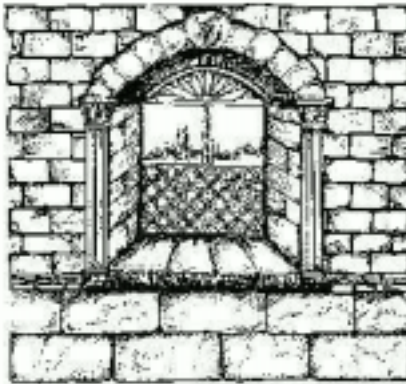


## Barrier Weakening?

As autumn drew to a close and the chill of winter came once more upon our fair Duchy, the guilds of several of our border towns began to notice an unusual fluctuation the likes of which hadn't been felt in since before the Barbarian war. It was first noticed by guildmasters who travel frequently, and was so inconstant at first as to leave doubt in their minds. According to one guild member, who wished not to draw attention to his small community, "Generally, if you're in the midst of casting a spell as you move into Ravenholt, you get a sense of the magic sort of, well, blurring, if the magics don't work here. Coming home from a trip to Volta, we were beset by Undead and were fighting like mad. I've gotten in the habit of casting Displacements when I'm in a hurry, and had to do so a couple of times as we fought and fought. It wasn't until the battle was over and we'd caught our breaths and I'd put one last one in place that I realized we'd fought our way

across that sheet of ice that's formed across the river and had been on Ravenholt soil for a few hundred yards! Never had that work here before..."



On a border town in southern Westmarch, one barkeep reported how several Evendarrian soldiers on leave from their posts in Ashbury had headed north for a brew or two and had wound up overdoing it, gotten into a bar brawl over the serving wench, and began swinging and casting away at each other. The barkeep watched in awe as a couple of fighters activated magical items with far more numerous powers than he'd seen in ages "It was like they was scholars themselves but with swords and shields

and all them skills to go with!" he exclaimed. "I din't dare break 'em up 'cause who knew how many Death spells they was gonna throw at me. I din't think nothin' of it, figuring

Continued on page 10

## Duke Johnas Stemple: In Memoriam

"An honor to serve" is a statement we don't get to use very often. I think that among many things in our lives, its something we should strive for and to look beyond our position to better the lives of those around us. I bring with a heavy heart that we have lost Jonas Stemple, former Duke to the Duchy of Ravenholt. It was an honor to serve under his reign as Duke of Ravenholt for the several years he was appointed as such. I have spent many a year traveling and guiding those who seek passage through the woodlands of Ravenholt and Quentari, but few immediately strike me as men or women of honor. To serve one's people can be one of the greatest testaments to a person's character. Those who selflessly put themselves in harms way to protect others is called heroic, but I think it takes more then that to be truly heroic.

Jonas was one of the most heroic and self sacrificing people I have ever had the honor of meeting, let alone serving under. Very few know the lengths at which my friend went to protect the people of Ravenholt, who he dutifully served until his permanent death last summer. Though some would say his methods were questionable or a bit eccentric, I think

his simply believed in doing the right thing, even at the cost of himself. So few are willing to stand up for the right thing and it brings me great sorrow to think we have lost someone capable and honorable enough to follow through with what we all know to be the right course of action.

I can only hope that more of us will follow in his example and protect the hard suffering people of Ravenholt with everything we have. His Ranger's will remember his sacrifice and I urge the other Rangers of Ravenholt to do the same. We shall all be wearing braids of remembrance on our belts in the colors of Jonas to honor him and what he taught us.

I will be holding a traditional Quentari farewell to Jonas Stemple at the next revel and implore any of those who wish to pay their respects to him gather with me. If you have something short to say to him, I will be attaching messages to an arrow that will be fired at the conclusion of the ceremony.

Aelfric An'Aldar  
Captain, Eastwyck Rangers

# Black Rose Crumbling?



Several witnesses reported seeing the greater vampire known as Arisia openly walking about Ravenholt City and witnesses saw her speaking to a variety of townsfolk during the gathering in October. Arisia was a well known and high ranking member of the notorious undead mercenary group the Black Rose. Senior Herald staff report that before her association with the Black Rose, Arisia lead another undead army with her liche husband, Kaliestro. Archives of the Raven's Herald report that Kaliestro was captured and possibly destroyed in 593. It is not clear when Arisia joined the Black Rose.

Witnesses say that Arisia was walking about in broad daylight and was even seen to enter the Tavern. Bystanders report seeing her again later that evening near the center of town. Reports say that she was surrounded by a group of adventurers and some sort of formal was being cast upon her by a creature with red glowing eyes. Witnesses could not say what type of formal was being cast.

Partway through the formal a large force of undead approached. The leader announced himself as Witherspoon, another notorious member of the Black Rose. Witherspoon announced that he was not there to offer battle, that he wanted to speak with Arisia. Witnesses say that Witherspoon berated Arisia for betraying her friends in the Black Rose. It was reported that Arisia tearfully apologized and acknowledged her betrayal but followed by saying that destroying the Black Rose was the right thing. Witnesses could not hear all that was said as they were keeping a prudent distance from such a large group of undead. However, shortly after Witherspoon and Arisia spoke, Witherspoon sent his undead horde away and retired to the tavern with several adventurers. There have been reports that he turned himself in for justice and was destroyed. The Raven's Herald seeks any information as to what occurred with Witherspoon.

The formal magic being performed on Arisia continued. Witnesses saw several townsfolk approach her and heard them offer her kind words. It was clear to those watching that she was in great pain. Close to the end she was heard to cry out "My heart! My heart is beating!" Shortly after, the formal ended and Arisia was still. An adventurer approached and pounded a stake through her chest. She crumbled to dust. All present seemed very solemn. The red eyed creature spoke quietly with those present for a few moments. Shortly after, it was seen leaving town in the company of an unknown townsfolk. Any further information should be forwarded to the Raven's Herald.

Shortly after the gathering, the Raven's Herald received the

following letter delivered by a messenger:

To the good people of Ravenholt,

My name is Abinrisia Tiringalis Mirthalion and I was born 75 years ago in Quentari. You all know me as Arisia. If you are reading this letter then my plan has come to fruition and I am free of the curse of undeath. I came to your lands almost twenty years ago with my tutor, Augustus, and my husband, Kaliestro. In those days we were still alive and walked in the sun. Our journey into undeath was an accident. Kaliestro was a celestial researcher who wanted to extend his lifespan – he was a human, I was an elf. It was all a terrible cosmic accident that the magic he discovered turned him into a liche. The magic was different in those days; becoming undead drove one completely insane. I will never be sure if the Obliteration Kaliestro ordered cast upon me was meant to turn me into a vampire, or if it was truly meant to destroy me. In the end it does not matter. I began a life of madness and blood lust that lasted for many years. At first it was all about slaking my thirst for blood. After Kaliestro was taken from me, the focus of my life turned to vengeance. The Black Rose assisted me in that goal. After the death of Alaric, I lost my reasons for vengeance and my mind began to clear. My memories of life as a vampire are filled with holes. I know that I committed atrocities, but I cannot remember all of the evil I perpetrated. As my mind cleared and I saw what I had become – I could not go on as an undead. I was not sure that the people of Ravenholt would believe me or help me end my terrible existence. I should have known better. You saw past my physical form and you did the right thing.

I know that the Black Rose are undead and as such must be destroyed. But for those of you who do not believe that undead feel – you are wrong. We love and dream and weep just as you do. The people of Ravenholt may view my betraying the Black Rose as noble, and I know it was the right thing to do. But, I did betray and murder my friends. Bones and Rancid and Buttercup and Goodfellow. They were my friends and I helped destroy them. I will have to live with that – but not for long.

With thanks to the people of Ravenholt,  
Arisia

## Feast in Celebration of the Northlands

Hear ye! Hear ye! Baron Hasker, Baron of Cumberland, has called for a gather to celebrate the agreement to have the Northlands officially join the Duchy of Ravenholt as its northern territory. All adventurers and citizens are invited to attend the celebration, which will be just outside of Longhope Castle in northern Cumberland on the 31st day of January. Numerous quests will be assigned, entertainment and activities will be available, and a feast will be held that evening. Please come to celebrate this momentous occasion.

### Northlands to Join Ravenholt!

Based upon negotiations led by Sir Telaris MacLeod, Baron of Eastwyck, which included the Court of Zarkym of Volta, and Sir Martimus Wilder of Capulus, the results of which have been ratified by Sir Dheran Blackclaw, Warlord of Ravenholt, the Northlands are set to join the Duchy as a new military district under the command of freshly commissioned General Terrorclaw. The deal, to be finalized by formal treaty in the months to come, ensures the customs and culture of the Northlands remain intact while the laws of Evendarr are implemented.

Terrorclaw, a fierce warrior formerly from the lands of Volta, came to the Northlands to fight the forces of Theodoric. With that terrible conflict ended, he has gathered most of the tribes of the North under his banner, pledging to keep them protected. Only the Speartooth Clan seems to remain outside of his control as they continue to raid and pillage the region. With the coming incorporation of the Northlands, it is hoped the Speartooth's depredations can be put down.

The addition of the Northlands Military District represents the single largest acquisition of land for the Duchy of Ravenholt since its inception, comprising lands that may well be larger even than the three baronies that first formed the Duchy. Expectations hold that upon signing of full formal treaties and the resolution of the Duchy's current political turmoil, the Northlands may be welcomed as the fifth Barony of Ravenholt, fulfilling the mandate of His Royal Majesty King Mykel Endarr II as well as the will of His Grace Duke Jonas Stemple of Ravenholt.

### Caravans Ambushed

Several caravans traveling towards Ravenholt City have been ambushed in recent weeks. The attacks have been vicious enough that a number of merchants have resurrected, while a few others have not been seen since the attacks. Supplies have been taken in each case but no tracks have been found. Anyone with information is asked to share it with ducal forces.

## Headless Body Found

On Tuesday the 11<sup>th</sup> of November, rangers discovered a headless body in the woods near Ravenholt surrounded by the remains of several destroyed undead. While the body was difficult to identify, conversations with several individuals looking for lost family members eventually were able to result in a positive identification. By means of a "colorful tattoo" the body was found to have belonged to Jack Slade, a freelance miner and celestial caster.

While attacks by undead are unfortunately common, the removal of his head is rather unusual. As of this writing, no sign of his head has been found. If anyone has further information, please forward it to the Raven's Herald.

### Ferry Under Siege!

Recently the town of Shandlin's Ferry was attacked by a Stone Elf and a large number of undead. There were only a few casualties, but witnesses say the most disturbing part of the attack was the echoing voices of the undead as they approached, calling out "The riders have come, all are lost." As the undead forces were nearly depleted, the Stone Elf fled the battle. Trackers followed his trail, but lost it on the outskirts of town. No one knows why Shandlin's was the target of these attacks or what the Stone Elf was seeking.

### To the People of Eastwyck

As some of you may or may not know, at the last gathering Cecil Eastwyck's headstone moved from the Hero's Graveyard to The Graveyard of the Four Winds. I must strongly encourage all of you not to lose faith in Eastwyck, for this was not a natural occurrence, this happened as a result of events transpiring at the time. When the Baron and his court traveled with me into The Four Winds to speak with Cecil, we noticed right away his anger over his spirit moving.

Since that time I have felt a great disturbance within the land herself. Much of the power of the land comes from her first Baron. I believe Cecil Eastwyck being within the Four Winds is corrupting the very land we stand upon. I have also noticed cracks and crevices forming in the land and the closer I moved towards the them, (the more) my ire was raised for no apparent reason. I would suggest if you happen upon one of these cracks or crevasses, move away quickly.

Our Lord Baron Telaris has said to me "whatever can be done, will be done" to return Cecil to his proper resting place.

Your Servant  
Perdue

# public notices

Mage's Guild Basement Management is seeking to acquire more Arcane Metal Ore for research purposes. We feel that its unique properties may be useful for our research purposes, and our pre-existing stock has been consumed. If you are interested in helping us acquire more, please contact the Mage's Guild Basement Management via the Mage's Guild Basement suggestion and donation box, conveniently located next to the Mages Guild.



Congratulations to Squire Kade of Cumberland. I see great things in your future!

Dame Tristemere Mirabad



Seeking ancient documents of Dark Elven origin. Will pay for copies or originals. Please contact me via the message trees of Greyhelm or Tyrangel ~Sinai



Congratulations to Dame Saket Shabmah of Capulus and Sir Antro Acipeter of Cumberland. Welcome Back!

Dame Tristemere Mirabad



Mages Guild Basement Management is attempting to acquire a "live" vampire for research purposes. If you have one in your possession or know where one can be easily acquired, please contact the Mage's Guild Basement Management via the Mage's Guild Basement suggestion and donation box, conveniently located next to the Mages Guild.



Let it be known, as of this day, the 18th of Oct The year 608, Rissa Alexis Chalynne Baghedesarian, is released of her oaths of indentured servitude to myself, Lord Archibald Grisham. To those involved in the dealing, I appreciate your business. May our next meeting be on better terms for all parties involved. Until then may your travels be safe.

Lord Archibald Grisham



Looking for hard to find scrolls? Look no further! We know just what you want! No more scrambling around in old crypts! No more late night fights with undead! You will never need to look for an old scroll again! No need to look for us! If you are looking for scrolls we will find you!



To all of those who helped me overcome my undead mother, and finally put her soul to rest so that she could be happy, I give you my greatest thanks. If it were not for some of you, I would have died, thank you to all of those who gave me a life spell, some of which it was their last one. A Special thanks to those who stayed by my side since the beginning, comforted me, protected me, and helped me through my emotional turmoil, Luna, Squire Brook, Kumir, Robert Turlak, and anyone else who cheered me up remotely at all, thank you..

Squire Brook, a special thanks to you for staying by my side, even when it meant you may be in grave danger at any given moment due to your own personal circumstances.

Robert Turlak, you stood by me even before anyone else, you protected me even when it meant going into battle with little to almost no energy at all.

Kumir, you always knew how to make me smile, laugh, you are a special person, please look after Squire Brook, he needs your help now.

Luna, you have become almost like a sister to me, we have shared a many good laughs, good cries, and good fun, I will miss you terribly, but will try to visit you soon, please take care of yourself, and stop teasing silent, you know he loves you..

-Malia Iris Kirkwood



A Word of Praise:

To all of those who aided in the rebuilding of the Lost City, from Barons on down to visiting Commoners, I send a word of praise and thanks, for without all your help, this task would never have been done. Because of your aid, we now have the prisons that are needed to house the mighty foes that have been plaguing our Duchy.

And so you all know, as a bonus to the rebuilding, we found out who it was who first set the destruction into motion. His

## Notices - from page 4

name some of you may remember: Skane. But in the rebuilding, his final piece of spirit was totally destroyed and devoured by the Void. Upon the completion of the City, I was able to sense that there wasn't a remnant of his spirit left on Tyrra or within the Void.

Again I say thanks,  
Perdue



Let it be known,

From this year forward I will be holding a celebration at my estate on the Winter Solstice to remember the Founding of Evendarr and the Compact between the Five Families and the Unicorns of the Heart. This celebration will begin at dawn with a feast in honor of Elrashah, the Unicorn of Bright Dawning. In the afternoon a second feast will be held in honor of Siangreth, the Unicorn of Autumns Promise. Finally at dusk will be a final feast honoring Kelren, the Unicorn of Restful Shadow.

Throughout the day I would ask that all those who participate to celebrate by giving five gifts to five different people. These gifts need not be extravagant or expensive; they need only come from the heart.

I would ask that all those who would honor Evendarr take part in this celebration in their own homes and communities.

Lord Drake Tamarack,  
Stallari of Baroness Cynthia Timmons of Anym,  
Lord of the Mountains,  
Guardian of the Order of Winter,  
Hollym Archwizard of Decisive Reflection,  
Ravenholt Archwizard of Crystal and Cold,  
Order of Jericho  
Order of the White Rose



## Foxcroft Merchants

Cantrip Tomes Enchanted  
Specialty Items Acquired

Buying, Selling, & Trading of Components  
Our Specialty

## Auction to Be Held

Foxcroft Trading Company is pleased to announce that they will sponsor an auction at the feast in honor of the Northlands joining the Duchy. As always, Foxcroft Merchants have nothing but the best quality goods for sale at all times. If you are seeking items both common and rare, contact Ashton Foxcroft with details.



## Apologies from the Basement?

Mage's Guild Basement Management wishes to apologize for the assault on the townsfolk of Ravenholt earlier this year. At the time, we were being controlled by an outside third party who controlled us for his own ends.

With the assistance of several of the brave citizens of Ravenholt, we have been able to break free of his control and can now return to assisting the Ravenholt Mage's Guild in the exploration, examination, containment and control of all things magical.

We wish to thank Baron Telaris and his associates for resolving the paradoxes associated with our creation and allowing us to exist in the first place.

We especially wish to thank the quick-thinking Terkari, for his invaluable assistance in helping us break free from the control of William Forsythe and destroying him. Should he return, we will no longer be under any obligation to assist him.

Mage's Guild's Basement Management again would like to reaffirm our intention to help the people of Ravenholt with all of its magical item storage needs. It is our sincere hope that we will someday be able to repay you for the trouble that this unfortunate incident has caused.

We are also like to state that we are now returning to our previous policy of not allowing temporal paradoxes unless they have been, are now, or will be approved in the future in which case you will not have seen this message.

Mage's Guild Basement Management

## Rage in Eastwyck?

Small cracks in the earth have been reported appearing throughout all of Eastwyck in recent weeks. People of the lands say that when they move in close to these areas to investigate, a great anger begins to fill them. They don't know why they get so angry but several reported feeling a righteous ire, as if the cause of the anger were a just one. We have sent several reporters out to investigate matters further, but first hand experience with the phenomenon would be appreciated.

# news from around tyrra

## Empire of Inoria

In the names of His Majesty King Alexander Marcelles, Her Royal Highness Princess Julia Marcelles, and His Royal Highness Prince Duncan McGreggor, it is announced that Lady Autumn Moon has been raised to the position of Baroness of the Southern Reaches.

## Avendale

It is reported that there has been much upheaval amidst the noble structures of this small kingdom in recent months, but no word has reached us as to the outcome as to who remains in power and who has been stripped.

## Sutherlands

Her Highness, Rosalind Frederick, Princess Regent of the Principality of Westhaven, has declared Chryshen Tay to be the new Duchess of the Duchy of Sutherland.

## Mydian Valley

Hero and adventurer Sir Brutus Del Toro Rominoff died his final death in the Mydian Valley this fall, fighting undead abominations.

## Empire of Alaru

Etaiu Denmroth has been named the Guardian of the Crown to Empress Isabella Luján.

## Kingdom of Dondavaron

An attempted assassination on King Ravenwhite was not a success however several of the honorable king's court were slain, including his daughter, Princess Fianna Ravenwhite. All members of the Star Seekers' Guild are hereby recalled to Dondavaron and the Four Winds Tower, effective immediately.

## Rosewood

There have been a lot of rats recently and Sir Patchfoot is looking to buy a pie bakery in the region. Scrap metal has been disappearing at an alarming rate along with many strange sounds at night.

## Empire of Syrinx

A leather-bound Tome of Histories has been found upon one of the Islands and is currently being investigated by the Magistrate of Death.

## Kingdom of Illcara

Prince Aurelius Lundor's wife gave birth to a son, Arric Pietro Cavanol Lundor

## Drakesbridge

The Society for the Advancement of Hobbling Culture held its first meeting at the Maker's Mark.

## Kingdom of Baddira

Ariel Nightwing and Sir Taliesan Pax lost their lives, dying their final deaths in the ongoing battle against Nerag, the creature bound to a black dragon of Entropy.

## The Hinterlands

Due to Sir William Crisp resigning his post, the entirety of his court, including Sylvanei Liasoemique, Pallador Hart, and Tyreal Bloodfist, are also effectively stripped of title. Dame Sam, Icewyrms Knight for Darkenwald, shall handle any inquiries about Crisp's former lands.

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## VALLENTINES!



Don't forget to send in your Valentines for the next issue of the Raven's Herald! Valentines are an annual tradition of the Herald, named after their Founder, former Herald Editor Vallen Brynlydon.

This year, Valentines are free; originally, a fee accompanied each Valentine and the proceeds were donated to the Griswold orphanage. So send a message to someone you love, and place a Valentine now!

# What All Should Know About Oraban

To the Peoples of Tyrra:

Ten years ago, a warning came to a few adventurers in the North of a despairing and desperate future wrought by the hands of a mysterious being called Oraban. Until now, what was known of Oraban and the Dark Future was shared privately and carefully. Silence and secrecy were necessities as many worked to learn more of the Enemy.

Oraban is no longer a boogeyman of a shadowy future; he is a present enemy. His evil is active in the world. Therefore, I take up my quill to share what I have learned of Oraban so that all of Tyrra's Peoples may prepare to fight him and his minions. This knowledge comes at a great sacrifice; many have permanently died and others have gravely endangered themselves.

I ask that this writing be copied to every library large and small, posted up on every tavern wall, and spoken aloud to those who cannot read for themselves. Most of all, I ask that this knowledge be shared indiscriminately. Oraban's threat is as great as that once posed by Tarlov Ghosthand; we will all be called to fight against him.

Those who would study Oraban should turn to the Goldhaven Library and read the "Battle for Quintari," the first account we have of his powers and weaknesses. This Myanthean document came to us from the Dark Future as a warning, so that we have an opportunity to thwart his early plans.

Oraban is characterized as a creature of Flame and Darkness. From the account given in the "Battle for Quintari," Oraban also has the ability to channel Deaths and Obliterates through his weapon and can cast Death spells. He is healed by Fire and by Death spells. He has the ability to heal his form and renew his powers. As to Oraban's weaknesses: according to document, Oraban is hurt by Life spells.

Oraban currently has in his mastery the black, lizard-like beings known as Death Drakes. By all accounts, the Death Drakes are an incredibly difficult foe. They are able to tap into the elemental aspect of Destruction to wield it against those they attack, and can strike with the magics of Death and Obliteration. The Death Drakes are immune or unharmed by most spells. Only Life Spells, Bless Spells, and Greater Bless spells harm them greatly. By one account, Death Drakes are healed by Shatter and Destroy spells, and they are immune to spells that call upon Mystic Force. Also Paralysis and Banish spells have no effect upon them. They may be affected by Curse and Weakness. They also have the

ability to break through Circles of Power. How Oraban came to acquire these creatures as his minions is yet unknown.

Oraban has also recruited servants from Tyrra. Having marked these betrayers with Flame and Darkness, these men are imbued with magic no ordinary man possesses. Their weapons seem grafted to their bodies, and others have witnessed their ability to phase out of existence for a short time. Pins, Webs, Confines, and Imprison spells seem to affect these servants, but those spells and gasses that affect beings with metabolisms are useless.

As described in the "Battle for Quintari," Oraban also calls forth Destruction and Death Elementals to fight with his allied armies.

For those who would seek to use such formal magics as Delve Histories, High Horoscopes, and Dreamvisions or other auguries to try to learn more about Oraban, I warn you that your efforts will be entirely fruitless. Oraban has a powerful veil of obfuscation surrounding him and his work; even great and ancient beings of power have struggled to get but a tiny glimpse into his nature and his plans.

The time is coming fast where the world will meet in open war with Oraban. As was needed for Tarlov's destruction, accords and alliances must be made with those who have known each other as enemies for centuries. Ancient magics must be unearthed to wield again. Goodly and noble men and women will make hard choices on behalf of defending their people and their land; I ask you to trust their wisdom, even if it seems they compromise too much in the name of diplomacy. For a time, the peoples of Tyrra must fight united against Oraban or all will be destroyed.

Our greatest weapon against Oraban is Hope. Hope that in small but significant ways, we can change the course of the future.

In Tribute to the Unicorns of the Heart of Evendarr:  
Elrashah, Kelren, and Siangreth.

Ismene Leto,  
Bardic Guild of Avendale



# Grist for the Mill

Not the Status Quo – Prince Kevyn Blackfox is looking for a new duke, or so we hear. Lord Magistrate Dheren's in charge until that happens. Is the good Prince looking to change the duchy into a military state? Why else put a military man like Sir Dheren in charge? Who's the Prince going to put in place this time? Will he take another outsider or maybe promote from within this time? And who's this Colonel Bartholomew-Walters fellow? Rumor has it the Colonel's from one of the five families but doesn't use the name. Quite curious if you ask me!

It's also been whispered that Duke Stemple may not have gone quietly after all. The common folk, especially those whose towns Duke Stemple's efforts saved during the Northlands War, are wondering why there hasn't been a funeral, but no one seems to be able to produce His Grace's body. Did he attempt to resurrect in Quentari? Did he have some secret circle elsewhere? What's the scoop?

We lose a Duke and gain extra knights? It seems as if several of the courts are taking advantage of the confusion created by King Mykel's stripping (and subsequent execution) of Duke Johnas Stemple to raise up knights within their courts. Seems we'd heard tell that such decisions had to be approved by the Duke but, since there's no Duke, what the hey! Maybe we can snag ourselves a title amidst the mayhem.

The herald has heard that the group known as Vigilance has been seen in the area lately, which is only notable because they've had somewhat of a low profile for most of this year. There was quite a few of them around in September, reports say they were hunting the Fae court that was in the capital for a wedding. With the Fae leaving after the festivities, we're not sure why they're still milling about. Did the Fae leave agents in town? Perhaps Vigilance wishes to have a hand in the reshaping of the duchy? Are they tasked with finding the new Duke?

The Courts seem to have all kinds of goings on, well, going on these days. Westmarch? It was unusual enough to hear that Baron Cadoc had asked Duke Stemple permission to

leave Lady Anwyn with an honorary title when he took office. It seems pretty clear he should just make her his Baroness, wouldn't you say? Now we hear the former Baron, Torin, got married to a gypsy named Rose in a whirl-



wind ceremony lasting less than five minutes. Last wedding we saw like that involved a future father-in-law, a crossbow, and a rather foreshortened honeymoon. Seems like Rose may hold title one of these days, too, since she's already Squired to the Baron.

Eastwyck's new court seems to be in seven places at once. Surprising, since there are only six of them. It seems Baron Telaris has knighted Sir Byron, who's Grist for the Mill all by himself (we hear he's reputed to be the Best Lover in all of Evendarr City, but really, isn't that kind of insulting to the Crown?), but we at the Herald are holding out for news of one "Sir Kumir." (After all, he was voted the most trustworthy citizen in all the Duchy, or something like that, wasn't he?)

Cumberland's growing in leaps and bounds. Seems like that quiet-spoken Baron Hasker of theirs is meshing well with Dame Tristamere and they've found some long-afield citizens to rejoin their cause. Most recently, Sir Antro Acipeter returned from who-knows-where to wear the black-and-gold. Er. Green and gold. Wait. What are the Cumberland colors again and wasn't there some decree about evil incarnate and never-again's? Well, their latest court member, Robert Turlak, also recently returned from travels abroad, is sure to keep them on the straight and narrow.

We hear Dame Saket has been elevated, too. We're not sure if that makes four or if one of the other Knights was stripped. It's also not quite clear why the oldest and strongest of the baronies needs more knights than any other to manage the smallest land mass, but perhaps Capulans are bigger trouble-makers than citizens of, say, Eastwyck. Maybe it's the ever-present danger of Rotarian invasion! We hear they're constantly trying to encroach upon our borders, one or two inches at a time.

The Ducal Household is being surprisingly quiescent of late – perhaps so as not to bring attention to the fact that, well, if there's no Duke, how can there be a Ducal Household? I mean really, would you want to give up all the nice perks like being required to go to meetings and having to listen to other nobles argue and...wait, huh? I guess Sir Daramor IS a patient man, after all.

We're not sure which court's Rangers are so busy being all sneaky-sneaky out there, but we hear tell they've been really active, not only in movements but in seeking out people to aid them (of course, how sneaky can you be when you have to be that obvious?). No one can say for certain, for stealth is the very nature of a Ranger, but we have caught wind of it -

Continued on page 9

## Grist - from page 8

we'd love to learn more about the why and where and can we play hide-and-sneak, too!

We've been fortunate enough to have regular visits from several Voltan courts of late, too. Baron Baylor's court has been a regular and welcome presence. The Baron seems to have a less impassioned eye about things in our Duchy and he and his court have the right hint of cynicism to put a bit of a leash on some of the wilder ideas our own nobles put forth. Besides, can you EVER have enough courts in one place whose colors are some variation of blue and black? (We still favor Westmarch going back to the old Dasha Morbihan scheme and hey, let's put Eastwyck and Cumberland in black and blue, just to mix it up!)

Several members of the Court of Anym make regular appearances still, despite the mortal insult it seems Duke Stemple gave in not adequately appreciating their Baroness' skills.

On the Commoner front, we hear there's only one place to go for components these days: Apparently Michiko and the Sellswords have made an artform of trading, collecting, and selling components. Does this mean Avendalians don't want to pay their asking prices or just that Ravenholters need to cast more cantrip-level magics?

Members of the recently formed Myanthean Incursion seem to be making a name for themselves and making (limited) strides in their proclaimed goal to reopen the borders of Myanthea once more. Strange. Were they fighting so vigorously when they held title? Perhaps the pressure was just too much and they're naturally inclined towards Commonerhood. Either way, we at the Herald vote them the team we'd most like to spend time in a pub with!

This last gather brought back one of the Herald's favorite Baddirans, Cotton the Bunny Scavenger, and his friends, Blue and Dyne. They didn't seem as excited to be here as during other visits (maybe they missed poor Crimson?), which is unfortunate, because they always seem to stir up news for us. Perhaps they've mellowed through the years. We also hear Cotton's quite the merchant, with paws in the pot of several fine mercantiles throughout Avalon. You'd think people would want to make deals with him, at least. It's not like magic items grow on trees in Ravenholt!

We wish there were sordid rumors to spread about the Guilds but ever since Ambassador Lilaiethyn moved out of the Guildmistress position and into the Ducal Household, things seem much quieter. Though I'd wager to say that the guild members would be a lot more scared if Guildmistress Omi starts yelling than when Lily would. It's something about the braids, we think, but mostly Omi's so collected all the time that if she yells, you know she really means it!

## A Look Back

The full stories behind each item can be found in our archives.

Winter, 607-608: • Eastwyck secession rocks Evendarr. Duke Stemple holds victory celebration in honor of successful conclusion of Northlands war.

Winter, 606-607: • Re-formed Theodorik Vardik leads Barbarians in war against Ravenholt as battle wages on. New Icon of Chaos, Strife, holds "court" in Ravenholt. Ravenholt healers' circles fail.

Winter, 605-606: • Northern Tribes cease all communications with Evendarr as clouds of ash and line of fire divide the lands. Royal archivist to Draelonde goes missing.

Winter, 604-605: • Lady Samara pregnant with Duke Greystone's Heir. Healers leave Eastwyck in record numbers.

Winter, 603-604: • Crown demands Nimani slavery laws be changed. Vampire Rhazone takes on citizens.

Winter, 602-603: • Last known Liche of the Necropolis is destroyed. Interplanar beast, Garn, attempts destruction of duchy, causing massive swaths of destruction before being killed.

Winter, 601-602: • Insomnia causes sleepless nights for much of Ravenholt in battle for Seat of Dream. Ravenholt struggles under two rule of dukes: Greystone and Ravenhurst.

Winter, 600-601: • Prince Andros rescued with aid of King Elenaro. Monster Island becomes covered in strange mist. Duke Greystone celebrates year of peace following Sessai routing.

Winter, 599-600: • Town of Two-Roads returns after disappearing. Vivisectionist caught and executed. Oberon Anduin stripped of Guildmaster title over theories of alternate timelines.

Winter, 598-599: • Gabriel Wolvestride replaces stripped Baron Johann in Capulus, under Duke Roderick Ravenhurst. Maximillain Greystone named Duke of Ravenholt

Winter, 597-598: • Malava von Parish escapes for second time, is killed for a second time. Nightgaunt released. Clockworks attacked. His Grace Duke Alaric Malinruin killed.

Winter, 596-597: • Death's seat filled upon conclusion of Chessmaster's game. Ravenholt citizens destroy Skane. War declared against Sessai.

Continued on page 10

## Barrier Weakening? - from page 1

they was just real powerful Templars, until a few days later when Amos came in all excited. Amos got himself one of them rendered armor suits from his brother, and he also has that ring with one ole Life Spell that he always brags about that he won in the poker games, but he was working for his boss carrying some equipment to the shed and some orcs came along and attacked him and he found himself casting spells he didn't know he had on him. Turns out some of the gear he was carrying was magical, and he just used it, just like that. I started askin' around and the guild folk got kinda excited and scared and went investigatin."

From the time reports started trickling in, in late October, through mid-November or so, the results of testing were sporadic, partially because the incidents seemed so isolated. However, within the last month, not only has the effect seemed to solidify, but it has spread throughout the Duchy, entire. The Herald has sent reporters to each barony to report on the viability of certain spells and levels of magic and, as of mid-December, can report conclusively on the following:

While early on it seemed as if the ability to carry magical items was in flux (with some individuals able to care several at a time, making use of all their powers, and others could not activate any on their personage), the fluctuations appear to have settled at three magically enhanced items holding power before one must be released and another focused on for activation.

Spells that previously were only cast by Harmonicists throughout the realm have been readily learned by scholars of all schools to one degree or another. Harmonicists still have the power to multiply their magics more immediately than Earth and Celestial casters do, but even those who study such schools can do so with enough concentration in some cases. Harmonicists still have several spells not found in either primary school, however. Several spells that were believed long lost to those who studied natural magics have also been found to work when cast by Earth and Celestial mages, though most of those are protective in form. (One of

our reporters very much hoped that Scry and Polymorph would begin working again, but has yet to find anyone who can cast them in our lands at this time.)

Another odd effect that took some time to evaluate, is that fighters who swing mighty blows have become more effective, to a point. A newly trained cadet in the Capulan army was practicing her



swordplay when it was discovered that she was either far stronger than she looked or her sword was magically imbued with power beyond anything anyone had seen in years. In swinging upon her trainer, she struck with such force that it was as if she had been training for a dozen years more than she had. When another cadet proved to be similarly endowed, the cadre commander began investigating further and discovered that one of his more experienced warriors in the troop couldn't swing more solidly than either of the youngsters, until he drew his energies forth into a mighty Bladefury, whereupon he found more than the usual power behind his blow.

We have seen several such fluctuations in the magics of Ravenholt in the past decades, but rarely do they come upon us without warning. The most famous, the "magical boom" in which almost every scrap of magically forged crafting in the region was destroyed, was a side effect of the Primus machine. Other changes have had lesser known causes, but often a reason is discovered in short order. What caused this most recent change is a mystery to both our reporting staff and to the guildmembers with whom we've spoken. Any ideas regarding the latest change and whether we should be preparing for further fluctuation would be welcome.

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## Look Back - from page 9

Winter, 595-596: • Baron Vandal Ravensblood abdicates title. King Mykel Endarr II returns Endarr name to throne. Malava von Parish discovered in Rundin.

Winter, 594-595: • Belladonna fight pantherghast-like creature called the "Sending." Chessmaster embroiled in battle with Chaos Child. Elfheim nobles called home.

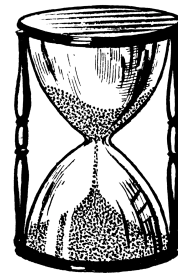
Winter, 593-594: • Court of Capulus kills Prince Basil. Alaric Malinruin found alive. Azrael Vardik (Blakeny) Newsletter (treasonous) circulates.

Winter, 592-593: • Vandal Northridge released from Graveyard of the Four Winds. Guxx and Chessmaster embroiled in battle. Miners protest newly appointed Baron Darkcloud.

Winter, 591-592: • Duke and Sakkalid both captured. Duke's spirit threatened by Sakkalid and Desmond Capulus. Elfheim becomes independent Kingdom.

Winter, 590-591: • Baron-Designate Purchasi Ruinvorn of Elfheim executed for treason, stripped of title, and banished from the Duchy. Polymorph and Fix Form spells fade as Cycle of Magics change.

Winter, 589-590: • Xerina Montesque gives birth to twins.



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# the Back page/out of game

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not literally kicking and screaming, at least a little petulantly to “go hang out with all those computer geeks.” She’d introduced me to a bunch of her friends – the Baljars, Countess Altair, and so on, a year or so earlier and they all seemed pretty cool. They were running this thing called a “revel” at “NERO” and she wanted me to help out. It sounded pretty weird. I spent the week grilling her – about rules, about characters, about the combat system, about the kind of people there...despite her answers, I let her bring me along, but only “mostly to watch.” That’s pretty much what I did that event, except for one bout of fighting as part of a giant worm and another encounter in which I made squeaky voices for some puppet creatures John Till had made which attacked from cavern walls. By the end, I was still skeptical. She swore I needed to come to a main season event to really get a feel for it, so when opener happened that year, I agreed to head up with her. I spent most of it playing a zombie, getting up and falling down repeatedly. I totally didn’t understand why anyone would want to PC. Playing the same character for a whole 48 hours?! Not me. But NPC camp was like backstage, and I was a theater teacher and tech director, so it was pretty homey.

I still wasn’t hooked yet, but when we’d planned to go to another event a month or so later and she’d had to cancel on me at the very last minute, I figured I’d already packed and planned the weekend away, so I figured I’d see if I could find that nigh-impossible to find Ware site again. In the wee hours of that night, a tall, gangly guy I didn’t know rushed into monster camp, looked around, saw I was the only female NPC in camp and pointed at me: “You! I need you for a mod hook. It’ll only be fifteen minutes.” Thereafter, I was introduced to Rob Ciccolini, who swore all I had to do was sit in a tavern wearing some horns, whereupon the PCs would hand me a hat and I would tell them my fiancé was running late. Alas, the PCs begged to differ. Eight hours later I walked out of the Mystics’ hall having left several of them weeping for my character’s loss (her fiancé) and for the Mystic whose horns and clan tattoo they’d had to strip, making him clanless. Thus was born the Kinslayer. I walked out of the hall and “into the woods” and came out of character realizing “Hey, I can do this!” I was utterly hooked.

## How Did I Get HERE?!

It was only after I’d become completely enamored of the chapter that Shara mentioned there was another chapter less than half an hour from my house, but it was too late. About that time, she and I agreed to run what was supposed to be a small side plot, but blew up to include the town, as our spirit forms sang about “Benjamin Bowmaneer” and the killing of a unicorn. I learned plot lessons then which have stuck with me ever since.

Gary Strong tried to drag me into the Core program, but I didn’t want him to be allowed to wake me up and bully me around, meanie that he was, so I just did all the Core work without joining Core. I also began bringing props by the binfull. I swore I’d never want to PC, but Gary just nodded sagely and put the blankets on my blank character.

About a year and a half in, the Boom was imminent and the need for a tags tracking system. I got introduced to a guy named Rick Pierce and Ford put us to work developing the thing, along with some other systems for the National organization. Those first few events were a nightmare (lines for hours, stamping AND embossing, players having to sign each tag as they got it...it was awful). By this time I was pretty entrenched, but I’d “never want to own a chapter...except, maybe, Niman!”

A couple years in, I decided I needed to try PCing, if only to understand the other side better. I made all the classic mistakes. Most notably, she was a solo character: a snake scavenger named Kulisha Dola Malakah. Thankfully, soon after, I hooked a few of my students to play and gradually got a sort of a team to hang out with, but still enjoyed NPCing more. That first event with my students, I’d been the legal guardian for one of them. The then-seventeen-year-old Dan Veniga still plays and found his wife through NERO.

Somewhere along the line, in part because I was still manning the tags database, Craig O’Brien, then Head of Plot, needed some tags made for an alchemical mix-up plotline he’d thought up to bring alchemical recipes back after the big Boom. But he didn’t have all the items – just a general list. I helped him come up with some combos and mid-stream, he had to rush off to other things, so he left me to it. Since I knew the list and the recipes, he had me help marshal the first few strange encounters. It hooked PCs so thoroughly that it was taking time he didn’t have, so he left it to me to expand what became known as the Alchemy

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Continued from page 11

Spring. I would continue to propose and run related plot threads for the plot team for the next few years.

When NERO Mass had to leave Ware, and Ford and Maureen went their separate ways, the game staggered along by the sheer force of will of the remaining volunteer staff, led by people like Leslie Birt and Jennifer Hawkins, but Ford had moved south and Maureen wanted to be done with it. Props were at a minimum, coin, makeup and the like were all there by the grace of players and staff who kept on caring. Word came out that the chapter was for sale. By this time, we'd moved camps twice.

I remember pulling over to the rest area on 84 just over the Connecticut border in Massachusetts in order to call Maureen and give her my offer to purchase it. The July 2000 event was the transitional one, with Jen and Bob Hawkins helping me through it. I remember Jen sitting with me by the lake at Dunstable and telling me "This game will either be great for you or it'll kill you." Eight and a half years later, I'm still not sure which held true more.

Since I bought the chapter, with the help of dozens and dozens of dedicated staffers and some of the most creative minds I've ever had the pleasure of knowing, we've run 78 events in four campaigns at seven different campgrounds. Over 1200 players have been through our gates, including travelers from more than half the states in the country, representing more than 10,000 event attendances between them.

On a more personal note, because of NERO, I've made friends who are dearer to me than I could have imagined. I've developed writing and business skills that will support me well into the next phase of my career and life. I've had a roller-coaster ride of epic proportions and, while there have been days (starting about 30 minutes after I became owner) where I wonder what the hell I was thinking, I can't say I'd



go back and tell my

finger self not to buy. I'd planned to own for no more than 7 years, and began working towards selling it several years ago, but each potential deal fell through. I considered closing it down if I couldn't

find a good buyer, but that's a decision I'm very glad not to have had to make. It's not a business that rakes in money, and it's a thankless job, running the game, but with the help of the players and people who love it, it keeps moving. This coming spring, NERO achieves its 20<sup>th</sup> anniversary, with Ravenholt as its premier chapter. Annie Boswell ("Kitten," in game) plans on seeing the game keep going, hopefully for another 20 years! My hope is that Annie will find whole new generations of eager, enthusiastic volunteers who can help make this happen, because it's not something any one person can do alone.

So, as 2008 comes to a close, so does my eight and a half year tenure as owner. To all of you, players and staff alike, who have been a part of the journey, I say "thank you!" and I'll see you on the PC side - Bear with me as I relearn how to be simply a player again!

-Rachel Morris  
Owner (for 3 more days)  
NERO Mass/Ravenholt



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## Habitaе Diem Gravis?

"Habitaе Diem Gravis" - What the heck is it and what does it mean, Rachel? Well, when I took over ownership, people who'd been putting together the newsletter prior to me had used all sorts of Latin and faux-Latin phrases in the leader-bar of the newsletter. Sometimes it would make sense, sometimes it was just a joke. When I took on editing the newsletter in addition to the various other things I was doing, I opted to use an in-joke known only to me and perhaps the person who dragged me to NERO. "Habitaе Diem Gravis" is the motto of a short-lived radio show that used to be on at drive time on Fridays in the Boston area, called "The Gravity Research Report." It was produced by a bunch of friends of mine, most of whom were bored genius types looking for something to do besides rebuild that PDP-11 in their coat closet. The Gravity Research Report consisted of highly challenging experiments to measure the quality of gravity in a given region on that day. (Most often, the testing process included considerable alcohol and the effects gravity imparted upon the drinker, but my favorite was always the Jelly Donut Experiment. You're welcome to help me recreate it at a party, some time.) In any case, the motto of this crew was "Habitaе Diem Gravis," which only marginally translates to: "Have a Heavy Day." Given the degree of angst and woe in everyday Ravenholt life, both in game and out, it seemed fitting to me, so I kept it.

## NERO Mass Under New Management!

Effective January 1st, 2009, NERO Mass/Ravenholt will be under the proud ownership of Annemarie Boswell (known best as "Kitten," in game). Annie has been playing NERO on and off almost since its inception, and plans on incorporating some of the best of "old school" NERO with the best of present day. Her plot team is already hard at work preparing for the upcoming season, and she's already confirmed the Feast Day at Ye Olde Commons and tentatively scheduled the rest of the season at Camp Haiastan. If you're interested in helping Annie keep NERO Mass running strong, please get in touch with her at [NEROMassOwner@neromass.com](mailto:NEROMassOwner@neromass.com) to see what you can do to help out!



### Winter Feast/Mod Day

#### OOG Details -

What: Nero Mass - Ravenholt Feast/Module day

Date: Saturday January 31st

Time: 9am check-in, 10am game start, 10pm game-end

Where: Ye Olde Commons, Charlton, MA

Cost: \$50 early pre-reg, \$60 week of registration

Feast Cost: \$11

Web site: [www.neromass.com](http://www.neromass.com)

#### IG Details -

Location: Northern Cumberland, near Longhope Castle

Reason: Celebration, hosted by Baron Hasker of Cumberland



### NERO Mass Staff Positions Available for 2009

Annie is looking for eager volunteers to join her in various staffing capacities for the 2009 season. If you've got something you can add to the chapter, get in touch with her ASAP at [NEROMassOwner@neromass.com](mailto:NEROMassOwner@neromass.com) so you can discuss the possibilities. She's likely to be looking for people who want to join Plot, help with event setup/shutdown, EMTs, Newsletter work, Monster Camp help, Core NPCs, Props, and more.



### Memberships for 2009

Memberships for the 2009 season will be priced at \$30 per year, per the current National standard.

## NERO® Playtests in Use at NERO Mass for 2009

#### Weapon Skills

- Critical Parry Modification
- One Handed Block
- Critical Slay/Assassinate Modification
- Blade Fury
- Staff Thrust
- Archery Aura
- Dexterity Armor
- Slay and Assassinate Effects v1.1
- Removed Armor Breaches

#### Spells

- Base 5 Damage/Healing Spell Effect
- Base 5 Alchemy/Harmonics
- Additional Spells (Volume 1)
- Additional Spells (Volume 2)
- Spell Crossover
- Modified Detect Magic Spell
- Formal Magic Cantrips
- Harmonics

#### Racial Skills

- Racial Skills

#### Miscellaneous

- New Character Rebuild
- Resurrection Modification
- Master Craftsmen
- New Player Deaths
- Magic Item Slots (3 Items for 2009)
- Limited Reset

#### Monster Abilities

- Physical Attacks
- Carrier Attack
- Return <type>





NERO Mass  
<http://www.neromass.com>



## NERO Mass 2009 Schedule

We are tentatively scheduled for the following dates at Camp Haiastan for the 2009 Season:

Ravenholt Feast Day 1/31/09

Ravenholt Opener Weekend 4/17-4/19/09

Ravenholt Late Spring Weekend 6/12-6/14/09

Ravenholt Late Summer Weekend 9/11-9/13/09

Ravenholt Season Closer Weekend 10/16-10/18/09

## NERO 20th Anniversary Reunion

The 20th reunion of NERO's origins will be happening in Spring of 2009. Ford Ivey has a group for discussion of this project if you are interested, at:

<http://neroreunion.wetpaint.com/>

He is holding the event at Ye Olde Common in Charleton, MA. Details are available at the site regarding scheduling and costs. It should be emphasized that this is not a NERO event, but a social event intended to be a gathering of NERO players, old and new, to celebrate a very improbable adventure! Players both old and new are welcome.

Search Service available for used and rare books in all fields. If you are interested, please email Drucilla Meany at [bookshop@charter.net](mailto: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](http://www.merchantswares.com) - Email Rebecca at [orders@merchantswares.com](mailto:orders@merchantswares.com)

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

## Staff Contact Info

Owner (beginning 1/1/09):

Annemarie Boswell (774) 203-3376  
[NEROMassOwner@neromass.com](mailto:NEROMassOwner@neromass.com)

Event Registration (Effective 1/1/2009):

Phone: (774) 203-3376  
 Mail: [RHRegistration@neromass.com](mailto:RHRegistration@neromass.com)  
<http://www.neromass.com/register.html>

Character Update (ALL CAMPAIGNS)

Steve Beliveau, Sr. (781) 210-0926  
 (between 6 pm and 9 pm EST)  
[RHupdate@neromass.com](mailto:RHupdate@neromass.com)

### RAVENHOLT

Ravenholt Plot: [RHplot@neromass.com](mailto:RHplot@neromass.com)

Ravenholt Logistics: [RHlogistics@neromass.com](mailto:RHlogistics@neromass.com)  
 (Cathy Robinton)

Raven's Herald Newsletter:  
[RHnewsletter@neromass.com](mailto:RHnewsletter@neromass.com)

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



### 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 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 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 \*