtue – the blade once held by the Icon of Order. Though it is not certain whether Sir Thelonius is the Icon of Order, it is believed that he is not.

The Nobles of Ravenholt commenced a ceremony showing their loyalty, the strengths of their beliefs, and their commitment to win our war to the north. The ceremony showcased the Men and Women of the courts, with bold statements made and oaths sworn (see *Why They Serve*, this issue). The Barony of Cumberland's ceremony was more informal than the others, approaching the situation with some much-needed levity. This sort of relationship between the Nobles and the Commoners of Cumberland is very much in the spirit of those lands.

After the conclusion of the ceremony, which was interrupted by pleas for help from the field, Sir Thelonius swore an oath and pledged the assistance of Vigilance to strengthen and protect the land bonds of the Nobles of Ravenholt.

Clan Ruinvorn Leader Thought Dead, Returns

After an extensive search that spanned many years, Durchasi Ruinvorn, longtime leader of Clan Ruinvorn of Draelonde, was deemed lost to the Clans and to Draelonde. Emperor Jared made a public declaration of her death as of Nikan (January) 1st, 606, stating "In her death, it shall be known that she has brought honor to her land, her clan, and her family, and thus Ichinata (June) 23, 606, shall be declared a Gozen dochi ne Remetoima (Day of Remembering) in her name." The declaration was apparently part of a necessary process by which the Clan could strive to bring forth a new leader, but over the next year and more, none stepped up to the job.

Emperor Jared recently came forth to gather a number of Dark Elves from several clans for what was supposed to be a highly secretive meeting. However, before the meeting could begin, Durchasi showed herself and went immediately into closed-door meetings with her liege. Some time later, as a large party of Dark Elves accompanied Roshya Jared into the depths of the woods for further private meetings, an attack took place, apparently an attempt on Jared's life. As with so many Dark Elven dealings, there has been little information forthcoming about either Durchasi's whereabouts for the past near-decade, or the incident in the woods.

New Forces, New Faces and New Allies Arrive on the Front

Several new units have made themselves available in the service of Ravenholt in recent months, joining the cause to battle Theodorik and his northmen in their siege of the lands.

Darkhorse Demolitions has been granted a charter as a mercenary Siege and Reconnaissance company. These hardy Dwarves hail from Ironvale, and rumor has it that they possess some form of mastery over the element of Destruction. Their mission is classified, although they have been seen primarily in and around Ravenholt City in the past weeks.

The Clan of the Rat, a group of orcs and half-orcs, reportedly originating from Orcland in the fallen kingdom of Myanthea, have been seen fighting in the name of Eastwyck. It would appear that they have set up camp on the outskirts of Coombe, and have been very successful in harrying supply caravans coming down the Silver River to re-supply Theodorik's army.

The Black Lance is rumored to have survived the attack on Kester! They have been seen north of the River of Fire, pantherghasts in tow, and reportedly hunting Biata to their final deaths. Little is known of the current state of the Black Lance, and caution is advised of any who stray too close to their path.

A large force of Minotaurs from Capulus have moved north into the Kragen Moor area of Cumberland. These gigantic troops have been seen making war against the Annealed with great success. In addition, these forces seem to have little concern that they are joined by the undead armies of the Kragen Moor which rise each night.

Strife in Elvestove

Who came strolling into town on Saturday afternoon, heralded by shambling knots of rotting flesh? Strife, the new Icon of Chaos! Apparently the newly seated icon wanted to see Squire Brook of Capulus, Baron Torin Hammerfist, and others. Rumor has it he owed the good squire a boon....and he wanted to confirm that the former Icon is now human, something Strife was all too happy to see. "Chaos had come to maintain the balance of things" said an anonymous source. It seems that a group of townsfolk came together to channel Tyrran energy into the former Lady, replacing the remaining tinges of Chaos keeping her alive. The dangerous ritual worked, making everyone (including Strife) quite happy. Congratulations to the newest human in Ravenholt and all those who helped her along the way!

Healer's Guild Moved

In the chaos following Theodorik's initial attack on the city, it appeared that the Healer's Guild and Mage's Guild circles had been destroyed. This left only the "small Earth circle", which is apparently unsuitable for resurrections for some reason.

Shortly after the initial assault however, several constructs from the Mage's Guild came forward and restored the Earth circle, allowing those who had been killed to resurrect. Few spirits seemed to take advantage of this however, and there were reports that the circle was behaving strangely, allowing resurrections without anyone in the circle to start them and allowing people who had not been invested in and out without being recognized. These problems seemed to go away however, once the Mage's Guild constructs began directing the use of the circle. People who resurrected in the circle during this time seemed to have suffered no ill effects, but at least one person who could remember the experience stated that he thought there was someone in the circle resurrecting him.

Through Saturday, more people sought the safety of the Healer's Guild circle, but by morning of the next day, it became apparent that while the circle itself seemed safe, it was in the middle of what was quickly becoming enemy-occupied territory. It was decided to evacuate the area of the now destroyed Mage's and Healer's guilds, and shelter outside of the field of battle.

Numerous large constructs, describing themselves only as "Basement Tactical," lead a fighting retreat away from the recently destroyed section of Ravenholt City. While many of their number were cut down, they were able to rescue all those that had taken refuge at the Healer's Guild circle.

The constructs quickly created another Earth circle in this new, safer location, although it is unclear if they created another one from scratch, or according to at least one source, somehow "moved" the prior circle they had built. According to a construct calling itself "Basement Staff", this will serve as a temporary Healer's Guild circle until the Healer's and Mage's Guilds can create a more permanent Earth circle.



Unconfirmed reports also indicate that the Mage's Guild Circle seems to have been restored sometime in the afternoon of Sunday, April 22, directly atop a platform in the rubble that had been built by Mage's Guild constructs.

Strange Bells Appear Throughout Ravenholt City

Over the last few weeks, many bells have begun appearing in the middle of the night all around town.

The small bells have been found inside the treasuries and vaults of wealthy merchants as well as in the pouches of seemingly random people, and in seemingly random places about the woods. These bells seem to have some sort of sentience. When they are held, a voice can be heard asking "What is it to be one with the Shadows?"

So far, no one has answered correctly – the bells immediately dissipate when an incorrect answer is stated. Any pertinent information should be reported to the Mages' Guild.

Trash Golem Attacks Increase Dramatically

Long quiescent during the winter, the strange creatures known as "trash golems" have recently burst back onto the scene with a rash of seemingly coordinated attacks. Several individuals have been attacked from ambush, and those that were struck down have had any magical items, potions or scrolls on their person stolen from them. There are also unconfirmed reports that some of the more powerful trash golems have been speaking, but there have been no successful attempts to communicate with them thus far.

A Plea from a Commoner of Ravenholt

In a heartfelt conversation with this reporter, one commoner revealed his distress over what he views as the unreasonable behavior of various Ravenholt nobles in battlefield situations. He said "if the heart is not swayed to the cause, to know what the cause is," it disheartens you, making it "difficult to follow blind orders." He wanted his plea to go out to all the nobles of Ravenholt that simply telling people why you are asking for a thing goes a long way to creating harmony and help among Ravenholt's citizens.



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!

Braced for Trouble

As told to Pearl S. Wine

A tale has reached my fuzzy ears about a bracer (that's a piece of armor!) recovered in a crypt near the Draelonde border. A series of odd events apparently led Baron Amra, Draco, Ch'razz, Arias, Fayden, Aishin, and several Nebulonde Drae to the tomb. Some young Cumberland militia had gotten themselves into some trouble, involving food stores hidden in a lava pit and a woman held prisoner by Barbarians, behind a puzzle lock, all while trying to patrol the region for Barbarian activities. Several of their patrols were lost, until one individual came to get aid. One adventurer told me the tale:

"We found the cave-in, and piles of weapons that presumably belonged to the resurrecting soldiers. Beyond the cave-in we found a crypt in the Dark Elven style. One Dark Elf who had some experience with burial rites identified the mausoleum, but said it was never actually used to bury anyone. A debate between Ch'razz and the Baron ensued as to what we should do. The decision was made to examine it.

A sign on the wall suggested pictorially 'through the cave-in,' 'kill some bats,' 'take some gems,' 'place them down and shine a light through them.' There was a block in front of the door for gems, so we quickly killed some bats and it turns out their eyes are the gems. That first step took a good fifteen minutes because nobody noticed the huge sign next to the door on the wall.

We found another puzzle inside suggesting pictorially 'fire element,' 'water element,' 'circle shape,' 'spiral shape,' 'leaf shape,' 'death element.' Again, there was a block with six holes, and there were ten vials. Three alchemists working simultaneously found there were two death elixirs, two restore elixirs, two berserk elixirs, one paralysis, one of something I can't remember, and two of another thing I can't remember. By a long popular vote and process of elimination we figured out to put the vials in Berserk fire, something water, paralysis earth, something air, restore life, death, death. The door began to inch open but stopped. One adventurer volunteered to take what we assumed was the final step, and drank each of the vials in turn. After finishing the death, the door opened.

There was a bracer inside. Aishin tried to See it, and was enslaved by it. Baron Amra used a cantrip to identify it and found that it was an item that cast an impressive number of high level elemental spells, but it had something impossible to Identify in it that was very bad. He did not allow anyone else to touch it after that.

We left and were ambushed by undead jackals demanding

we return the bracer. They didn't care that we wanted to destroy it. We backed out as fast as we could and put up a wall of force on the cave entrance. We made it aboveground only to hear the jackal's cry. They found another way out. We ran back to town (these jackals were scary and hard to kill) and joined townsfolk in the center of the cabins. Only a couple jackals attacked that night, and hopefully (Baron) Amra destroyed the bracer shortly after. I have no idea if he did or not."

Coming Together Against the Night

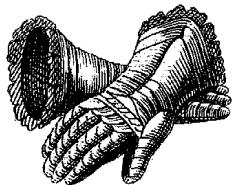
In what is becoming a wonderful tradition for Ravenholt, the populace held an impromptu talent competition Saturday evening. Originally a gathering of citizens "coming together against the night," the competition received a sponsor: a visitor from Volta named Jackson. Jackson donated 50 gold for the first prize pot while Calvin of Hox donated the 20 gold that made up the second place prize. As the sponsors, Jackson and Calvin acted as the judges, along with Brennie Smallpines. Keme performed first, singing a moving and provocative ballad of those who have fallen in the war. Zack followed Keme with a humorous story about the day's adventure. Marklin then performed a vision song about courage and togetherness. Sister Prudence led the group in clapping and singing along with her ditty about the virtues of beer. Lily, who had recently altered her race from a fox scaven to a wild elf and was newly bonded to her mate Xula, offered two songs to the crowd. The first ditty, "I Dreamed a Dream" she sang *a capella*. For the second, "Whiskey in a Jar," Lily accompanied herself on the guitar, leading the town in a rowdy sing-along. Amber gave a soulful, moving rendition of "Come Down to the Bargain Store," a song about the imperfections of life. Yoyo the Bear gave a "rousing display of manual dexterity" with his namesake instrument.

While Yoyo did not receive a mention in the top three, he definitely received the most donations. Luna and Listener sang a duet, "Old Man in the Barrow," followed by Sindal's moving song about coming together, which won second place. Eleanor and Luna followed Sindal with their jaunty "I Talk to the Trees." Marklin took the stage again with "Ramblin' Rover" then Trivanus performed a ballad about home, winning third place. Amber performed a second song about finding love in unexpected places. Sparrowhawk offered a beautiful tribute to Sir Cadoc on his birthday, a song about virtue, courage, dedication and protection. Throughout the impromptu competition, Baroness Cynthia demonstrated her unfailing generosity, dropping handfuls of coin. Congratulations to Marklin for winning first prize!

Spirit Farewell for Alan Moonwind

The Court of Cumberland will be holding a Spirit Farewell for Alan Moonwind on Saturday May 19th in the afternoon. Actual time and place to be announced once plans have been agreed upon between Guildmistress Lili of the Healer's Guild and Baron Amra. All are invited to celebrate his life much as he lived it, with much laughter, food and song.

Gwyneth Whitefeather is looking to hire musicians and/or storytellers to help provide the entertainment as well as bakers to provide those delicacies that Alan loved so well in life. Please send a falcon to Gwyneth at the Cumberland Hall if you are able to help with this.



Aftermath of the Latest Attacks

Having been subjected to explosions of magical energy and strange elemental blasts which landed throughout portions of Ravenholt City as Prince Kevynn's and Prince Roderick's forces engaged Theodorik and his minions, sections of our fair capital city have sustained massive damage in the past month. Lost to the rubble are several inns and the nobles' quarter, which often housed the courts as they visited the capital city, as well as a tavern and several smaller coholders' homes. Outlying farms on the northwestern side of the city have been lost, as have sections to the northeast.

Some of the blasts landed farther afield, whether by intent or otherwise. Apparently a single powerful blast landed at Blackpool, although there are no reports of injuries or deaths from that incident. Others landed in Lake Ardynn itself, causing unusual disturbances in the waters and creating several small weather incidents, including a brief but powerful hailstorm and a ferocious whirlwind which eroded the beachhead and tossed small boats around, leaving much debris in its wake, including the prow and mast of what appears to be an old shipwreck, probably pulled up from beneath the waters by the tornadic activity. It appears sunk well into the sands, as the sound of the ship's bell (and some swear the flapping of its sails) can be heard periodically from deep within the wreck.

Although cleanup of the living quarters can't proceed until the marauders are pushed out of those sectors, wherever possible, citizens have been removing detritus and restoring order as best they can, although some cleanup will have to wait for more resources. Temporary quarters have been put together for soldiers and displaced townsfolk alike in the southern sector along the lake's edge. Some locals have opted to move out of the city altogether.

The Path to Alan Moonwind

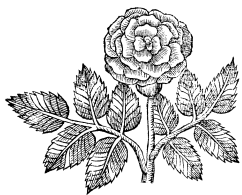
by Daenerys Sjhon

You must follow the path to a rainbow,
then climb your way up to the top.
Swing from a ray of sunshine,
then onto a cloud you must drop.
From there it gets more difficult;
on a raindrop you must ride,
to the top of the tallest tree in the world
and in the foliage find...
an unbroken leaf to use as a boat,
and a branch to use as an oar,
for next you will have to sail away
to land on a distant shore.
And then you must coax the birds there
to carry you up and away
across land and sea they must fly you
to the place that begins the day.
You must walk along the horizon,
you must follow it all the way
and keep your footsteps steady
'til you reach the end of the day.
Then, as the sun is just setting,
and the sky seems to go up in flames,
you must call out, each in order,
all of your ancestors' names.
But take care, for you must finish this task
before midnight arrives
for you must use the brightest moonlight
to cross over a bridge of knives.
On the other side is a field
where purple irises grow
and a cottage tucked beneath the branches
of an ancient weeping willow.
If the cottage windows are open,
if a light shines out of the door,
his voice will soon come drifting,
to repeat words he spoke once before:
"Home is never where you left it,
home is where you are...
anything worthwhile is worth waiting awhile,
and you are a home worth waiting for.

Unknown Necromancer Attacks Caravan

On May third, a small Caravan was attacked by a lone necromancer supported by numerous lesser undead. After subduing the guards, the necromancer proceeded to steal a single box containing ritual components meant for the front lines. Witnesses describe the necromancer only as a male elf wearing a mask and acting in an erratic manner.

Black Rose's Undead "Jailer" Seen in Arkham?



In the wee hours of the morning May 4th, an undead believed to be recognized as the Jailer - a member of the infamous

Black Rose - launched a surprise attack on the guardsmen of a prison in Arkham. One guardsman who resurrected in the Healer's Guild of Arkham City described the attack:

"It was like nothing we'd seen before - he looked just like the zombies he was attacking with. Before you knew it, many of us were stuck in imprisons, and our healers were transformed into yet more zombies."

Fighting between the Arkham City guardsmen and the Jailer, who is now holed up in the prison, has been seen for miles around, with bright flashes of arcane energy emanating through the barred prison windows.

Many of the prisoners have been seen walking the walls, their depraved minds and undead forms waiting to spring on any who dare stray too close. Additional troop resources have been unavailable to bolster the siege on the prison, with the war effort in the north drawing most of the fighting men away.

Rumor Has It....

√ These fuzzy ears overheard that an assassination attempt on visiting royal, King Jared of Draelonde, involved golems, which commanded undead. The question is, who paid for that contract?

√ Draknor fought an honor duel with Squire Lecorr sponsored by Baron Shoshoto. The duel was resolved honorably according to one of the participants. What on all of Tyrra instigated the need for such a duel?

√ Seasonal shooting stars supposedly restore the honor of Dark Elves, one for each that has died.

√ A Vampire Lord came to town looking for his missing son, whose name might be George...or Steven.

√ I was walking into town and two goblins jumped out and tried to sell me a bad pair of shoes. What's that about?

√ Rumour has it that Lake Hollym has taken an interest in the area North of Eastwyck and Cumberland, and have sent wizards there to find lost treasures and Lore.

√ A rather impressive group of Stone Elf scholars are enroute to the Northlands to investigate lost Celestial artifacts. Why they'd expect to find them amidst the Barbarians is beyond me, but if Hollym is going, too, maybe it's worth a trip!

Public Notices

Wishing a Very Happy Birthday to Chester!

Ravenholt's own Chester Kapel has spent 30 years on Tyrra as of a few weeks before this printing. We invite all of his friends to join us in celebrating this occasion in the local tavern on the Saturday of the next gather, right after lunch.

To the individual(s) who did such a superb job of cleaning up the tavern in Ravenholt City some time ago, the quality of your work is admirable and further such jobs may become available. Send word of how you prefer to be contacted.

-TBF

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.

Offering lessons in non-violent communication skills including diplomacy, storytelling, and friendly negotiation. Contact Calvin of Hox

I, Brennie Smallpines, would like to personally thank each and every person for all that they have done for the town of Elvestove.

Anyone interested in learning more about musical vocalization or singing, contact *that* Lily.

Looking for all and any types of maps of Tyrra, East Coast of Avalon, Ravenholt and North. Contact Terrain Silverwolf of Westmarch.



Ties Between Ravenholt's Noble Courts Grow Stronger

It is my pleasure to inform you of some of the events that transpired between the Barony of Eastwyck and the Barony of Capulus in the year 606 E.R. that have acted to strengthen the lands and our ties to her.

Of Chivalry and Laws

In the spring of 606, Sir Martimus Wilder, first Knight of Baron Wolvestride, presented all the then current squires of Ravenholt with a gift of his own making. He gave them each a book in which he himself had penned down the Code of Chivalry as well as the Laws of Evendarr. He presented this gift to Squire Beckett and Squire Rameses of Eastwyck, Squire Anwyn of Westmarch, and Squire Brook and Squire Kerchek of Capulus. He then explained to the gathered Squires what the Code meant to him, and how it had affected his personal journey from squire to knighthood. Sir Martimus first learned to follow the Code of Chivalry under the Altair, who was, at the time, the Countess of Dragonshire. From there, he went on to become Baron Gabriel Wolvestride's squire. He further explained to the squires gathered, that at this point in his life, his goal was to remain Baron Wolvestride's squire for the rest of his life. It is because of this, that he will always hold a special place in his heart for those that choose to become squires. It was not, however, Baron Wolvestride's wish for Sir Martimus to be his squire always, and it is us, the people of Ravenholt who prosper most from this decision as Sir Martimus is a dedicated, goodhearted, leader of this Duchy. After his story was told, the court of Eastwyck invited Sir Martimus and the other squires into their hall for an informal Chivalry School wherein they discussed the 5th and 6th tenant. There were some that could not attend, but Sir Martimus sought them out the following gather to discuss the tenants at length with them.

How Sir Martimus Wilder Got his Bear Back

On Sunday, 3rd September, 606 E.R., Sir Martimus Wilder completed his first land bond quest. His quest, to free the Bear Sprit Totem, was accepted by Baron Gabriel Wolvestride in June of this year. Sir Martimus Wilder worked closely with Sir Grackleflint, the Shaman, for over two months preparing for this momentous event. Armed with freshly picked raspberries, salmon caught in the rivers of Capulus, and honey, of course, Sir Martimus and Sir Grackleflint journeyed to the dreaming and performed a rite of wakening to rouse the great totem of the Bear. The Bear accepted their gifts and ceremony, but more importantly, it accepted Sir Martimus Wilder as its vessel. When they returned to Ravenholt, Sir Martimus Wilder, was no longer a

human, but a proud Barbarian Shaman of the Bear Totem. He presented to the court of Capulus which had gathered in their hall. Eyes shining, he knelt to Baron Wolvestride and spoke of his deed. "My Liege, I have traveled to the Dreaming, and thereupon with guidance from the shaman Sir Grackleflint, have woken the Bear Totem. I have taken on the responsibilities of a barbarian shaman, and have thus completed my land bond quest." Baron Wolvestride responded by placing his hand upon the large man's shoulder and looked into his eyes. "I accept that you have completed your quest. You have strengthened your bond to the lands, and thus strengthened His Grace's bond, which in turn strengthens us all." He paused and smiled at his first knight. "And now, I charge you with finding another quest and presenting it to me before the snows fall. I also charge you with completing this new quest within a year. I do not need to tell you that in this time of war our Duchy is in need, and only by continual service do we have any hope in winning this war. I have every faith in you that you will rise to this task," he paused to lift his hand and stepped back, "Rise, Sir Martimus Wilder!" An eruption of applause came from those that witnessed this great achievement, and congratulations were aplenty. We look forward to when Sir Martimus Wilder declares his next quest which will undoubtedly be completed and thus strengthens this fair duchy.

The Kingsilver in Eastwyck

On Saturday, the 2nd of September, members of the court of Capulus ventured into the Demalon woods where there a break in the lava rivers were reported. What we found surprised us all. In the woods that press against the feet of a mountain range, we found a mine entrance. Running from the entrance out to a wide carved path through the woods and leading north, was a road. The road was laden with heavy cart tracks leading straight into the cave. In the cave, we found the Spear Tooth Clan of Barbarians. They boasted of their strength and skill with weapons; both in making them and using them. Baron Gabriel Wolvestride then asked them who they worked for, at which point, they responded that it didn't matter. But, Baron Wolvestride had already sensed something amiss and led us into their mine. When he asked again, they then challenged us to a fight to the death, of which we readily accepted. Our swords and magics clashed and we fought the great Spear Tooth Clan, It was then that I heard the clanging of hammer on metal deeper within the cavern. We made our way towards a side room, and there, trapped behind a ward was Borin, the former Baron Regent of Eastwyck. He barely recognized us,

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but when I called out his name, I saw a glimmer of hope in his eyes, and he managed to tell us that his captors, the Spear Tooth Clan had his key. I promised him that we'd find it and we continued our fight with the Barbarians. As they fell, we searched and I found the ward key. We made our way back to Borin and freed him, both mind and body, using the key and an enslavement antidote. He then told us how he was captured by the Spear Tooth clan and how his master weapon making skills were put to use. Day and night he toiled under their command. Then he told us that there would most likely be reinforcements coming. So, we collapsed the mine, destroying the weapons cache and made our way back to the gate, one more in number. Safely back in the Ravenholt Mage's guild, Borin told me that the Kingsilver that was gifted to him when he was regent was in Two Roads with the rest of his things. Baron Wolvestride forest-walked there but it was not found with Borin's things. It was still in Kent, the once great stronghold of Eastwyck that had fallen to Theodorick's barbarians earlier this year.

However, through events that I may not speak about, the Kingsilver was returned to Baron Shoshoto of Westmarch by Baron Gabriel Wolvestride of Capulus and then presented to his Grace, Duke Stemple. The bonds were once again strengthened.

These and many other events have strengthened the ties between our two baronies. We go now into the 607 season with a renewed purpose. Our goals are the same – to win war against Theodorik and restore peace throughout the Duchy again. I look upon this goal with renewed hope, and it is desire that by reading of the great strides the two Baronies have made together that the hope of people of Ravenholt will too be renewed.

Saket Shabmah

In Service to Baron Gabriel Wolvestride of Capulus
Seneschal of Capulus

Corrections/Clarifications

In the "News from around Tyrra" section of the April issue, a notice from Lord Ahnatar Atharon is placed among items from the Duchy of Tyrangel. However, the notice was regarding a threat in the Duchy of Oakhurst (best known for its southern County of Blackwell and the adventuring town of Hawthorn's Bluff in Whiteoak County).



Why from page 1

phans from Eastwyck. The court herald, doing what he does best, then raised the oratorical bar several notches higher in a stirring speech. One bystander called Perdue's inclusion in the "evocative" display "a significant gesture."

Baron Amra of Cumberland then took the floor, bringing levity to dark times. He claimed that while his court was not large in numbers, they pledged their aid to those in need. Puns, laughter, tea and good meals can fight the despair brought by war. Observers described Cumberland's ceremony as "lighthearted but not irreverent, practical and down-to-earth." They were the "strength at the base of the pillar."

The Court of Anym, led by Baroness Regent Cynthia, pledged to help the people of Ravenholt because while they may not be of Ravenholt, they were of Evandarr. Each member "carried a piece of Ravenholt in their hearts." To offer a toast to the town, the Baroness passed around a bottle of bloodwine.

Princess Alexa stepped up briefly to speak, followed by Sir Daramor, Viscount Telaris and Squire Hale representing the Ducal household. The Viscount gave a brief, rather enigmatic speech. Sir Daramor wrapped the evening up by reminding all gathered that renewing the land bonds was a ceremony but it was also a daily process.

Then an individual, later discovered to be Sir Thelonus the White of a group known as "Vigilance," pledged himself and his group to Ravenholt and asked if he could be of service. He wanted to know if what was said that evening was true. Most agreed and the room erupted in cheers. Later this reporter learned that this individual and others of his group absorbed the sickness coursing through each of the nobles, an illness weakening them through their bonds to Tyrra, sent by Theodorik.



The Medicine Wheel Trading Post

Traveling foods, ales,
mugs, and medicinals

Newly opened in Ravenholt City, looking
for your business!

Out-of-Game Information

The Medicine Wheel Trading Post

John, Camp Haiastan's site manager, has opened up a snack bar and general necessities shop for us to make sure we can get quick snacks and drinks during the event. Look for him in the small shack below the ring of cabins. He's selling foodstuffs ranging from Gatorade, soda, and water, to cookies, candy, and other snack foods. Additionally, he's selling nice looking mugs and water bottles, along with some of those "necessities" you might have left at home, such as soap, toothpaste, and sunscreen. Bring some extra cash just in case! Barring camp issues that pull him away from the shop, he'll be open:

Friday:
8:00PM – 11:00PM

Saturday
9:00AM- 11:30AM
1:00 PM- 5:00 PM
7:00PM–11:00 PM

Sunday
10:00AM-2:00 PM



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!

NERO Mass 2007 Schedule

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

Ravenholt May Weekend	5/18-5/20/2007
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!

NERO Mass Needs List

- ✓ Longswords
- ✓ Max Length Claws
- ✓ Short Swords
- ✓ Two Handed Weapons
- ✓ Lightweight Shields
- ✓ Popup Tents (as tall as possible)
- ✓ Arrow Packets

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)

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
<http://www.neromass.com>



Register Now for Ravenholt May & June
 and for
 NORTHLANDS June Event!

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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)