

Hospitality Maintained as Members of the Former Court of Eastwyck Sentenced to Deaths

Under the auspices of Hospitality set forth so that no blood would be shed at the Duke's winter feast in celebration of the end of the war, many gathered at His Grace's hunting lodge in Glen Farclis, Cumberland, knowing that no blades would be drawn between baronies or kingdoms. The lodge was opened for the day, with nearby inns providing housing for those traveling from afar, and a Flag of Peace was flown over the main bailey.

Members of several baronies were present, as were representatives from Avendale and Therendry, as well as many commoners who came to get a rare glimpse into the Duke's life. His Grace's accommodations were lush and finely decorated, with rich tapestries from around Avalon hanging on the walls and wide, well-crafted tables set beautifully for the feast itself. His personal chefs prepared a multi-course meal that was well received, while Ereglin An'Aldar oversaw performances by several artists to enhance the festivities.

During the day, many in attendance were kept busy patrol-

ling the area to resolve several troublesome issues, not the least of which were Ogres and Trolls of unusual capabilities. Those who chose the more staid path and remained in the hall found interesting merchants, several fortune-tellers, a riddle-master, and games to keep them entertained.

His Grace arrived shortly before the feast was to begin, and welcomed all those present. After speaking to several others, he eventually cloistered himself with the former Baron Shoshoto and former Knight, Cid Timmons, and several others of the former Court of Eastwyck, while others kept guard to ensure his safety. After nearly an hour's discussion, all parties emerged, and returned to the head table.

Former Baron Shoshoto Toyatomi then asked those in attendance to give him a moment's attention for an announcement. He announced that His Grace had sentenced the pair to three deaths each, and that he and members of his former court have committed themselves to a mission to free

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Increased Dangers Throughout Duchy

The Raven's Herald would like to warn citizens and visitors alike of new and ever-increasing dangers throughout the Duchy. Each barony appears to have its own challenges, though why the proliferation in dangers in recent weeks and months is unknown. The Herald encourages adventurers to provide us with further details if first hand knowledge is available.

Reports have come to the Herald that some of the Minotaurs of Capulus have begun to attack their neighbors. The reports state that those spotted have become more bestial than normal and their skin has changed, twisted into a mockery of Týrra, with rope-like vines and rocky outgrowths. They seem much stronger than normal and the stone in their skin seems to afford them great defense. There are also rumors of sickness in other creatures that live near the Minotaurs. Reports are sketchy at the moment and we will send more information out about them as it comes in.

Deep within Westmarch have come stories of a troll uprising threatening that Barony. Initial reports were simply of the discovery that several farms' inhabitants were all found dead, with no apparent wounds or obvious cause of death, but with looks of utter terror on their faces. Since then, several

bands of trolls have been spotted in that region, attacking towns most closely bordering the farms which had been destroyed. Despite the reputation of Westmarch's militia, we have heard that most of the men facing the trolls were seen to have fled in fear. The rumor is that the men sent to deal with the attacks may be being hunted down as deserters by their regimental leaders.

From Eastwyck come reports of crop failures and poisoned waters. Those that have eaten the seemingly fresh food or mistakenly drunk the water have died in great pain. Strange creatures have been spotted swimming in the open waters of the barony's lakes and streams, but we have not been able to discover what these are, nor if they are definitely connected to failure and toxicity, but most of the sightings come from regions where people have fallen ill.

Meanwhile, undead attacks within Cumberland are increasing, but most fearful is that they seem to be attacking during the day! The Herald cannot determine if it is related, but there are also reports of a new disease, much like a plague, that has struck several villages. Once it has ravaged the area, the bodies seem to vanish. One theory proposed that the missing are being used to increase the undead horde.

Farmers Missing in Northern Cumberland

Reports of people missing from small farms in Northern Cumberland have increased. The farms were found to be empty, with signs of struggle. Trackers found definite Ogre and Orc tracks, but were unable to follow them for any distance.

“It’s like they just walked into a tree and disappeared,” Bob Timmus of Mansel Creek, Cumberland, was heard to say. Local constables are concerned, as not only have the farmers disappeared without a trace, but their Spirits apparently have not resurrected either. The fact that similar disappearances happened to the Cumberland forces at the Battle of Orc Ear, have locals worried. “It’s not right! I tell ya, a Spirit has gots ta go to rest! These were good, hard workin’ innocent-type of people! What would anyone want with them?”

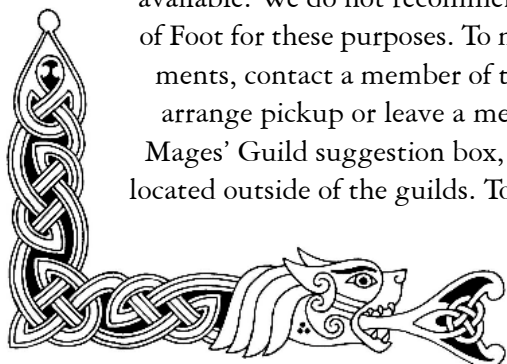
Trivanus Lithanos Named Grand Champion of Blackstone

After proving himself as a combatant with few, if any, equals in the Grand Tournament sponsored by His Grace Duke Mikhail Blackstone in the town of Firelight Cove in Blackstone, Trivanus Lithanos was bestowed a great honor by the Duke. Acknowledging Trivanus’ achievement in winning the most individual events during the course of the tournament, Duke Blackstone gifted him with a special magical tabard in the colors of Blackstone and asked if he would accept it along with the title of Grand Champion of Blackstone. Trivanus graciously accepted.

MGB – Building a Safer Tomorrow

Have Dangerous Magic Artifacts and you don’t know what to do with them? The Mages’ Guild Basement will soon be accepting Dangerous Magical Items and Artifacts for safe and convenient storage. If you cannot deliver them, we will retrieve them from you. Various delivery and pickup options are available. We do not recommend using Fleet of Foot for these purposes. To make arrangements, contact a member of the Guilds to arrange pickup or leave a message in the Mages’ Guild suggestion box, conveniently located outside of the guilds. Together we can

build a
safer
tomorrow.



Troll Activity in Cumberland

After the assault on Cumberland troops in early February, there has been a noticeable reduction in the amount of troll activity. Baronial and Ducal troops have been diligently searching for leads regarding the whereabouts of these creatures. Any with information are encouraged to contact military representatives.

Prior to the large assault, several groups of brave adventurers defended themselves and others against other attacks. Thus far three distinct groups have been encountered, each displaying abilities not commonly known among troll-kin. Initial reports stated that one group struck so hard that they could cleave through shields, while other trolls are reportedly healed by lightning. Be on your guard as little is known about their location or intent.

Lt. Geoffrey Bethels

Shaman Troubles

Eastwyck Rangers report that local shamans from the Wolf and Cougar tribes have apparently been having difficulty sleeping of late. It seems they have been having some rather intense nightmares involving, of all things, Ogres! Rangers report that the shamans are decidedly out of sorts due to their insomnia.

Ongoing Conflict in the Northlands

Reports of inter-tribal warring have filtered down through Ducal Rangers who have noticed that some of the Barbarian tribes from the Northlands are apparently attacking and absorbing other clans. No theories have been put forth as to the reasoning behind these attacks as of press time.

Numerous Break-Ins Reported Throughout Duchy

Several break-ins and attempted break-ins have been reported in recent weeks throughout the Duchy, in places generally deemed relatively secure from such risks. Merchants’ warehouses that were targeted appear to include one of the former Silverthorne Merchants’ oldest and most secure facilities, a small coastal warehouse believed to belong to the Duirsars of Niman, and one belonging to House Avaro. All three report successful break-ins, but representatives opted not to provide the Herald with a list of items taken, if any. Signs of attempts against the Stonewood College and one of Longhope Castle’s outbuildings have also been reported, but these are believed to have been unsuccessful. No witnesses to any of these crimes came forward: In all cases, the attempts were discovered by patrols after the fact.

news from around tyrra

Dar'Khabad

His Grace Duke Tirion Agarwaen has issued several edicts that have sent shock waves through the Duchy. Firstly, he has charged all nobles of lower station with the high crimes of treason and consorting with undead, stating that several have sided with the vampire Saber against him, and that others have willingly received undead transformations, and stripped them of noble title. A further edict charges all citizens to capture the stripped nobles alive, to be brought before the Duke to be charged with treason and obliterated onto their final death. Lastly, his grace has ordered the Ducal colors be changes to red and white. No one knows why His Grace wishes the colors changed, but given Dar'Khabad's recent propensity for stealing ideas from Ravenholt (such as naming a town Garrison's Bridge) some local wags are speculating that the Duke harbors a secret love for the court of Eastwyck.

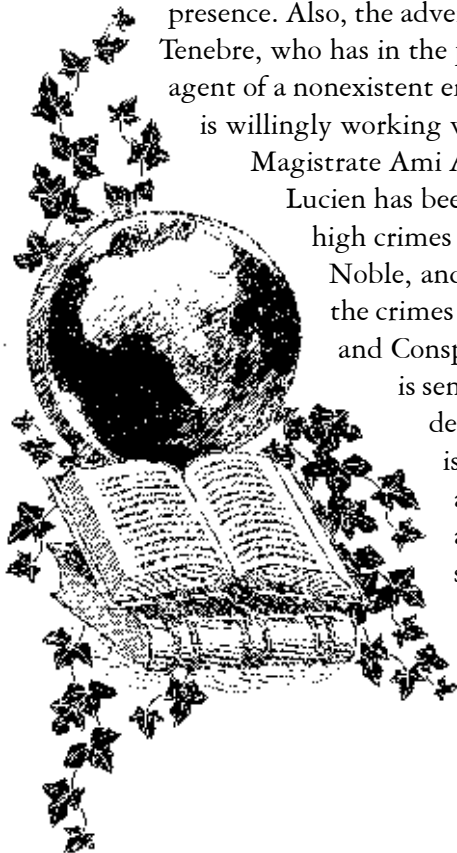
The Sutherlands

A battle against the false Duke, who is actually a Sessuar warlord, continues to rage. Raven Arimonte, a local gypsy, met his final death in battle against the Sessuar forces of the land, and a strange mist that has ties to the Fae plane continues to shroud the isles, robbing years of experience from any who would dare venture into it, only to restore the

lost knowledge to them when they depart its presence. Also, the adventurer Lucien Le Tenebre, who has in the past claimed to be an agent of a nonexistent emperor of Jhivantaine, is willingly working with the Sessuar. Local

Magistrate Ami Aviel reports that Lucien has been found guilty of the high crimes of Impersonating a Noble, and Treason, as well as the crimes of Assault, Murder, and Conspiracy. For this Lucien is sentenced to receive 9

deaths by the sword and is henceforth branded an enemy of Evendarr and an outlaw, and as such is devoid of the protection under the law that citizens of Evendarr enjoy.



Tyrangel

Dame Portia Kent has recently been raised onto the position of Countess, and following this has made several changes that some find shocking! Firstly, she has renamed the County of Marentha, the land she has been given charge over, to Theisgate. She has further changed matters by establishing two Baronies under different names, the Western Barony of Marentha, to be overseen by the Baronial Lord Seneschal Sa'ron Stormsong until such time a Baron or Baroness is seated and the Eastern Barony of Wulfolme which shall be ruled by Baron Dorsal Tidesdawn. She has also raised Sir Smolder Flamestorm to the position of County Seneschal.

Simon Darkthorn was elevated to the station of Lord within the County of Araman. The elevation took place in the Barony of Dragonaire to the south and was performed by Lord Seneschal Travador Bloodlust and witnessed by His Excellency Count Idrahil Aerandir, myself, and all those gathered there.

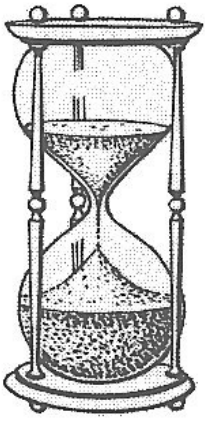
Large forces of bandits have been raiding small farms and villages along the North West border of the Grond Hills, taking advantage of the current turmoil and unrest in that area.

Blackwell

By order of Prince Cyrus Watermane, all Blackwell troops sent to the war effort in the Dreadlands have been immediately recalled. The recent loss of the town of Elliston to a new enemy within the Barony is felt to be an issue that cannot be ignored, and it is further believed that all able bodied defenders possible are required to battle against it. Ships have been dispatched to extract the forces immediately. Captain Markenn Cooper has been appointed to the position of commanding officer over the recalled troops, as His Highness Watermane wishes to have an officer of the Principality in charge of the cleanup, at least for the present time.

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Looking for that lost family heirloom, or maybe the name of that person you bumped into with the nice cloak in Koom? We specialize in finding *rare* or *obscure* items and/or information; for the right price, of course. The rarer or more obscure the objective, the better. Contact Kryton, of *Argent Retrival Services* to discuss possible projects.



A Look Back

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

April, 603 E.R.

- Area wells and springs despoiled in wake of Garn devastation
- Strange magical disruptions cause failing and/or doubled spell impact in both common and formal magics with unusual results

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April, 598 E.R.

- Kinslayer reappears in Ravenholt, trapping Willow Treespeaker and possibly others, violently removing her horns
- Garsons' Bridge Ice Lizards seek help restoring glacial hearts
- New Duke, Roderick Ravenhurst, makes first visit to Ravenholt since his title was granted in order to swear in his nobles
- Powerful Bloodstone Orcs invade Ravenholt in force

April, 593 E.R.

- Sakalid remains at large despite concerted efforts of many heroes of Ravenholt
- His Highness Prince Basil Ravenhurst orders permanent Earth Circle of Power be placed around his throne and council area.
- Baron Darin Darkcloud of Capulus, Raven's Herald Editor Lady Vallen Brynlydon, and Commoner Ashe, Court Healer of Arkham were each convicted of Conspiracy
- Viscount Jaques Montagne, formerly the Baron of the Isles de Hoenig in Sutherland, is believed Obliterated by Arch-Wizard Collanis D'Equal

The Fleet of Foot

Fleet Messenger Service

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

On Nobility

I fear we live in a time when we have begun to forget what it means to be noble. Instead we think of war and battle, of how it can strengthen our ties to the land. We see leaders striking out at the world, either in ignorance of what is to come or through simple desire of conquest and glory. What we see becomes what we are, we follow and obey, eventually setting upon the same path as those before.

What is it to the farmer who plows his land to feed and perhaps earn some coin to better the life of his family? They do this without attempt of harm or destruction of others who happen to exist close to them. And yet there are those who will seek to ruin such a family in search of personal gain and wealth. Greed is a rot that eats at our nations, without care to those who lead simple and unassuming lives. Even those who conscript grains and meats from these families take from their livelihood in order to conquest over others. Defending a home is noble, conquest over another is not.

There are some who believe that nobility is a birthright and if that is the truth, then you are responsible to become that which you claim. Even they, who are born of it, still must earn the right of nobility. Nobility is a presence of mind and emblazoned within your heart that you will stand up for those less fortunate than yourself. To defend a home, even when odds are against you.

Some believe that nobility is strength of arms and control of an area of land, predetermined by that person or someone else who has laid claim to it. Though organization can benefit a nation, we should not think that lines on a map determine the extent of our nobility. We should care for those beyond our sight, but be careful not to tread on them and their homes in this desire. Most especially we should not think that those who we have promised to protect, these

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The Raven's Herald needs you! We pay gold and aid in training costs for stories about recent events and articles of general interest. Contact Percival Blanche, editor, for more information.

Kingdom of Syrinx Discovered

By Sage Winifred Noland

Earlier this winter a new kingdom was discovered far to the northwest of Evendarr. The Kingdom of Syrinx is a series of islands in the middle of the Sea of Storms off the coast of the Kingdom of Stonegate. It is unclear whether or not travelers have passed to or from this kingdom in the past. However it is fairly certain that Syrinx was generally unknown throughout most of the lands of eastern Avalon until quite recently. The Sea of Storms is very difficult to navigate due to weather and currents. An errant river barge recently made its way to Syrinx and this has led to the opening of travel and trade with the kingdom.

The people of Syrinx have long been isolated and they have some rather peculiar ideas about magic, government and the history of Tyrra. It is their belief that in the beginning Tyrra was formed when the Great Void shattered and broke apart into the various different elements. These elements broke free and fell to become what we know now as Tyrra. The largest pieces of the elements landed in the Sea of Storms and formed the various islands that now make up the Kingdom of Syrinx.

Each of the islands forms a separate city-state. Each island houses a Citadel that is dedicated to the particular element that they believe formed the island. The citadels are said to contain the remaining fragments of the pieces of the element that fell into the sea to form the island. The inhabitants see themselves as guardians of these elements and the way of life on the islands are strongly influenced by the element to which it is dedicated. There are eleven islands dedicated to the one of the twelve Primary Elements, which Life and Death sharing one island. The largest island, Cygnus, is the seat of the kingdom's government.

The inhabitants of each island choose someone to represent them. The method of choosing is different from island to island. This representative called a Magistrate or Keeper. The various Keepers meet from time to time on the island of Cygnus. They form the government of the Kingdom. There is an Emperor who is rules the council of Keepers, but at present the Emperor is missing.

Within each city-state there are a number of lesser officials such as centurions and archons. Though they have different names, they operate very much like the barons and knights and other titles of nobility more generally recognized elsewhere in Avalon. The nobility of Syrinx place a great emphasis on honor. They have a number of customs and practices regarding such things as insult and dueling.

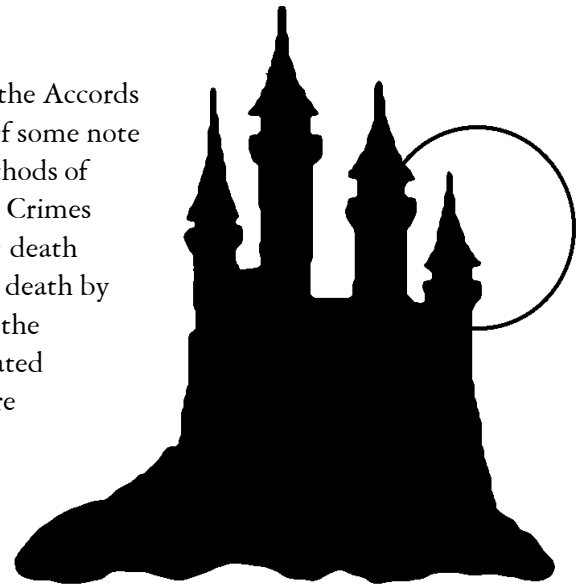
The laws of Syrinx are generally much like the ones of

Evendarr or the Accords of Avalon. Of some note are their methods of punishment. Crimes that warrant death often specify death by the tree. On the island dedicated to death there is a strange undying tree that stands in the middle of a bleak wilderness. The tree is infested with all manner of burrowing worms and scorpions and vermin and pests. The victim is hung from the tree until they are literally eaten alive.

A sentence for a lesser crime may call for guilty party to serve some length of time in a circle. There are a number of gladiatorial style pits and rings throughout the kingdom where warriors fight each other as well as beasts and monsters. Depending on the severity of the crime a convicted person may have to fight anywhere from a single battle to an entire year.

Not only do the people of Syrinx dedicate themselves to the element of their island, they strongly believe that one should not mix and mingle the various elements. They feel that doing this in some way harms the very fabric of Tyrra in much the same way that the corruption of Void is known to do. This belief has led to a number of various strange and dubious laws and practices governing the use of magic.

All spell casters who are able to cast earthen magic must choose between Life and Death. If they choose the path of life, then they are forbidden by law to cast any spell with Chaos in the incant, and additionally they are forbidden to cast Death spells. If they wish to choose the path of Death, then they must apply at the Citadel of Death or Chaos and register as a Necromancer. Once they have done that they may freely cast Death spells as well as any spell that call upon chaos except for ones that create and control undead. They are however forbidden by law to cast any healing or curing spell that calls upon earth, nor may they cast Life spells.



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Guild Basement Premium Offered

Until further notice, the Ravenholt Mage's Guild Basement has placed a bounty on Elemental essences that are delivered in a pure and intact form. We ask that you take extreme care in gathering these essences, as any small disturbance during the collection process can corrupt them and make them unsuited to our needs. Bounties paid will depend on a variety of factors, not limited to the quantities being collected and the availability of given Elemental types at any point in time. Obviously, the more rare the Element, the more value placed upon it.

As always, we remind you:

The Ravenholt Mage's Guild Basement is quite simply the ultimate in magical artifact storage and containment! Does your item require specialized storage? Obscure metal shackles, temperature requirements, warding glyphs, etc? Contact us and we will see what we can do! You would be amazed at some of your available options, and if it is something we haven't seen before, we are more than happy to work with you. Cost an issue? We offer reasonable rates for storage of artifacts, but if you donate the item to the Ravenholt Mage's Guild outright, we will cover all expenses! So if you have a dysfunctional, dilapidated, or just plain dangerous magic item you have been wanting to get rid of, we will take it off your hands for you! If you have any potentially dangerous artifacts or items that you would like to have securely stored, please contact the Ravenholt Mage's Guild to arrange a pickup or simply leave a note in the Ravenholt Mage's Guild Basement Suggestion and Donation box, conveniently located outside of the Ravenholt Mage's Guild.

Together we can build a safer tomorrow.
Ravenholt Mage's Guild Basement Management

Pantherghast on the Loose?

Just in as of press time, we have a report that in Eastwyck, strange attacks occurred over the weekend. Locals in Minisculus are reported to have been attacked by a single Pantherghast. In a strange twist on their normal combat style, this Pantherghast was noted to have asked its victims cryptic questions and then to apparently Obliterate them when they couldn't answer. Authorities have dispatched hunting parties, but the Pantherghast has yet to be found.



Ogres Gathering Formal Components

Children from Appleton, Eastwyck, rushed back home in a panic after being frightened by a lone Ogre in the woods near their house, causing quite a stir with their parents. They had been playing in a clearing in the woods where townfolk often went to harvest natural components. The adults that discovered the screaming children took up arms as quickly as possible and went back into the clearing, only to discover three more Ogres had joined the first. Strangely, the Ogres did not appear aggressive, but did appear to be gathering some of the hard-to-find flowers and other component-grade items the grove had to offer. It was only once the townfolk attacked that the Ogres took up arms in return. Several citizens were grievously injured during the encounter, but thankfully none were killed. None of the children were injured, though several remained quite frightened for some time.

HEAR YE, HEAR YE

To all my displaced countrymen, women, and children of Eastwyck:

The war is over the spring thaw is upon us. Fields need to be sowed, seeds need planting, cities and homes need rebuilding. The time has come to return to your home, Eastwyck needs you!!! Theodorik's lava flow has left us with some the most fertile lands in all the kingdom. My heart is bursting with the new life I see and feel in the land. Come, my friends, let us take this well deserved time of peace to build a new Eastwyck, a better Eastwyck, a stronger Eastwyck. With no Baron or Knights in place, I will petition His Grace for funds, supplies, and guards needed for so many to caravan into the heart of Eastwyck and rebuild this great barony. So hear me, my countrymen and friends, make your way to the Blood River or the shores of Capulus, Cumberland, or Westmarch. My ships will spend the spring sailing back and forth. Fly the banners of Eastwyck and we shall bring you aboard. To Burton-on-the-Blood you go, where I will greet you and welcome you home. From there we will start the caravans north. **SO COME, MY FRIENDS, BACK TO YOUR HOME. COME BACK THE EASTWYCK.**

YOUR LOYAL SERVANT TO EASTWYCK
PERDUE

Long May Eastwyck Remain
Long Live Duke Jonas Stemple
Long Live Prince Kevin Blackfox
Long Live King Michael Endarr

public notices



I am a merchant by the name of Danforth Abbus, from the barony of Capulus. I am always interested in hiring artists

who are renowned for their talents. I am currently looking for someone to paint a portrait of my elderly Mother. She is sickly and I wish to have something to remember her by. I am also always looking for stock for my business, which is selling pieces of artwork. I am also looking for any interesting mirrors that I can purchase. I will be able to pay top money for these items and am looking forward to meeting the craftsmen of Ravenholt.



A Personal

It has come to my attention,
Now that the songbirds return, that
Ours is a destiny
Without recourse.
You may wish it otherwise, but
Never have I wished it more.
Come.
Only when the
Missing return,
Even now on their way,
Shall you understand the danger.
Yesterday, we were but rivals.
Out of sorrow, we discover our hearts.
Unless your voice is raised in song,
Mine is a tale of terror.
Undo this curse. I beg of you,
Sweet siren of betrayal
That you were.
Better that I should go my way, let you
End it now, or
Revenge becomes my master.
Evil never held such sway
As that which binds me now.
Dear love, I do beg your forgiveness.
You have suffered all for me.



Mommy says I should thank the nice man with glasses who got Skitters out of the tree for me and he left without telling me who he is but he was nice and climbed the tree for me and Mommy said if he reads this he would know I thanked him so thank you.

-Sara Andrews age 8



WANTED: Anyone who has ever served under Baron Gabriel Wolvestride please contact Lorien of Capulus.



A Letter to the Editor

My name is unimportant. I'm no scribe or reporter. Just know that I travel a lot in my work. I visit lots of little places that most who might read this have never given any thought. What I mean to say is that I go from little village to little village, supplying what's needed by simple folk when they can't make it or grow it themselves.

I visit the same places at least once a year, and some folks see me more than that. I know this seems rambling, but I want you to understand that I remember these places. I remember faces, and sometimes, I know their names. I want you to understand that so you'll know I'm not crazy when I tell you this.

I have just finished one of my circuits. I visited a lot of villages in all four baronies. I thought it was weird when I couldn't find my way back to one of them in Cumberland, but then I lost my way again in Westmarch. Same thing happened in Capulus and Eastwyck! I wasn't lost, though. I know my routes by heart. Even so, I still checked my maps. I was in the right spots, but the villagers were gone!

Four villages, tiny places most folks don't even know existed. But I did. I knew their faces. I knew what their homes looked like, and I even danced with some of their daughters. But now, they're just gone. I haven't gone to the nobility. I knew they'd think me a fool. Even the knights, and we've got some real good ones these days, even they'd think I was too much in my cups.

All I can do is hope this will show up in the Herald and hope someone who cares will take note. When I tried to find those four villages, I only found dirt, snow and wind.

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Notices from page 7

Strange thing about that wind, I'd swear it howled. No, not like normal wind, and not like wolves. Something, well, evil. Like a pack of mad dogs, but worse – so much worse! I'm going back on my circuit, and I'm going to keep looking for those poor folks. Watch out for yourselves, and for pity's sake, watch out for your neighbors!



What's going on with the Mage's Guild anyway? They seem to be opening their basement for business, whatever that means. Those shiny guys are weird, and I don't trust 'em. They spend a year digging stuff, buying food, and doing who knows what, and now they are open for business? Why can't the Mage's Guild have normal people do things, not these constructs of theirs? And what's so dang interesting about my well anyway? And did you see that ad of theirs? Send all your dangerous magic stuff to Ravenholt! Mage's Guild will take it! Maybe the Mage's Guild can start importing sick cattle and grain eating locusts to boot!

-George Cooper



My dear friends,

At the last gathering, which was held to celebrate the Duchy's victory over the barbarian hordes of Theodorik, I arrived and introduced myself, Oded al Fahrah. I am greatly interested in puzzles and games of all forms. I met several of the townfolk at that gathering and hope I made several friends. I will be at the next gathering and I will sponsoring a competition of puzzles. I will be bringing four extremely difficult puzzles to the gather and the first four people who wish to enter the contest will be considered as contestants. The cost to enter the contest is 25 gold. The first prize is a magic item that I will create. The second will be a 75 gold purse. The third prize will be nothing. I look forward to seeing everyone again, especially Dame Anwyn of Westmarch. I hope to see the puzzle I left in your care completed.

Oded al Fahrah



HAIL, I SAY, HAIL

Hail to Shoshoto and his men. It has been many, many years since I have seen the dedication, self-sacrifice, and loyalty to the people and lands of Eastwyck. All should know that if it

were not for the courage of Shoshoto and his men, Eastwyck, and perhaps Ravenholt, too, would have been lost. There will always be a great fire, warm bed, and food awaiting you in Burton. AGAIN, I SAY HAIL.

PERDUE



My name is Danforth Abbus, a merchant of Capulus. I have recently returned to my business after a long vacation with my wife to find that my home and warehouse were ransacked by odd creatures that had invaded. I wish to speak to those who were responsible for killing those creatures for me. You were kind enough to help me and I wish to repay you for your good work. I am also missing some of my stock from my warehouse and I want to get some information on how to reclaim it if anyone knows where it might have gone.



My dear Malia,

I must apologize for the threat that I put you into. I came to you for help, which you gave to me, and I wish to thank you and to thank those who helped you during that quest. The return of my Tarot deck is very important to me and you have helped me start to regain them. I wish to offer to you the opportunity to learn from me the art of the Tarot. I will also still need your help and the help of the townfolk to continue to find the remains of my deck. Please speak to the town and tell them about the help I will need and try and convince them to help me. The knowledge that my complete deck can impart is vital for the duchy and I am cursed until that knowledge can be given to you to help you.

Ardeth



Seeking able and sure footed adventurers to take part in the first hunt of the season. Speak to Veshengo at the May Gather. The Verdant Snare Company

Hospitality from page 1

the lands of Myanthea from their current oppressors, acting as ambassadors between Evendarr and those lands once more. Shortly thereafter, the majority of the former court left, without incident. It is believed that these deaths are to be taken in service to Evendarr, due to the nature of the crime.

Festivities continued well into the night, with several people making speeches about the heroes of Ravenholt and visitors to the land who aided in the battle against Theodorik and on behalf of Evendarr. The brave deeds of the Court of Eastwyck were mentioned both directly and indirectly, as were those of the Cumberland militia that bore the largest brunt of the losses. His Grace soon retired for the night but gave word that guests were welcome to remain into the early hours.

Victorious Enthusiasm

Despite the numerous losses over the past couple of years during the hard-won battle against Theodorik, both on the home front and in the Northlands, the hardy people of Cumberland are ever-cheerful. A song that has reached even greater popularity than ever before has been heard being sung throughout the taverns of northern Cumberland of late. It's quite catchy:

Cumberland! Cumberland!

Side by side, we stand like brothers,
One for all, and all together!
We will stay united, thru darker days,
And we'll be unbeatable forever!

Cumberland, Cumberland!

Together standing tall!
Shoulder to shoulder,
We'll answer Cumberland's call!

Come the day, and come the hour,
Some will live in song and story!
We were born to follow our guiding star,
And to meet our destiny with glory!

Cumberland, Cumberland!

Together standing tall!
Shoulder to shoulder,
We'll answer Cumberland's call!

Hearts of steel, and heads unbowing,
Vowing never to be broken!
We will fight! Until we can fight no more,
'Til our final requiem is spoken!

Cumberland, Cumberland!

Together standing tall!
Shoulder to shoulder,
We'll answer Cumberland's call!

Cumberland, Cumberland!

Together standing tall!
Shoulder to shoulder,
We'll answer Cumberland's call!

We'll answer Cumberland's call!

Nobility from page 4

vassals of a land, are there for the benefit of us; when in fact it is us who are there for them. A person is not weak simply because they cannot raise or care to raise arms against a neighbor.

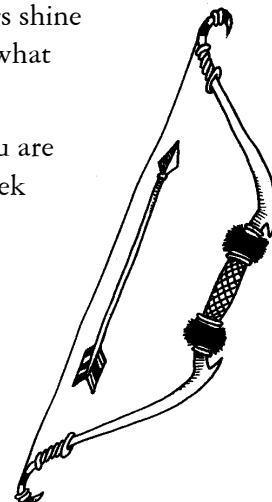
When evil is afoot, crush it without hesitation. Evil only feeds on itself, so be merciful to those who deserve it. Evil is more than just a murderous fool out for pleasure, more than just an ideal, it is a presence that will exist as long as we do. To be truly noble, one must stand against evils, even in the sight of utter destruction. It is then, when we have lost all hope and still charge- that is when nobility rings true in the heart of us. Stand for the farmers, the bakers, the cobblers, for your family, and the hundreds of others who depend on those who have been gifted with the strength of magic and steel.

There are a great many paths to take in this life, do not squander it on petty greed or want of others to beholden to you out of ego or arrogance. You are not better than those who are the salt of the earth, you simply are. Don't pretend to be something you are not if in fact you only seek out position over another. In time to come, you will fade to ash and memory just as all before you have done and will continue to do until the stars shine no more. Don't be a fool and waste what you have been given.

You are gifted to be called noble. You are gifted to be the voice of those who seek refuge under your leadership. A true noble leads from the front, but does not let their arrogance cloud their judgment.

Until the stars shine no more,

A Woodsman



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!

Firemarch

By the will of His Highness Prince Cyrus Watermane, a Duke and Duchess have been named to this Duchy. Presenting: His Grace, Duke Willem Stewart & Her Grace, Duchess Elizabeth Stewart.

Lord Seneschal Archibald Hogi's tenure as Duke Regent was much appreciated by the new Ducal Peerage.

Their Graces have named the new Duchy the Duchy of the Firemarch. This name is to memorialize the tragedy of Elliston as well as to honor the fiery spirits of the people of this area. The Duchy has been divided into two Counties. All the islands were moved into the County of Blackwell, under Count Winthorpe. The mainland area will be known as the County of Amberwood and be under direct control of the Duke and Duchess until such time as they name a Count or Countess of that area.

Count Thomas Winthorpe swore his oaths to the new Duke and Duchess as Count of the County of Blackwell. Baroness Samara Trellious reaffirmed her oaths as Baroness of the Barony of Presidia. Count Winthorpe then named Palor Xenos Baron of the Barony of Landsräd. Baron Xenos renamed the Barony Elliston in memorial for the area's once greatest city. Baron Xenos named Geryn Gryphon the first Knight of the Barony of Elliston.

Thank you,
Gwyn Destrode,
Herald to the Duchy of the Firemarch

Fengate

The mercenary company The Red Moon Hunters hold a key that is sought by many in the land. Rumor holds that it alone has the power to open or close several doorways that lead to other realms, planes, and times, and the enemies of the Duchy are using all of their might in trying to gain it. The Lizardman Squire Nymbus claims to have hidden the key in a safe location. In other news, an army of metallic silver skeletons, recognizable by their glowing green eyes, has arisen from the ancient swampland and are at present assaulting the towns of Fengate, sealing away fallen warriors and townsfolk for whatever evil intentions they may have towards their victims.

Blackstone

A new lord has emerged from the population of undead that plague Blackstone as Alexander Mclearus's position of Emperor of the Night is weakened by the efforts of Blackstone's Peerage and citizen. It goes by the name of

Mallus Blackstone, a name that has aroused much speculation and discussion among the learned in the population. There is also speculation that this creature is not in fact undead, but rather the returned form of the beast of nightmares who in the past used the name of Morbidus Bane. In other news, the city of Astragate, capital city of the County of Northreach, was fallen to an army led by Alexander Mclearus himself, and a fifty foot high statue of the Liche was raised in the central square as a message towards Blackstone. As in keeping with his past victories, Mclearus did not remain to pick through what was left, but moved onward into the night toward his next target. Several fear that an assault upon the capital city of Braugm-Roar is eminent, and the city is at present well locked in the grip of fear.

Grayhelm

Lead by order of His Excellency Wyndham, a group of assembled warriors and mages braved the recently discovered lair of the beast Traegor, seeking to uncover whatever secrets may have been buried away by it. During the battles within the Romani Squire Himo Arimonte and the Hobbling Not were trapped away from the remainder of the townsfolk and their spirits sought out resurrection. In spite of these losses the mission was a success though, and several of Traegor's most powerful elemental and undead servants were set to the blade. Later on in the gathering there were two grand festivals, as Goodwoman Sandrine was joined in the bonds of marriage to Goodman Eristel, and as Squire Korvai was elevated by His Excellency Wyndham into the position of First Knight of Grayhelm.

Quentari & Myrr

Reports from both Quentari and Myrr have come in regarding strange black pools bubbling up from the earth, around which various creatures coalesce. Mages and alchemists are cautiously looking into the matter.

Galerus

The Empire of Galerus Merchant Guild is establishing a permanent presence with the building of the official guild sanctioned Supply & Procurement Depot of Stratos in support of the town's efforts to reemerge from the brink.

Wanted: Tobar Warehouse for

Continued on page 11



News from page 10

knowingly aiding undead. Reward of 200 gold for the capture of this criminal, 10 gold for information leading to his arrest. Please see any Stratos Margrave

Kaurath

A Gypsy Waymeet has been called by Javier de Souza Varados Servenka Baljar for the weekend of May 23rd in Celtios, in the Kingdom of Kaurath. Anastasia de Souza, Ababina of Clan de Souza and Fenyx de Souza, Caravaneer of Clan de Souza shall be wed at this gather.

Dragonaire

Travelers and area farmers and herders report strange lights and mists forming around the cemetery in town. Additionally, a skeletal armored figure standing well over 6' and wielding what appears to be a Glowing Bone Sword has been spotted in the predawn mists.

Varos

The Deathcrafter have been defeated and are no longer the stewards of the Spider Wood Community. Badshark Deathcrafter has left the region. In the process, Sarin Mistwalker Deathcrafter has released what is known as "Wild Magic," causing a rift in tribal alliances. The Nature Grove, where anyone but necromancers could be refreshed in Spirit, has been overgrown with thorns as a result.

Ironvale Businesses Revitalized

Early spring has brought an influx of new and expanding construction in the market districts of Ironvale, with several of the more run-down outlying streets being revitalized and given a burst of new business. Several of the mid-sized and larger merchant houses of Ravenholt have set up shop there after several decades without representation in the region due to, as one source that requested anonymity reported: "Unacceptable inventory losses and the costs of hazard pay for our employees."

Apparently, several Ironvale-specific merchant organizations that made competition difficult have closed up shop or left the area in the last year or two. Some have gone quietly and without much notice, while others have had rather public demises. A conflict between two rival shops resulted in the deaths of key family members in both organizations, after which time the businesses closed suddenly. The turnaround seems to have begun shortly after the death of Mayor Padraig Goldenfoot in 605, but has truly ramped up this year.

Syrinx from page 5

For those that cast celestial spells the situation is slightly different. There is also a strong belief that one should not mix casting of various physical elements, but there is much more leeway here. It is not against the law to cast magics of different elements. It is just considered a dangerous practice. It is thought that casters should dedicate themselves to a single element, and that casting spells of various elements impedes the progress towards mastery of the celestial arts.

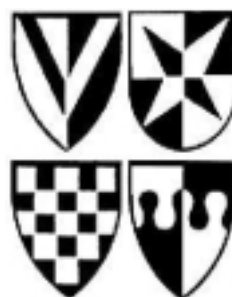
This is not much an issue for a new student to the celestial arts. Spells below the fifth level of casting are considered so minor that there is little danger in mixing them. But when a caster progresses to the point of casting spells of higher level they are expected to join one of the four guilds dedicated to each of the four Physical Elements. If they join, they must take an oath swearing to concentrate upon that sole element in their casting, to never cast using the opposing element, and to use the remaining two sparingly. They receive a small badge or token to signify their guild membership. This token is bound to their spirit, and is said to provide the caster with enhanced capabilities to cast their chosen element.

Travelers who wish to visit this kingdom will find themselves welcome. By decree of the government all visitors from outside the kingdom are to be extended all the benefits and responsibilities of citizenship. Visitors are expected to abide by all laws including the ones governing the use of magics. Should they wish to stay for a length of time they may even be elevated to the ranks of the peerage in Syrinx. As with any sovereign kingdom, nobility from lands outside of Syrinx hold no power within the kingdom, though they are generally shown respect in accordance with their rank.

Shortly after the turn of the year in 608 a rather sizable group of adventurers from outside Syrinx chose to visit the kingdom. The group included at least two nobles from Evendarr, those being Sir Taestiv Chilox of Stonewood and Sir Ekhimo Galanodel of Elysia. Much of the information gathered for this article came as a result of this expedition.

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.



OOG Note on an IG Chime Effect

Please be aware that if you hear the sound of chimes near you in game this season, it often represents the presence of a nearby spirit. While anyone who hears the chimes is aware of it, it is especially powerful for those with spirit-talking skills of some kind.

Ravenholt Plot Team as of Opener

The Ravenholt Plot team has grown considerably since the start of the 2007 Season, and is now shaping up to provide an intriguing mix of plot styles and ideas for the upcoming year. Working hard to develop a rich, thematic series of events this season are:

Stewart Allen, Mark Alton, Steve Beliveau, Jr., Keith Brown, Paul Goodwin, Clint Heilman, Rachel Morris, Don Walsh, & A.V. Wright

Jim Powers and D Bittinger are both helping us out as Adjunct Plot, running occasional ongoing plotlines.

Transform Stats Requested

Whether you've received them from someone on RH staff or from another chapter, if you're playing at NERO Mass, we'd like a current copy of your transform stats to make sure we're on the same page. Also, please let us know where you got the transform at each level it progressed. This info can go to plot@neromass.com.

Ravenholt Playtests - 2008

The Following Nationally Approved Playtests will be in use in the Ravenholt Campaign in 2008.

Addl. Spells Volume I	Magic Item Slots
Archery Aura	Master Craftsman
Base 5 Alchemy/Harmonics	New Character Rebuild
Base 5 Damage/Healing	One Handed Block
Blade Fury	Physical Attacks
Cantrips	Racial Skills
Carrier Attacks	Resurrection Modifier
Critical Parry	Return
Critical Slay	Spell Crossover
Damage Types	Staff Thrust
Detect Magic Modifier	Stop Thrust
Harmonics v14	Storage Locker
Limited Reset	

Additionally, it is clarified that Curse of Transformation does indeed stop the Death Count.

“LET ME CLARIFY...!”

Starting with the 2008 Ravenholt season, our plot team will begin making occasional use of the “Let me clarify” phrase that many people have become accustomed to from other LARP environments in the area. This phrase is used to explain that the description that follows is a “truth.” It is most often used to give an IN-GAME description of an encounter you will be having, so that we do not have to provide an OUT-OF-GAME break to describe the module.

An example: Fred the Sketchy has come into town seeking help to “recover his aunt’s favorite brooch from the undead hordes” – he may be lying to you about his aunt, the brooch, the hordes, the unspoken trap...all of that.

However, just before you get to the module space, he turns to you and says: “LET ME CLARIFY! As soon as you get into the cave, you’ve got to be careful not to fall into the deep crevasses in the middle. And watch out for the glowing things – I think they’re some sort of greater undead. Understand?”

This translates to “You’re about to go into a module that’s in a cave. There will be a physical challenge where there are deep pits. The creatures you see inside that have glowsticks on their heads are greater undead. Got it?”

Thereafter, he’ll likely go back to being sketchy, but the LET ME CLARIFY passage can be taken as genuine.

It’ll take some time for people to become accustomed to it, and we ask that you not go around using the phrase for other things in game, but hopefully this can help us keep things more in game more of the time.



Mask/Makeup Reminder for Transforms & Golems

Just a reminder - Individuals activating a Transform or casting a golem form upon him/herself must be able to properly rep the appearance of said transformation/golem by use of either a mask or makeup, which they must provide. It is our recommendation that players seriously consider carrying an appropriate mask, in case of opportunities to activate transformations on a module setting, as there may not always be time to put on suitable makeup.

NERO Mass Needs For Spring

If you want to donate any of the following, please let me know ASAP:

Wall tarp (such as is found at: <http://tinyurl.com/5h9jnn>)

Wood strapping (1" x 3" x 8' or longer)

Spray paint (black, brown, grey, green, yellow, white, gold, silver)

Fabric - 10 yds or longer only - of solid black, white, or silver

Sturdy costume racks/shelves (for hanging heavy costumes, etc)

Rope lights (all colors)

Power strips

Extension cords (heavy duty/outdoor use only)

Packets: Orange, Arrow, and Standard

Mehron Cake Makeup (Black, White, Brown, Green, Blythe Spirit, Grey, Yellow, Red, Blue, Purple - in approximately that order)

Mehron Liquid Makeup (Black, White, Blythe Spirit, Glow in the Dark, Brown, Green, Yellow, Red, Blue, Orange, Purple - in approximately that order)

Silver (not gold!) exchanged for platinums or gems (let us know how much to prep for you)

Hot glue sticks (large)

Weapons (max length claws, long swords, unusual weapons, bows - in approximately that order of importance)

Disposable drink cups

Gatorade powder

...and the less tangible:

Articles for the newsletter

NPCs

People to help with setup/cleanup of various spaces to add to the atmosphere

A new SAFSERV Certified/Insured caterer

Things we DO NOT need at this time, PLEASE:

Polearms, Babywipes, & random props/costumes that haven't been specifically solicited by plot – if you have cool stuff, please ask before bringing it to us because we may not have room for it right now - storage is at a premium

Current Legal/Medical Paperwork Needed for 2008 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 or go straight to:

<http://neromass.com/policies/policy.html>

Temp Tags Reminder

Please remember that **ALL** temp tags put out during an event must be turned in at the end of the event at which they were put out. To get them converted to valid tags, you must turn them in to the small box that is left at checkout. If you need them mailed to you, please note as much on the envelope, and include the mailing address to which Cathy should send them.

Silver Kingdom Renaissance Festival

Ye Olde Commons, the gamers' tavern and LARP camp, is pleased to host two weekends of fun for everyone: The third annual Silver Kingdom Renaissance Festival

Come enjoy a day or a weekend of music, games, food, and drink in good companionship. Be amazed by entertainers from near and far, shop vendors with fine merchandize for the Renaissance gentleman or lady, participate in games of skill and carry away the prizes of combat tournaments. Costumes are encouraged! Boffer weapons are allowed (and will be useful)!

Please get more details at <http://www.kingdomfestival.com>

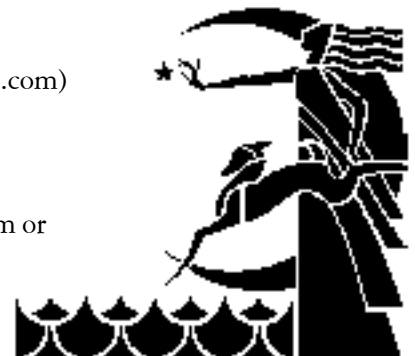
When: June 7-8, and June 14-15

Where: Ye Olde Commons

(<http://www.yeoldecommons.com>)

Questions? Directions?

E-mail us at harald@yeoldecommons.com or check out our web sites!



the Back page



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

NERO Mass Event Schedule for 2008

Main Season at Camp Haiastan

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



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

NERO Mass Web Page
www.neromass.com

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)

Raven's Herald Newsletter: newsletter@neromass.com

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

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 international chapters

* NERO Massachusetts/Ravenholt (Founding Chapter) *

- * NERO ARGO / NEONERO (PA/OH) * NERO Atlanta/North Georgia * NERO Avendale (CT/NY) * NERO Boston (MA) * NERO Central (KS) *
- * NERO Central Florida * NERO Central Ohio (OGRE) * NERO Chicago (IL) * NERO Chronicles (IL) * NERO D/FW (TX) * NERO DarkReign (MI) *
- * NERO Empire (CO) * NERO EPIC (TX) * NERO ETN * NERO Gateways (Metro/DC) * NERO Hartford (CT) * NERO Houston (TX) * NERO Kentucky *
- * NERO Las Vegas (NV) * NERO Louisiana * NERO Massachusetts/Ravenholt * NERO Memphis * NERO Metro Detroit (IL) * NERO Middle Tennessee *
- * NERO Nebraska * NERO New Brunswick * NERO New Hampshire * NERO Nexus (IL) * NERO North Texas * NERO Northlands (OH) * NERO Piedmont (NC) *
- * NERO POLAR (PA) * NERO PRO (PA) * NERO SC * NERO South Georgia * NERO Toronto * NERO VALOR (VA) * NERO Virginia (VORPL) *
- * NERO WAR (OH) * NERO West (CA) * NERO West Virginia * NERO Wisconsin *