

Promotions Aplenty as Ravenholt Prospers!

The Raven's Herald is pleased to report that there have been numerous promotions amongst our noble hierarchy as of the May gather. After the considerable shake-up and political turmoil created by the recent Eastwyck secession, many citizens have had concerns about the well-being of the Duchy as a whole.

The Ducal Household now consists of:

Duke Johnas Stemple, Duke of Ravenholt
Sir Daramor Darkcloud, First Knight of Ravenholt
Sir Dheran Seeah'Changal, Warlord of Ravenholt
Hale, Squire to His Grace
Baron Telaris MacLeod, Baron of Eastwyck
Baron Gabriel Wolvestride, Baron of Capulus
Baron Cadoc Morbihan, Baron of Westmarch
Baron Hasker, Baron of Cumberland
Keylandra Dirath, Guildmistress of the Mages Guild of Ravenholt (Arch Wizard of Tokens and Talismans)
Omi, Guildmistress of the Healers Guild of Ravenholt
Lilaiethyn Raenelindor, Ambassador to the Kingdom of Quentari

The Court of Capulus remains:

Baron Gabriel Wolvestride, Baron of Capulus
Sir Martimus Wilder, First Knight of the Baron Gabriel Wolvestride
Sir Jayson Askani Knight, General of Baron Gabriel Wolvestride
Sir Shatter Entenari, Knight of Baron Gabriel Wolvestride and Lord Magistrate of Capulus
Squire Kaltos Assante, Squire to Baron Gabriel Wolvestride
Squire Brook, Squire to Sir Jayson Askani
Squire Damiana Ahora, Squire to Sir Shatter Entenari
Saket Shabmah, Seneschal of Capulus
Calstaria Aleandranova Arrowroot Romanov, Member of the Court of Capulus
Lorien Brightstar, Member of the Court of Capulus
Brickar Riverwind, Member of the Court of Capulus

The Barony of Cumberland now consists of:

Baron Arden Hasker, Baron of Cumberland
Tristemere Mirabad, First Knight and Seneschal, Barony of Cumberland

Baron Hasker takes over for Amra Aslan Al-Qadim who has been tasked as a minister of trade for the Duchy as a whole, based on his extensive travel and merchanting experience.

Baron Hasker has served in both the Eastwyck and Cumberland armies and most recently becoming Brigadier General of the Ducal armies and General of the Armies (Warlord). It is believed that the Barony is seeking candi-

dates for the Court. Dame Tristemere comes to the court from service to Capulus under Baron Gabriel, but additionally, has served Cumberland since her initial tenure under Baron d'Sudbyr. Those interested may wish to speak either to Baron Hasker or Dame Tristemere at a gather.

The Barony of Westmarch now consists of:

Baron Cadoc Morbihan, Baron and Warlord of the Barony of Westmarch
Sir Raven, First Knight to Baron Cadoc Morbihan (A Knight Marshal of Westmarch)
Sir Terrian dhe Silverwolf, A Knight Marshal of Westmarch, Commander of the Silverwolf Highland Company, Chieftain of the Clan Silverwolf
Lady Anwyn Greenward Ahora, Seneschal for Baron Cadoc Morbihan, Guildmistress of the Westmarch Healers
Sparrowhawk dhe Silverwolf bho Dunblane, Chief Bard of Westmarch
Torin Hammerfist, Member of the Court of Westmarch
Captain Pinch, Member of the Court of Westmarch

Baron Cadoc served as Baron Torin Hammerfist's First Knight and Warlord, while Sir Raven and Sir Terrian were squired to (then) Sir Cadoc and Baron Torin, respectively. Lady Anwyn previously served as a Knight to Baron Torin, although her current title is honorific at the behest of Baron Cadoc.

The Barony of Eastwyck now consists of:

Baron Telaris MacLeod, Baron of the Barony of Eastwyck, Master of Temporal Genocide, Order of Jericho
Aelfric An'Aldar, Captain of the Eastwyck Rangers
Rillien Nol'Feredir, Member of the Court of Eastwyck
Talon StarsFury, Member of the Court of Eastwyck
Byron LeVolant, Member of the Court of Eastwyck
Kumir, Member of the Court of Eastwyck

Baron Telaris previously served as a Knight to Duke Stemple and Viscount of Magicks, Northlands Expedition.

In addition to the new Court structures, Guildmistress Lilaiethyn Raenelindor has stepped down, taking on an ambassadorial position as Ambassador to the Kingdom of Quentari. Assistant Guildmistress Omi has been promoted to Guildmistress of the Healers' Guilds of Ravenholt and will work side by side with Guildmistress Dirath of the Mages' Guild.

The Herald and its staff wishes all our new and continuing nobles well and looks forward to a more stable structure for the good of the Duchy.



Inquisition Angers Citizens

During the first week in May, citizens of Ravenholt and those traveling in the area found themselves accosted by Inquisitors traveling under writs signed by Sir Tivorak Nobel, King Mykel's First Knight and a strong and vocal advocate for the Crown. The Inquisitors questioned almost every noble and numerous commoners in regards to last fall's secession, though several who spoke to the Herald under condition of anonymity report that many of the questions seemed strongly focused on Duke Stemple and his own behavior regarding the incident.

Those questioned were most angered that they were required to take a Dominate before answering. A number of citizens indignantly questioned the need for this, stating that they would have answered the same either way. One person noted that he suspected Sir Tivorak himself wouldn't have used the Dominates and that, despite the "any means necessary" writ the Inquisitors bore, their use was a breach of true protocol, if nothing else. This sentiment was reiterated quite vehemently by citizens of the Mystic Wood and the Stonewood Forest. It is unclear what degree of success the Inquisitors had in those locales.

A Terrible Fate

A strange and dreadful thing occurred early Saturday evening. A man came running into town, with a ghost (or possibly a Quest Haunt) and a large number of undead on his heels. The undead were quickly dispatched but the ghost remained. It seems the ghost and the running man were once married (presumably while she was still alive).

The man was taken into the Guild halls for protection but the woman's form just walked right through the Ward and, upon reaching the man, began to beat upon the traveler. He had scars, bruises, and even opened wounds about his body. She had clearly been following him for some time.

The guilds started to question them both as to what would bring this about. The ghost, unable to speak, made motions that the man had murdered her. She vehemently indicated that she had been **MURDERED BY HER OWN HUSBAND!** When the man was questioned, he admitted to the deed.

At this time the only noble in town was newly raised Baron Cadoc of Westmarch who was quickly informed. The Baron then executed the man for murder.

I watched all this happen, and thought I was having another one of those terrible nightmares again. But in truth it was real. I wonder if the couple themselves were also caught in the middle of a nightmare, and in how many other farm-houses across our fair duchy did something similar happen?

BREAKING NEWS!

As this issue was being published, reports have come in that a large force of trolls moved from Deershill Knoll and is preparing to lay siege to the small town of Waterdale in northern Cumberland. Unofficial reports state that the town was being evacuated as the force approached.

Barbarian Pantherghast Defeated

Rumors have reached the Herald of a powerful Barbarian Pantherghast being defeated in the Northlands of Ravenholt last month. Details are limited, but it is said that newly elevated Baron Telaris of Eastwyck led a team of adventurers to deal with the Pantherghast which had been ravaging the Northern tribes. It is believed that a Chieftain of the Battleborn tribe arrived in town to guide the heroes to where the 'ghast was last seen, and to assist in the fight against this foul beast. The battle was long and hard, but the Good Baron led his team to victory!

The Man Who Would Be (Sorcerer) King?

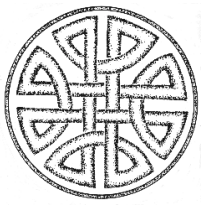
"Sorcerer King" - Real or imposter? On Sunday of the first gather of the season, reports have it that a man claiming to be a Sorcerer King was found outside of what is called the Lost City. Is he really a Sorcerer King? I doubt it. If he was, then I'm sure we would be getting reports of mostly everyone there resurrecting. Someone posing as a sorcerer king is most likely your answer.

Not to belittle those who did battle with him and his minions - from all accounts, he IS an extremely powerful mage - but hardly of the caliber of a true Sorcerer King! Who knows, maybe he wants to become one. Any more information on this creature would be greatly appreciated.

Amnesia?

We don't know if this is worth reporting yet, but we have recently received news of several citizens of Ravenholt who have experienced bouts of amnesia. The victims have been found wandering about the towns they live in with no memories of whom or where they are. These bouts of amnesia seem to last for several days, then, one dawn, and always at dawn, the memories return, leaving a gap when the victim experienced amnesia. These few reports have come to us from both Eastwyck and Capulus. We have reporters investigating these incidents further.





Frantic Ogre Attacks Increasing in Capulus

Ogre hunting parties throughout Capulus are becoming increasingly more daring during raids over the last few weeks. According to soldiers engaging

the enemy, these attacks seem to be more rushed and hurried than those in earlier reports. "It is like they are looking for something. The attacks are almost frantic in their pacing," one Ranger was reported to say. What they seek or why is as yet unclear.

Unto the Good People of Westmarch

It is with great pride that I write to inform you that I have stepped aside as Baron of Westmarch in order to allow Cadoc Morbihan, to ascend to the title in my place. After serving several years as my First Knight and Warlord of Westmarch, Sir Cadoc has proven himself a patient and wise leader. I continue to serve the people of Westmarch and the Duchy of Ravenholt as a member of the Court.

I hope and expect that all citizens shall prosper under our new liege and that you shall continue to serve him well as you served me.

Torin Hammerfist
Citizen of Westmarch

Trolls Sack Deershill Knoll!

Scattered reports have reached the Raven's Herald about a large force of Trolls destroying Deershill Knoll in eastern Cumberland. It's a small town and not thought to have any significance to the Trolls, which raises questions of WHY? The Herald has received word that the newly appointed First Knight of Cumberland, Dame Tristemere, lead the charge against the Troll forces holding the town, accompanied by Baron Gabriel and Sir Jayson of Capulus, Captain Aelfric of the Ducal Household, and Calstaria of Capulus.

Others may have been present in this mission, our apologies if anyone was missed. Word is that the First Knight and her companions were successful in clearing the Troll threat from Deershill Knoll, and that a captive was brought back with them for questioning. At this time, no other details have been made available. Have all the Trolls been eliminated? Have the citizens of Deershill Knoll returned to their homes? Any details should be sent to the Raven's Herald, your source for up-to-date activity!

Undead Attack Barbarian Tribes

Barbarian tribes north of Ravenholt have been increasingly falling victim to attacks by undead. The surprising thing is, it seems that the undead are their own tribesmen!

Attacks have been reported from the western border near Volta to the border of Draelonde. Three groups were recruited by a stranger to deal with these apparent outbreaks of undeath. The stranger, a servant of the Icon of Death, identified himself as Brother Frederick of the Fallen Brotherhood. He gathered three teams of heroes to "give the undead the proper Death they deserved."

Reports of what actually happened are sparse. But it is believed that Baron Baylor, Trivanus, and Dame Merry MacGregor led the groups. Their success was confirmed when Ivan of the notorious Shadowgear Army reportedly stated "We beat them until they didn't get up anymore!" It is said that Dame Merry's group was able to free the Barbarians' spirits without forcing them to resurrect. Further details are unavailable as of press time.

Trolls and Minotaurs

Last issue we made a report of several beasts that have been plaguing each of the baronies lately. We have several new reports from the front lines.

Several of the Capulan Minotaurs (who aided former Duke Greystone in the Sessuar War) have come to us, making sure that we are aware that they are not responsible for the attacks we have reported. They inform us that they have patrols of their own out looking for the creatures that we were told were attacking the people of Capulus.

Meanwhile, in Westmarch, one of our own reporters was attacked by what we have been calling trolls. This reporter, whose name has been withheld by her request, has told me that she doesn't believe these creatures are actually trolls. She claims to have some experience with trolls, back when she was an adventurer, and while similar to them, she insists, "These creatures are NOT trolls!"

She and her escorts were attacked by three of these beasts, which were tall and hairy, some with horns. During the attack they were struck by waves of deep fear and terror, causing several of her group to flee. One of her escorts actually died of fright before he could flee. She does tell me that she might be mistaken due to the effects these monsters had on her, but she truly doesn't think they are trolls, but some other misshapen humanoid. Having since recovered, she is leading another expedition into the area to try and recover a body of one of these beasts for further investigation.

Stone Gate Puzzles Citizen

Reports of a strange stone structure appearing within the border of Ravenholt City have raised some attention. Some say that it is a Gate to some other world or worlds. The Raven's Herald sent someone to investigate; while they found what is believed to be the structure, they were not able to discern any information regarding its purpose or origin. Compensation is offered to anyone that can provide details, our readers want to know!

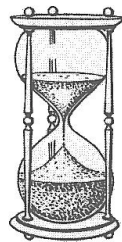
Local Hero Gone Missing

Last month Private Thomas Reynolds of Kent, was reported to have single-handedly turned back a wave of Ogre attacks on the small farm outside of Gloster, Eastwyck. "He put us in th' basement, and just kept fightin' he did!" said 5-year old Morgan Robertson of Gloster. No one really can answer just why the Eastwyck Soldier was in the area when the Ogre attack occurred, but locals are very glad he was.

Sadly, after reportedly defeating a good dozen Ogres, Private Reynolds was felled by three Ogre Shaman, after which he was seen to be taken away by the same when the Ogres fell back under the attack by the 5th Cavalry Unit of Westmarch which joined the fray soon after. He has not been seen since, and his spirit has not been reported at any Circle at of this report. Very little is known about Private Reynolds, but he was noted for his work in the rebuilding of Kent. This past Winter, he was seriously wounded in the Battle of Orc's Ear.

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.



May, 603 E.R.

- Plague hits Eastwyck kills 80
- Citizens give lives to save Dryads.

May, 598 E.R.

- Reaver's Void taint continues to plague town
- Doppelgangers overtake town
- Cap's Emporium explodes

May, 593 E.R.

- Brood overtake town; Viscount Arcevol turned to Queen
- Sakalid continues to evade citizens
- Life Elemental Rowena Morganna accuses the Companions of the Circle of murder during actions taken in lair of Talmar Spirit-Thief.

Monopoly on Planting?

As Spring comes to fruition, many ships have been coming into ports of Westmarch and Capulus carrying planting supplies from distant lands. These supplies have been gathered onto one or two smaller ships and are being transported west on the Blood River. With a majority of supplies being bought up by what is assumed to be a single group of farmers, the costs have increased dramatically for others around the duchy. Cumberland, usually thought of as the breadbasket of the duchy, will likely not have enough supplies to plan full crops this year.

Letters to the Editor

My name is Matthew and I am but a simple cobbler. I came to the shores of Ravenholt a few months ago and had been making a satisfactory life for myself. Recently a man came and offered me an opportunity to serve the Duchy and help rebuild Eastwyck. He paid for my family's travel costs through Westmarch and escorted us safely through treacherous waters.

We arrived in Burton-on-the-Blood and were immediately overwhelmed by the bustle of activity surrounding this port city. My family and I quickly unloaded our belongings and were escorted to a nearby inn where our accommodations were covered for the first week. The next day I was awoken with an invitation to meet with the superintendent in charge of labor over breakfast. I was offered a position working for the military supplying and repairing boots.

Being a port city, Burton sees a lot of traffic and with the rebuilding of the Barony in full swing, skilled laborers of all professions were needed. I encourage all looking for a new life and endless opportunity to consider relocating to Eastwyck; mayhaps you find the man, Perdue, who paid not just my way, but that of my family, to find this opportunity.

* * *

We were accompanying a caravan of supplies from Kester to Greenhill when we were ambushed by trolls wearing silvery tabards. It was as if the trolls were expecting us as we came around the bend. If not for Perdue and his companions, we all would have perished and the well needed supplies would have been lost. My thanks.

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.

The Hob's Goblin

BARON Telaris you say? That boot lick of Evendarr? How is it that Eastwyck will stand by and allow its lands to continue to be usurped by the knights of other lands? From the far reaches of Cumberland to our beloved homes in Eastwyck, the whole of the county has been ravaged nigh on 3 years. Where is our king? Gone. Where is the great Promiser? More the great Disappointment. What happened to our street justice? Turned by the allure of Evendarrian gold, His name not worthy of the printed page. The ilk of the savage walk amongst us as brethren, yet they managed to leave a more lasting impression than

Garn! Oh, Ravenholt. Look to your own. Defend your families, your lands, and your personal freedoms, for it seems we are destined to be forever subjugated.

-Eyes from Execution Hill

Crime?!

There has been an unprecedented amount of crime in Northern Westmarch of late. Thieves and con men of all sorts, from base brawlers to intellectual con artists have been running operations from the Blood River all the way to the heart of the Barony. Hits,

poisonings, ambushes, cutpurses, and other acts have seen a drastic upturn in the area. When approached local..... Miscreants seemed just as baffled as the authorities, and perhaps even more nervous. The telltale signs of red armbands have not been discovered; which leads this reporter to conclude that perhaps we're seeing a new

emergence? Or perhaps a reorganization of this element in the ducky. We will have to remain seized in the matter.

Bumble Gumdrops- Writer for the Hob's Goblin

A plea...

Please! Someone do something about the latest Euphoria. I have tried this famed Blean Dog, or whatever its evil Peddlers from Zarkym call it, it is an amalgamation of honey dipped death that eats you from the moment you eat it! Do you not see this as a ploy by the Voltans to take us over one innocent Craftsman at a time? But I find myself unable to resist, and beg those who could provide me with a second taste to please find me... I cannot live without one more Blean. Oh my.

Tock, Proprietor of Tick's Clock Shop

The Shadow's Call

The shadows are getting longer, Kent will not find itself unattended any longer. The River has cooled, yet still the enemy threatens from without and within. Do you find your medals heavy? Find their relief, amongst their breathers, meld to the shadows. Four days Hence, at the Point of Inception.

Wanted:

- **1 Sword of a Defunct Noble, Willing to Negotiate**
- **Mantelpiece Tapestries, Preferably of the Diamond Red and White**
- **Variety- 40 Gold a Piece**
- **Defensive Magic Items - 50 Gold for the Higher Temperature Variety,**
- **Negotiable otherwise**
- **Cantrip Tomes- 40 Gold for the proper battlefield affecting tomes**
- **Pouches With Rocks and Schtuff- 20 Gold and Unending Gratitude of**
- **the Duchy**

Point of Contact- The Harvester

(The following Article's Author has paid the necessary fee to actually maintain his anonymity, so please do not bother sending payment .

Thank you,

The Management)

Normally I would not lower myself to this filth of a rag you like to call a Newsletter, however, I feel it is necessary. Shame. Shame on all of you who are calling yourselves defenders when you are actively murdering the innocent. I wore my uniform with pride, and I still do. You who would pervert it are Scum, and I wait with baited breath to hear the ducal armies marching down on you. I hope you take heed and stop this nonsense before you attract more attention to yourselves than you can handle, or you will be destroyed.

-CPL Cumberland Rangers

Sailors Wanted

Captain Chuey is recruiting!

If you find yourself rubbing your last two copper together, perhaps its time to approach the Mast for some honestly professional work. Both Permanent as well as temporary vacancies of both his crew and operations team need filling. He will be traveling the ducky recruiting over the next fortnight, and will be ending in Ravenholt

city in time for the gathering in June. If you are unable to contact him prior to said gathering than please present yourself to him at that time.

Snickers, 1st Mate



Mysterious Plague Kills Four

Last Monday, a mysterious ailment struck down several citizens of Ravenholt City. The symptoms of the disease are stomach pains, followed by fever, weakness, and unconsciousness.

Dozens were affected and, while many seem to recover, several have died, causing at least four people to suffer permanent deaths. The plague itself was brought under control by Thursday night, when it was discovered that a Cure Disease spell and a Purify Blood spell cast upon a victim in quick succession would eliminate all trace of the illness.

While the cure for this sickness seems to be effective, new cases are still trickling in. As of the time of this writing, efforts are underway to find the source of the illness.

Nightmare Rift

Late Friday night on the 2nd day of May, a large rift opened within the borders of Ravenholt City. As of the time this story was published, no details regarding its source or creation were available; All that is known is that the rift led to the plane of Dream and Nightmare. As soon as this rift appeared, all within the area felt its impact, both physically and emotionally. Many were asleep as the hour was late, and their dreams were overtaken by this influence. Creatures of Dream began appearing throughout the Duchy, striking fear into the hearts of anyone they came into contact with. Reports say that adventurers within the city were able to close this rift late Saturday night. Who knows what escaped from the plane of Dream while the rift was open, however.

Pantherghast Attacks!

While one Pantherghast was successfully destroyed (see Barbarian Pantherghast Defeated, this issue), it would appear that the Pantherghast noted in the April Herald is still at large, and behaving as erratically as was first reported. Unlike other Pantherghasts, which tend to act almost bestially in their single-minded attacks on their prey, this one once again was noted to have asked one or more questions of its victims just before shattering their Spirits. Whether a "correct" answer would have kept the victims from death is unknown.

This time, the creature's target was a sailing ship full of food supplies headed to Griswold, then destined for Burton on the Blood. On the docks of Windholm, it attacked at twilight, paralyzing all of the guards, and Obliterating three merchants and the Captain of the ship. Any further details on this matter would be appreciated.

Trivanus Facts

- 1) When the boogeyman goes to sleep he checks his closet for Trivanus.
- 2) If you have five silver and Trivanus has five silver, Trivanus has more money than you.
- 3) Trivanus doesn't read books, he stares them down until he gets the information he wants.
- 4) Trivanus counted to infinity, twice.
- 5) Trivanus doesn't sleep, he waits.
- 6) When Trivanus does a push-up he isn't pushing himself up, he's pushing Tyrra down.
- 7) Trivanus is so fast he can run around Tyrra and punch himself in the back of the head.
- 8) Trivanus built the Dragonsteeth Mountains with a bucket and spade.
- 9) Trivanus does not get frostbite, Trivanus bites frost.
- 10) When there's a fire, you stop, drop, and roll. When there's a Trivanus, you stop, drop, and die.
- 11) Trivanus puts the FUN in Funeral.
- 12) Trivanus' smile once brought a puppy back to life.
- 13) Trivanus IS RIGHT BEHIND YOU.
- 14) When Trivanus throws a boomerang, the boomerang does not return because it is scared to come back.
- 15) Trivanus can clap with one hand.
- 16) Trivanus has two speeds, walk and kill.
- 17) The quickest way to a man's heart is with Trivanus' blade.
- 18) Trivanus doesn't wash his clothes, he disembowels them.
- 19) Time waits for no man. Unless that man is Trivanus.
- 20) Trivanus once ate a whole cake before his friends could tell him there was a stripper in it.

Puzzles and More Puzzles

It seems that this last gathering several groups were seen desperately trying to solve jigsaw puzzles in the tavern of Ravenholt City. A Mystic Wood Elf by the name of Oded has introduced himself as a collector of puzzles and sponsored a contest for the citizens to see who could solve their jigsaw puzzle first. Guildmistress Keyla and the Mages Guild seemed to lead the pack while the court of Westmarch was seen trying to solve two different puzzles. We know there was one other group involved, but they were not seen in the tavern, probably solving theirs in private. We hope they were successful. Although it seemed that everyone was having fun and enjoying themselves, we also have to wonder if there was nothing more vital these adventurers could have been doing to ensure the safety of this Duchy!

Words of Warning to All

As some know and most do not, on Saturday the 3rd of 608, at close to the hour of midnight, the Lost City appeared again after a long absence.

A group of eight or nine citizens ventured into the realm only to find a crater where the Library once stood. At the bottom of the crater was, I believe, 6 maybe 7 Prisons. All were empty. What was housed in these prisons (if my memory is correct) were creatures and/or beings created by the sorcerer kings, that not only could they not be controlled but, in fact, they could not be destroyed. They were imprisoned here with the thought they would remain unable to terrorize the peoples of the lands forever.

But something unforeseen would happen; Some of the peoples of Tyrra would split time itself, creating two parallel timelines. When the timelines rejoined a few years ago, as many of you remember, the City had been changed.

Now when it appeared it was in two parts, one being the Library that many of us had ventured to, the other being known as where the Skeptathurge was found. The path to the Lost City had also changed, for now one must have had the knowledge of the stars to enter. I remember thinking that these two differences must have been the result of the timelines merge.

Some time passed - a year, maybe two - when a third being, know to me as the Squire of the City, came to me in the night and asked if I would meet with the Skeptathurge and him in a meeting that would be kept secret from the Librarian. The Librarian by this time had become less approachable and more hostile, which were other differences I noted after the timelines came together.

At any rate, I went to this meeting where I was informed of the decaying of the magics that held the City together. I was told that the City should not be in two parts but that the Librarian wished to keep things as they were, for he was going mad because of the failing magics. The meeting was long and in-depth. I was given an idea of what had to happen to reunite the City as it should be. I was told that I had one or two cycles of the City in time to repair it, but the following day (a full day before it should have) the city disappeared. I could only assume a vital piece of the magics had failed and the City would be lost to us forever.

But now the lands of the City have returned all in rubble and ruins and the shining Library is nothing but a hole in the ground. While there I could feel the magic of the plane, and I believe that the Library can be rebuilt and the prisons

reformed.

Now getting back to the beings that were kept in prison we have met two so far. The first a creature know as the Gakki, although we had beat him once before and re-imprisoned him, I don't think he had time to gather his full strength at that time. This time when first seen he was more of a shadow or apparition. He said his piece and then went gaseous. Neither of these do I remember from ten years ago. This creature will attach itself to one's spirit and over a period of 24 hours it will devour the spirit till there is nothing left to resurrect. While attached it has full control over the person, all one's memories and all one's skills making virtually undetected. Once the spirit is gone, the creature will move on to another host.

The second being most of us got to meet. For he was the Sorcerer King we battled on Sunday. At this time, I know not of this particular man or liche or magical being or whatever he may be. But what I do know is that I believe the Library and prisons can be restored and if they can, then I will be able to re-imprison them and the others if we can capture them.

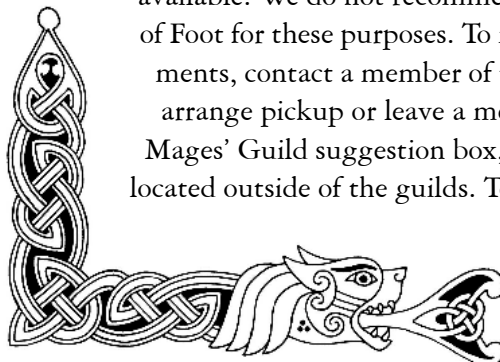
And who knows: Maybe in the changing of the cycles of magic since there imprisonment there maybe a means of destruction.

PERDUE

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.



Out-of-Game Information



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.

“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.

NERO Mass Needs For Spring

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)

Hot glue sticks (large)

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

Things we DO NOT need at this time, PLEASE:

Weapons, shields, 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

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.

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NERO Mass Event Schedule for 2008

Main Season at Camp Haiastan

Ravenholt Opener Weekend 5/2-4/2008

By a Route Obscure and Lonely

Ravenholt June Weekend 6/13-15/2008

Chequer'd with Woven Shadows

Ravenholt September Weekend 9/5-7/2008

Fate Defied

Ravenholt Closer Weekend 10/17-19/2008

Be Silent in That Solitude



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

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 *

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Ravenholt Logistics: logistics@neromass.com
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Raven's Herald Newsletter:
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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