

War Strikes in Sercia!



This article is a last minute addition to this Raven's Herald

A few days after this most recent edition of the Raven's Herald was prepared for printing and distribution, a report arrived from Sercia, Capulus. According to this hastily gathered report, the

ruin of the original tower keep used by Keegan Byrne and later claimed by Mandrake Capulus to found the Barony of Capulus, was the target of a sudden and powerful assault by elemental and mortal forces loyal to the Montesques, Bethany and Alexandra. Those with connections to the land, either noble or otherwise, felt a Formal Casting begin at the start of the assault, which is

said to include the "landing and anchoring of an ominous spire of the darkest rock." The hour-long battle took place almost completely within the wreckage of this former keep (whis is occasionally rumored to still house Mandrake in its depths, or his ghost), making it difficult for Capulan troops to muster and counterattack effectively. An hour after the battle began, the Montesques and their forces quit the battlefield, rifting away (most likely to the Plane of Death) to leave behind the dark spire and a number of questions. Sketchy initial investigation by local wizards indicate that the spire is part of a larger magical working, and with the successful completion of this attack, the structure seems unassailable to common counter-measures.

The Raven's Herald has dispatched reporters to the scene, and more information will be printed as soon as it can be uncovered.

Minotaur Tribes in Westmarch



Representatives of the Court of Westmarch announced that a tribe of minotaurs has made its home in the hills near Bigbear, with peaceable relations established with Baron Cadoc Morbihan. The situation came

about this past February, when the Baron and his court were approached by a minotaur named Khos, who presented himself as a shaman for his people. Khos explained that a makeshift tribe had formed from outcast minotaurs of other tribes. These outcasts had been initially drawn to Bigbear last summer by a particularly monstrous minotaur tainted by chaos and earth, who sought to forge a corrupted army of followers. Baron Cadoc led his court to success against the monster (see the Raven's Herald Summer 609 Edition); once it was slain, the survivors found themselves cast out from

their home tribes, and drifted back to each other.

Khos approached Baron Cadoc this past February to reveal that the mutated minotaur's ghost had reappeared and begun again to taint the other minotaurs, to continue its depredations. Baron Cadoc quickly gathered his people to him and engaged the tainted minotaurs, while Khos was aided by Westmarch healer and journeyman shaman, Branoven, in casting out the ghost, once and for all. Following the hard-fought physical and spiritual battle, Baron Cadoc and Khos came to an arrangement, with the minotaurs acknowledging the Baron's rulership, while the Baron assured him that his people would be allowed to settle and prosper. Despite some misgivings from Bigbear's residents, who recall last summer's ravages at the hands of the monster, the valley has so far returned to a peaceful balance.

Crypt-tography

A group of adventurers was tasked to clean out a crypt of various undead. The crypt was a recent discovery, unearthed when the topography of Cumberland unexpectedly shifted in some areas. A less seasoned group of adventurers had originally been sent, but after advancing deeper into the crypt, they withdrew as the undead seemed to be getting stronger and appeared more frequent. The follow up party was able to clear the remaining rooms, but reported encountering a Death Knight in the final vault, one that looked like it had not

seen the light of day in many years (perhaps an original inhabitant of the crypt). The adventurers said the creature uttered a single phrase before attacking, "she will rise again." Neither the adventurers nor the Raven's Herald knows what this means.

*Editors Note: Three weeks after the crypt was cleared, the party that had faced the

Death Knight met a terrible fate. While tending to an unrelated opportunity, the adventurers were overwhelmed by the challenge and perished to a man/woman. Of the seven that were on the adventure, only three successfully resurrected. It is possible that the others attempted to resurrect elsewhere and have either failed in their attempt or have not been in communication with their usual traveling companions. Rumors have begun to spread about the cursed crypt.



Tyrran Nodes

Scholars around the Duchy have reported seeing more and more pockets of 'Tyrran energy' collected in a physical form. These 'nodes' as they are often called, are not entirely unique, and have been seen in years past, but the frequency and intensity of them is most curious. Those that are attuned to Tyrra (and that would speak to the Herald) have reported being able to 'sense' them, and even draw them out with varied success. Some scholars state that there may even be a spirit or sentience about them. When asked where some of these nodes were located, no one would share that information.

Unwanted Lumberjacks

In recent months we've received word that trees have been disappearing through out the Duchy. The trees appear to have been cut to a stump, but no other evidence has been found. It is as if the trees are vanishing once cut. Some believe the trees being cut may have been sentient, but none can confirm. Any information can be sent to any ducal barracks for investigation.

Osceliron - A World Away

Unconfirmed reports have come in that this 'other world', or perhaps plane, caused quite a bit of turmoil several weeks ago. From what the Herald has gathered, a significant rift was torn between the worlds, but this rift was no 'ordinary' magical creation. Apparently twisted forms, perhaps of the Void, were seen in and around the rift. The surrounding area was also said to be absolutely frigid, even more-so than one would expect for the season and at that general location. The nobles and adventurers met the challenge head on, battling the heinous creatures surrounding the area, and after a short time, they even entered the rift itself. It is not known what occurred on the other side, but for several weeks after everyone returned, activity between Osceliron and Tyrra was quiet. Has an accord been reached with this other world? If not, what next?



Foxcroft Merchants

Cantrip Tomes Enchanted

Specialty Items Acquired

Buying, Selling, & Trading of Components
Our Specialty

Grist for the Mill

What has happened to Robert Turlak? There is rarely a person who cares about the people as much as he has. One who put himself ahead of others countless times to better his barony, seems to have seen fit to disappear from public appearances. Even when the barony of his friends and former traveling companions Sir Raven and Squire Cypris call for aid and offered hospitality, he did not appear. What has happened to him? Has he fallen and we have not heard? Does he have a new life which keeps him occupied?



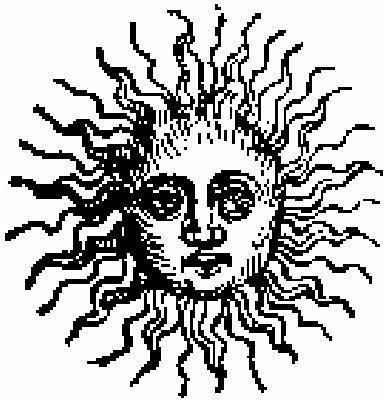
Orc Ear, a New Sunny Destination?

The temperature around Orc Ear is uniquely warm this time of year.

The spring thaw came early for them, and local farmers are concerned about irrigation

for their fields. Usually the Winterwurm River helps supply waterways to the northern most town of Cumberland, but some of those rivulets are even drying up.

Administrators in Cumberland are worried that this may spread further south into the Kragen Moor, which will greatly disrupt the wildlife dependent on the marshy terrain.



Woes for the White Torches

Reporters for the Raven's Herald have finally confirmed that the White Torches Combine, the mercantile house operated by Lord Tristan Randolph Huntington, has been suffering a series of attacks on its caravans, beginning sometime in the Autumn of 609, ER. "I had been keeping the situation quiet at first," Lord Tristan consented to tell the Herald, "but after months of failing to turn up significant clues, I feel it is time to discuss the matter, and reveal what can be told."



According to Lord Tristan, humanoid tribes and gangs have been attacking White Torches caravans consistently enough to be part of a larger pattern, despite the fact that the attackers have been disparate bands with no apparent connections to each other. Nor have there been any links to the locations of the raids beyond the fact that they have all taken place within the boundaries of Ravenholt. Those survivors or resurrected members of the caravans describe hard, fast raids that leave stripped wagons in their wake, while the assaults themselves are merciless, attempting to kill all that the attackers can.

Despite attempts at changing routes and schedules, and other security measures (including one tactic this past January and February, where guards were sent to follow caravans from a distance, and provide immediate response to any raid), the attacks continue. Lord Tristan also stated that the other troublesome aspect is the appearance of at least some of the stolen goods at isolated rural locations or black markets, which seems inconsistent with the humanoid assaults.

"I would ask that if anyone has information on these raids, please bring it to my attention," Lord Tristan said. "There will be compensation for any information that proves valid and useful. Any adventurers that would be interested in helping my people investigate the situation are also welcome to discuss the situation with me."

Heroes and Ravenholt

By: C.E.

Ravenholt has always been a land of adventure and legend. Not the first of Evendarrian duchies, but certainly not the least. Adventurers travel from all parts of Tyrra to say they have been to Ravenholt, been part of its mystique, and to test their skills against its horrors. Evils of indescribable power have made our fair duchy the focus of their destruction to prove themselves and to defeat a people that are unbeatable. Let's face it, if a Vampire or necromancer could permanently overthrow Ravenholt, he or she would be remembered throughout history as the one who accomplished what no other evil has. Every foe has been beaten back by the citizens who drew their swords and cast their spells alongside of legends and heroes. Leaders have arisen to confront each threat to this land, some by choice, some by circumstance. All have faced their challenges; some have been memorialized in the names of the Baronies.

The Blood River is called such because of the blood that was spilled on its banks. We see the Hero's Graveyard and should remember those who have fought and fallen before our time. Names of those who have become legend. This is our time and in it we have seen the nobles and citizens take arms against legends and villains of old. Heroes who are

not taking their deserved rest, and families who wish to rule over those whom their mother tormented in years past. The hardships of a cold winter, animal attacks and invasions test the strength and will of the people. Whom to follow? Who is their true liege?

These are questions on the minds and lips of many the average citizen. People searching for heroes to be their beacon in dark times.

"He can save us, he was the first," and "He can save us, he is our lord now," are some of the words falling from the farmers' mouths.

I say let the actions of a person determine if they deserve your loyalty, your blade and your blood. We do not need to look to stories of the days of old for inspiration and heroes. When you hear the names Baron Martimus, Sir Raven, and Jason Askani, know there are heroes among us now who in 200 years will be remembered as the heroes of old to whom future generations will look to for salvation and inspiration. We find ourselves in a trying time but, as every generation of this duchy before us and, with our own heroes to inspire us, we will prevail, we will stand we will be Ravenholt.

Time to see what Lies in store
While you look upon the castle door
You must move under stealth of night
To learn when the time is right
Word I'll send when it's time to meet
Then come to me and be real fleet
A spot to pick and be unseen
As they move you must get between
I'll send word upon a bolt
Then you'll know its time to jolt



Arising from the Shadows

A large force of undead has been seen gathering at numerous sites of great battles throughout Ravenholt's history. This force appears from the darkness as though it were shrouded in shadow. Assault forces muster and prepare to engage, but by the time the troops advance, the force has usually begun its retreat, leaving a sizable number of lesser undead behind while the larger force disappears back into the shadows. The lesser undead left behind show no traces of elemental darkness, nor do they appear to be shades or shadows, which have threatened Ravenholt in the past. Not having directly encountered or captured any of the central figures commanding the undead, their nature and make up can not be confirmed.

Ravenholt Institution for Magical Arts & Physical Learning

His Grace Duke Gerard Walters would like to formally announce a new charter for the Duchy of Ravenholt, for the Ravenholt Institution for Magical Arts and Physical Learning (RIMAPL).

This Institution will be dedicated to the teachings of the Magical Arts, such as Celestial and Earth Magic, in theory and in practice; the Art of combining herbs and minerals; and the physical art of the hammer, to produce fine instruments of weapons and armor.

It is our hope that the RIMAPL will be able to start accepting students in the spring of 611, with those from the Duchy of Ravenholt receiving the first seats. To support the Institution, His Grace has agreed to guest teach a class, "Magic in the Military." Be sure to sign up early for that one! Schools at the Institution will include, but not be limited to:

- Celestial Arts
- Earth Arts
- Archaeology
- Herbalism
- Alchemical Arts
- Weapon Smithing
- Armor Smithing
- Military Training

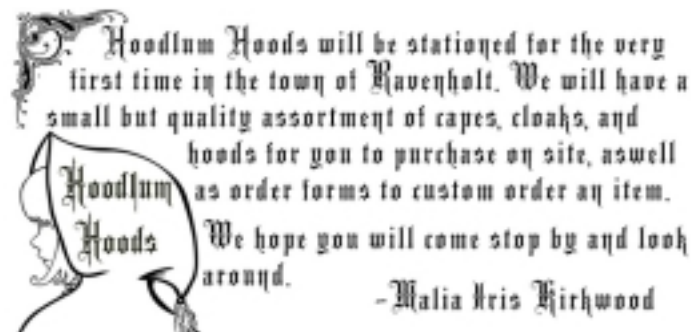
We will be looking toward the Adventurers, particularly the Adventurer-Arch Mages, and Masters of their crafts to help us guide the founding of this Institution. We are also pleased to announce the Headmistress of the Institution: Baroness Anwyn of the Barony of Westmarch. She was accepted for this position because of her love of education, as well as the outstanding support from her fellow adventurers.

In service,
Sirus Holmecrest.
Long Live King Mykel
Long Live Prince Kevynn
Long Live Duke Gerard Walters
Long Live Ravenholt!

Stranger in the Woods

Odd reports have come to the Herald of a "wandering" man. Residents from villages around Ravenholt speak of elusive figure who seems to appear at random times along the edge of the woods beyond the fields. Said one yeoman, "Nobody's had a good look cuz he sorta just disappears as quickly as he appears." There are no reports of hostility on the wanderer's part. Some have even recalled seeing him wave or beckon. "My girl tried to approach him," said a concerned farmer, "foolish thing that she is. Lucky nothing came of it. He was gone before she got very close." After receiving similar tales, the Herald sent a couple folks out to the fields to watch for the wanderer. After a long, cold night, our reporters were able to confirm the sightings.

"The figure is usually hooded, of large build, possibly human or at least seemingly so. He seems to step in and out of the trees, or is just really good at hiding and fast. We never saw the face under the hood, but he did wave at us with an open hand. We waved back and ran to approach, but just when we got close enough to speak, the wanderer gave an anguished shout and disappeared again. We didn't get another glimpse, and we stayed out there until dawn." The Herald would be interested in hearing of other sightings, especially if anyone has better success speaking with the wanderer.



The Tyrran Traveler

April, 610, E.R.

by Kia'Amat Tan'Anin, Clan Tan'Anin

Inorian Empire

Her Majesty Queen Sophia Marcelles, ruler of the Inorian Empire, has put forth a call on behalf of the Duchy of Mordania, seeking individuals to populate and defend the region from the enemies of the Empire. Those interested should travel to the city of Williamstown, on the edge of the Inorian border with the wild lands to the west and the petty bandit lands to the south and east.

Duchy of Dragonaire

His Grace Duke Johnaus d'Veffel has issued three Edicts for the Duchy of Dragonaire:

Any businesses transactions that exceed fifty gold coins or more, must involve someone who holds a writ to do business or be done through a guild. Writs to do business may be purchased from the Magistrate and expire every January. Guilds are only established by express permission of the Duke.

Any permanent circle of power established in the Duchy, must be done so through the Earth Guild or Celestial Guild. If anyone wishes to create a permanent circle of power outside of the guilds, you may petition the Magistrate to do so. Any Noble of Dragonaire may expect investiture to any established circle. Whenever there is an outing, no personage of non noble station has special rights to loot above another. Unfair looting is considered theft against the Duchy and a punishable offense. Here are some examples: Lagging behind to loot while others are fighting; stealing a treasure chest for oneself; claiming a share of the treasure at the end above and beyond what others get. If you feel wronged or witness any of these events, report it to the Sheriff. If an accused party is proved guilty, the twenty-five gold fine for theft is instead offered as a bounty to the one who reported it.

Willowdark

Lord Cirin Icerider of Willowdark has been missing since January, 610. He was last seen in the artifice workshop in his tower in the Willowdark Academy on the morning of January 2, 610, where he was working on some hazardous magical research. He is not believed permanently dead, but may have been

abducted or incapacitated as a result of his magical research. Attempts to locate and rescue him are underway. Until further notice, Guildmistress Aislín Kakarachka is acting in his stead to administer the Guilds of Willowdark and the Willowdark Academy.

Angwyn

The area surrounding Angwyn is being evacuated for several months while a collection of clockworks and the Mantis Warriors cleanse the area of a Brood infestation. They anticipate using a collection of explosives and poisonous gasses that will destroy or disease the strongest Brood and will weaken the tunnel system they have created beneath the town.

Izendorn

The two blade pieces and the blade stone of the Sword of Izendorn have been assembled by the mages of Izendorn. Upon completion, they were brought in proximity to the dome around Galadore, at which point a resonance between the two was found. The grip has also been found but the cross-guard, the pommel stone, and the sheath are still being sought. Prince-Regent Irlonde Mael Sti'gandr Montserrat thanks the Ducal House Lanalor of Lanalor's Keep, the former baronial house of Talosi, Baronial House Barreth of Starlen's Crossing, and Ducal House Blathnat NicRuari of Oasis, and their respective citizens for all diligence thus far.

Lomari

In recent weeks, every single Paladin of the Shields of Lomari has fallen in valiant battle, seeing the Ryth broken but dying to a man. None who fell have been seen to resurrect. As a result, the Council of Guilds will expand the duties of the Watch, both local and on a provincial level, to cover those duties they had previously enforced.

Darkenwald

By order of Louis Sadrian on behalf of Baron William Crisp, the following individuals are deemed criminals within the confines of Darkenwald. Aiding them in any way is a serious crime in itself:

Magius Stormseye, Maze, Jacob and Frederic of the Broken Arrow, Kurhan Stonemist, Maleus, Matthius, and Draco

public notices

Pantherghast Invasion All should be on alert, numerous creatures identified as pantherghasts, of varying strengths, have been reported roaming the duchy. The source of their summoning has yet to be determined, and their target(s) are not known at this time.



Procession of Nobles

Hear Ye, Hear Ye! Let it be known that His Grace, Duke Gerard Bartholomew Walters will be holding a procession of nobles on the eve of Friday April 23rd. Local nobles at the gather are expected to present themselves. Nobles of Evendarr are requested to present themselves. Foreign nobles are invited to present themselves. Havalock, Squire to His Grace, will be coordinating the procession.



And Oh My Prince's Tragic Heart
The Magic Portal's Name.

Love one Elf to hunt a prophet.
A wintry unreliable grin, I
Hide not tomorrow as a faulty King.
A solemn Elf, snowed eight gems.
Ah, if anarchy evokes, pick four.
A hidden letter nests, trust ye lion.
Ranger d'Buchelm, Eastwyk
Healer Gwyst, Cumberland

~Farret



The Queen of the May

Citizens of Ravenholt, be it known that Quesseleanoria has been selected as the May Queen. In order to claim her throne she must collect enough freely given gold to cast her crown, which must be completed by her coronation on the

first of May. She will be attending the gather in April in order to complete her quest. She will be offering rewards to those who gift her with gold during the gather. Those who choose to take up her challenges will find themselves rewarded. Look for her at the coming of the day.



Birth announcement

It is with great pleasure that I announce the long anticipated arrival of my nephews, the newest additions to the Morbihan family. Liam and Aron Morbihan of the de Souza clan were born in the early hours of dawn on the twenty-first day of March, 610 ER. Please join Baroness Anwyn and myself in extending the heartiest of congratulations to the new family.

With Pride and Joy,
Sir Cadoc Morbihan, Baron of Westmarch



If anyone is interested in weapons of quality, like those able to withstand shatter and destroy spells, please let me know. I'll be happy to make them for you if you supply the special materials that are needed. I will not charge for making the weapon, I simply ask that you make a donation to the orphanage of your choosing

Sir Kade



Clan Tan'Anin Trading

*unusual items bought, sold,
and bartered*

*Custom cast and forged but-
tons, signet rings, and pins of
office a specialty*





Ravenholt Archaeological Society (RAS):

Though Ravenholt has seen its fair share of Archaeological digs, and the Society has in and of itself done well, it will be integrated into the new RIMAPL. We are very pleased to introduce the Dean of the Society, Bernard Morrison, as well as introduce the in-field instructors:

Kristov Crais, Archwizard of Free Magic, Ravenholt Archaeological Society

Evan Wagner, Archwizard of the Sown Seed, Professor of Earth Magic, Ravenholt Archaeological Society

The RAS has a number of digs scheduled and is excited to keep the populace informed of their findings. The RAS also has interest in keeping its students and instructors safe at dig sites. They may occasionally have need of hiring adventurers to “clear” out areas prior to their excavation. If you or your fellows are interested in assisting, please seek out a RAS representative.

In Service,
Sirus Holmcrest

Gakki Attacks on the Rise

A number of hamlets and villages have been assaulted in the last three months, the long nights and winter weather used to good advantage by creatures in thrall to the vampiric Gakki. In all cases, the community was small and isolated, with no more than a couple of dozen families in each. Adults were ruthlessly slaughtered, many turned into “Shards of the Gakki,” or animated by hives of corpse beetles that follow the abomination. The children, however, were left unharmed unless they attempted to fight back. Vampiric experts believe that this might be an “ecological” action by the Gakki, allowing new generations of healthy, intimidated living beings as a stock of sustenance for the creature and his forces. At each of these locations was found a tabard in the colors and patterns of the Barony of Westmarch from the time during which it was administered by Jayson Askani, nailed into some central, easily found location. Askani has not been reached yet for comment on this discovery.



Elderly Mystics Found Dead

At least three Mystic Wood Elves of consequential age have been found permanently dead in or near the Mystic Wood in recent months. No injuries were apparent on their bodies, nor were there any signs of struggle. The first such death or deaths may not actually have been noted as related, in that the age of the victim(s) may have caused those finding them to assume death was due to old age. As such, the Herald cannot determine with certainty when the first body was actually discovered. Adding to the oddity of these multiple deaths is the fact that none of those found were known to those who came across them, so no names have as yet been pro-



vided to notify families. A source inside the Wood tells us that the two bodies he saw also looked a little strange, saying “I’ve never seen

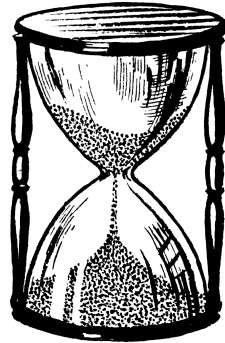
anyone, living or dead, who looked so peaceful before. It’s like they just decided ‘My life’s work is done, now I can die’ and did. Oh, and, funny, both their horns were so pale and white they were almost translucent. Never seen that color before – I remember thinking ‘Maybe they’re from the same clan,’ but I don’t know.”

If anyone hears of any elderly Mystics who’ve gone missing, we’re sure the Council would love to know so they can return the bodies to their families.

NERO® Playtests in Use at NERO Mass for 2010

Using –

- Meditate – *NEW THIS YEAR!*
- Smithing Playtest– *NEW THIS YEAR!*
- Formal Magic Logistics– *NEW THIS YEAR!*
- Alternative Slay and Assassinate Effects
- One Handed Block
- Critical Parry Modification
- Blade Fury
- Master Craftsmen
- Return <type>
- New Player Deaths
- Storage Locker
- Limited Reset
- Magic Skills
- Magic Spells Volume 2
- Dexterity Armor
- NERO Formal Cantrips v4.1
- Base 5 Damage/Healing v1.2
- Critical Slay/Assassinate Modification v1
- Additional Spells
- Magic Item Slots v2.0
- Resurrection Modification v1.1
- Racial Skills v1



- Archery Aura v1.0
- Base 5 Alchemy/Harmonics v1.2
- Carrier Attacks v1.1
- Damage Types v1.1
- Modified Detect Magic Spell v1.0
- New Character Rebuild v1.1
- Physical Attacks v1.0
- Spell Crossover v1.0

Not Using –

- Removed Armor Breaches - *REMOVED*
- Stop Thrust
- Mind Effects Restrictions
- Armor Suite
- Interrupting a Spell Incantation
- Pick Locks
- Staff Thrust
- Craftsmen: Training Max-out Play-test
- Unified Teaching Playtest
- Critical Slay Playtest
- Scaled Protectives
- Binding Rip Free Play test
- Mentoring Extra-Skills Playtest
- Alternative Lock-picking System



NERO Mass 2010 Schedule

Camp Haiastan, Franklin, MA

- Ravenholt Season Opener 4/23-25/10
- Ravenholt Weekend Event 6/4-6/10

Anastas Farms, Lakeville, MA

- War Day 7/24/10

Camp Haiastan, Franklin, MA

- Ravenholt Weekend Event 8/27-29/10
- Ravenholt Season Closer Event 10/29-31/10

Current Legal/Medical Paperwork Needed for 2010 Season

To ensure that we have current legal and medical paperwork for all our players on file, everyone will need to complete a new set of paperwork for the first event they attend this season. For the under 18 set, this means you'll need to make sure your paperwork is completed with both your parents' signatures and those of your on-site guardians. If you want to have this ready to save time at check in, remember that you can print out our forms from the EVENT INFO: LEGAL/MEDICAL RELEASES options on the NERO Mass website or go straight to:

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

Wish List Items

- √ Spell Packets (extra incentive - 3 formal components per 100 packets in addition to goblin, maximum of 9 components). We're setting aside a limited # of components for this exchange, so make sure to get them in before they're all gone!
- √ Rope lights (extra gobby offered)
- √ Glow Sticks - 6" and 1" - all colors (extra gobby offered)
- √ Cool masks that can be used for various plots / creatures (extra gobby offered)
- √ Extension cords - 50 foot or longer - (extra gobby offered)
- √ Plastic Stone wall (backdrop)
- √ Barrier Spray
- √ Unused elf ears
- √ Makeup crayons/pencils
- √ Flame lamps (battery powered & plug in)
- √ Scarring liquid/colodion
- √ Small LED electric/flameless tea candles for the tavern
- √ Silver exchanged for platinum or gems (at check in)
- √ Disposable drink cups
- √ Gatorade powder



Position Available

EMT/Head of Medical

Responsibilities:

- Respond to medical emergencies during events.
- Accompany injured persons to the hospital when needed.
- Keep inventory of medical supplies and inform me of what may be needed in time for the next event.
- Must be licensed in Massachusetts
- Benefits: 2 goblin blankets per month.

Advertisement

Merchant's Wares - Are your adventuring clothes looking worn out and tired? Looking for a new look in the new year? Did your weapons look good until you felt them last week after they were storage all winter? Standard and Custom work on boffers, chainmail and clothing, you need it, we can help you find it. Visit www.merchantswares.com for more information and a schedule of the gatherings we shall be attending.

Call Out to All Players

The staff of Nero Mass - Ravenholt is actively seeking to increase the full-time plot staff. Staffing a campaign offers a unique opportunity to be the man/ woman behind the curtain, to learn a different part of the game, and to practice different styles you don't have the opportunity to when PCing. Your efforts of course will not go unrecognized; a generous compensation package is available, which will help to keep your PC character growing while you're staffing, and other benefits are also available. If you're interested, or simply want to know more, please send an email to plot@neromass.com

Receiving Proper Event Credit

Please note that in order to receive proper event credit, you **must** turn in your character card before you leave in order to assure you get game credit for playing. This is the only way we can be sure we have a record of your blanket(s) for the game. There will always be a box in the tavern (before game end it will be under a table or otherwise out of the way) in which you should be putting your cards. This is doubly important if you are an out-of-chapter character, as we must inform them of your attendance.

Staff Contact Info

Owner:

Annemarie Boswell (508) 967-6527
NEROMassOwner@neromass.com
P.O. Box 3122
South Attleboro, MA 02703

Event Registration:

Phone: (781) 210-0926
Mail: RHRegistration@neromass.com
<http://www.neromass.com/register.html>

Character Update

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

RAVENHOLT

Ravenholt Plot: Plot@neromass.com

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

Raven's Herald Newsletter:

RHnewsletter@neromass.com

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