

The Duke Talks to the Herald

By Mitchell Anderson, Staff Writer for the Herald

On 14 June 609 it was announced and on 1 July 609 a new duke was named and sworn. This ended a period of question and unknowing in the duchy. Ranging from survival of the duchy to will we get a new duke? Fear and curiosity stretched from the shores of Capulus to the northern borders of Eastwyck.

With the appointment of the new duke new questions arose, who is this man, will he fulfill the hopes of the citizens of this great Duchy? Any citizen or adventurer will tell you that Ravenholt is a unique place with challenges other lands could only dream of and heroes to match said challenges. Noble and commoner personalities, which at times are best taken with an intoxicant or a truly iron will.

Duke Gerard Bartholomew Walters is known to be a man of great loyalty and one who does not shy from challenges. Once a commoner who gained respect and title through his service to the Kingdom. His reputation speaks volumes and his elevation by the Prince, tells us more.



The words of his past comrades in arms gives us a different insight into His Grace; "I remember the Duke as a young Lieutenant. He was addressing some of the troops following an engagement, to raise the courage and morale of the men. Despite injury and fatigue he was collected and confident.

We had seen his bravery on the field and now to hear him speak without a hint of breathlessness was truly amazing. I leaned over to the soldier next to me and said I'll bet you a month's pay this guy will be a Duke one day." - William Michaels (retired member of His Highness's Prince Blackfox military forces).

Perhaps the best way to see and understand more about His Grace is through the words of the man himself. His Grace was generous enough to grant an interview with the Herald. The first thing that struck me was when His Grace actually entered the room in which I was waiting. He did not send a representative armed with a list of talking points and an apology for being detained by other matters. It was actually him! His

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Montesques Declare War

Since September of 608 E.R., the twins Bethany and Alexandra Montesque, children of Xerina Montesque (disgraced former Countess in Ravenholt) and Guux (former Icon of Death), have made several visits to Ravenholt City to meet with the nobility in an attempt to press their claim to what they view as their inheritance from their mother: the former County of Arkham (consisting of the baronies of Capulus and Westmarch). During this time, various other encounters between the women (individually and together) with some of the townspeople of all social classes, colored and revealed their nature and ambitions.

On the Sixteenth of October of this past year, the Montesques made one last entreaty to newly-installed Duke Gerard Walters. Flanked by his barons, the Duke informed Bethany Montesque (and her entourage, Sir Theodore and Artallus, Voivode of Grief and Serenity) that he could not see fit to grant the twins' petition. After a surprised confusion on Bethany's part, she then said she and her sister would claim their lands the way their mother did twenty years earlier, and

that war was declared between the forces of the Montesques and the forces of Ravenholt. She then departed the area to give Duke Walters and his nobles time to digest the news.

On the following afternoon, the sisters launched the initial assault of the war, bringing with them a terrifying force of Destruction and Death Elementals. Indeed, witnesses observed that the twins and their personal retinue also seemed to be wielding greater-than-usual power, though this is of course difficult to verify. The initial attack was on the town of Arkham, in Westmarch, the former capital of the disbanded county of the same name. When it was learned that the assault was about to begin, nobility and adventurers in Ravenholt City went to reinforce the town, coordinated through Baron Cadoc Morbihan of Westmarch.

Battle was joined as each twin led a force on a separate circular march around the perimeter of the town, in opposite directions. Ferocious, bloody combat ensued that littered the roads and fields with the dead and dying among the town's

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Vallentines

To My Friends and Family in Ravenholt

As another year draws to an end I find myself longing for your company. Though my duties in Kaurath keep me from returning to the lands of my birth, please know that you are always in my heart and thoughts. I miss you all and I hope this note finds you well and prosperous.

-Squire Elsharra Monfort
Vassal of His Royal Highness Nicholi Kaurathel



Mother Merry,

My admiration for your words and deeds know no bounds. You are a beacon on a wintry night, an inspiration to all and especially to me.

-Your Secret Admirer.



Martimus,

You are so handsome, strong and brave!

-Selene



Meldanya,

Hildo mi hon-maren.
Melaniva mätta, hon-maren enyala.
Na i turmina kallo mii kena mi lyaa oore.

To the Women of Westmarch

No court is a true court without the ladies that inspire it.
You are our strength.

-C



Alyssa,

Thinking about and missing you a lot lately.
Hopefully we will meet again.

-C.E.



Bertha - The chickens wurnt wurth losin' you. Come bak to me, mah lov.

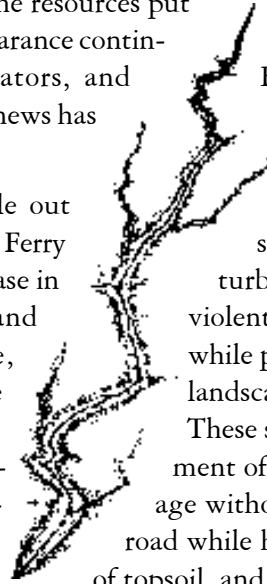
-Phill



Mystery Storms Wrack Shandlin's Location

The second disappearance of Shandlin's Ferry, a town in Eastwyck along the River Norther, remains a mystery that eludes all of the resources put toward solving it. But as this disappearance continues to haunt and frustrate investigators, and Baron Telaris, ruler of the land, worse news has begun to be reported.

For roughly a mile out from where the center of Shandlin's Ferry should stand, has been seen an increase in turbulent skies and storms. Sudden and violent tornadoes appear out of nowhere, while powerful thunderstorms wrack the landscape with increasing frequency. These storms lack the usual accompaniment of rain, but do considerable damage without it. Lightning tears up the trade road while high winds scour the ground clean of topsoil, and pour fill into the river, to muddy the waters and clog the current.



As the investigation continues, authorities urge travelers to avoid the area, as they have no reason to believe that the disturbances will subside any time in the near future.

A Liche in Eastwyck

At the gather in October it was learned that a liche of no small power had been working on a method to raise greater undead using infants and small children as components. This project seems to have been ongoing for many years, though it just came to the attention of the guardians of our lands recently.

Draco Frost was reported to have been involved in the investigation. When the Herald attempted to interview him he was very reluctant to comment saying only, "What he was doing to those infants was the most disgusting and saddest thing I've seen in some time." He seemed quite shaken and disturbed, declining further comment.

Adoptions on the Rise Around Eastwyck

It is with a joyous heart we report that adoptions in the barony have increased greatly in recent months. It is felt this is a sign of prosperity for our fair land. Many of the orphanages are still overburdened with children orphaned during the devastation of Garn and the recent wars. Some of these children have been in the care of the orphanages since infancy. The recent upswing in adoptions has helped to take some of the burden from these fine establishments.

Grist for the Mill

By Savannah, Field and Gossip Reporter for the Herald

Greetings to everyone. These past few months have proven to be interesting ones for Ravenholt. So let's start with the Counts! We are looking at an interesting distribution of lands. Capulus and Cumberland don't even touch. The only barony with a border on Capulus is Westmarch, unless you take to the sea. Now as you may recall the last time we had such an arraignment as this, it worked out ever so well for Count Northridge and the Barony of Westmarch. If you recall the visit Baroness Montesque paid that neighboring barony following the Count's passing... Has anyone had the chance to ask Bethany and Alexandra Montesque what really has brought them to town? In looking over my notes, I see that it had been almost 10 years to the day since the Counties were originally disbanded, and 20 years since Xerina's claim to the County. Coincidence? These little darlings really are following in their mother's footsteps, as they've declared war!

A Westmarch and Eastwyck connection! Now that is interesting given that Sir Raven and Squire Cypris both hail from Shandlin's Ferry in Eastwyck and have travelled extensively with a prior incarnation of said Barony. In September, when Eastwyck was under siege and the Duchy was called to battle, these members of Westmarch were side-by-side with Baron Telaris and his court as the mobilization occurred. Was there some secret negotiation to further bond the two Baronies based on these ties? And what happened to Shandlin's Ferry? Can this small town ever catch a break? Many scouting parties have gone to the former site of the Ferry, but I can't say we've learned the cause of its disappearance. What is Perdue's role in all of this, the would-be mayor of Burton-on-the-Blood. Perdue, along with

the Knight and Squire of Westmarch were all present several years ago for the release of at least part of Cecil Eastwyck's Wife and one of his children's spirits. Where do their loyalties truly lay, is there a divided

oath? Let's watch and see how this plays out.

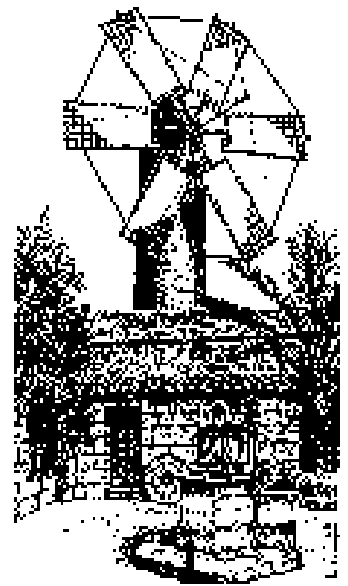
Continuing with the Counts. Does anyone recall when Baron Martimus was Baron-Regent of Capulus for a brief time when at the time Baron Wolvestride was relieved of his duties? As I recall, Baron Daramor was also removed at the same time for dereliction of duties regarding defense of a visitor to the Duchy. All during the chaos of Duke Greystone's tenure.

Good thing this current Duke is not married to a questionable dream creature. But that is the past, both are now Counts, and we still have as of this date Baroness Tristemere. Longevity apparently breeds title. We shall see if the new Baroness has the ability to assemble a Court that can play a four person game of cards without aide from their noble brethren. We miss the sweet song of the minstrel Robert Turlak, where has that boy gone to?!

Where has Omi, our esteemed Healers' Guildmistress, gone? Her duties must have her traveling all over the Duchy! Rumor has it she has some connection to an undead that's made his presence known. Is she responsible for creating this foul abomination? Or was this a fallen hero the Guildmistress was unable to save and he has come back from his grave to torture her? A guild without a mistress is a very sad place indeed. But Keyla's been doing a wonderful job covering for both guilds, we hear. There was a bit of a scene some months ago, something about tidying up the basement? Apparently it's all been swept under the proverbial rug, though.

Speaking of longevity! This reporter has seen some images from years past, of legendary members of the Duchy. Mother Merry: Like a fine wine, you age beautifully. Others, apparently, are not so lucky - has anyone checked recently to see if Perdue is a Lich?

Speaking of the Duke! Earlier in this edition you may have taken the time to read the interview Mitchell conducted with His Grace. The only thing missing was a nice image of a fireplace to make it officially a fireside chat. The only way it could have been more of a beige political interview would be if it was called Interview with the Duke and followed up with The Duke Gerard Walters! As much as the Herald enjoys this access to the Duke, one has to wonder what new twist or curse of fate has yet to be revealed about this man.



Winter Gathering and Special Hunt Called in Westmarch

Adventurers Welcome by Special Invitation:

Due to unusually escalated wild animal attacks on livestock and grain stores, Baron Cadoc Morbihan and the Court of Westmarch will host a winter gathering and special hunt to benefit local villages in need. All hunters and other interested adventurers are invited to join the Court at the Baron's hunting lodge near Bigbear on Feb 6, 610 ER. In addition to those offering their hunting skills, Baron Cadoc extends the hospitality of his lodge to the other Courts, guilds and adventurers of Ravenholt. Visiting nobles and adventurers from other lands are also most welcome.

A Job Well Done

It is with great pleasure that I thank and congratulate the citizens and adventurers of Ravenholt for their recent victory over a being of Darkness that was recently dispatched. It was believed that this being, in an attempt to increase its strength, was destroying items of power from the elemental plane of Light. During the time when this being was destroying these artifacts, sources of knowledge and history began to vanish. It is my belief that if it had not been stopped soon, than much more knowledge would have been lost. Although now the Darkness Elemental is gone, it is time to correct these problems that were made. In order to make things right, Light must be strengthened. This knowledge is for you to act upon.

-Brother Loksey

The Legend of the White Queen

There are few tales left of the days when man first came to Tyrra, those that survive do so through the elves who first encountered men centuries after they crawled through some rift from beyond. However one tale that was chronicled during the early peace between Quentari and the men of old is that of the White Spider also called The White Queen or She of the Seven Arms. Records of it still sit in dusty tomes in the archives of Helevorn.

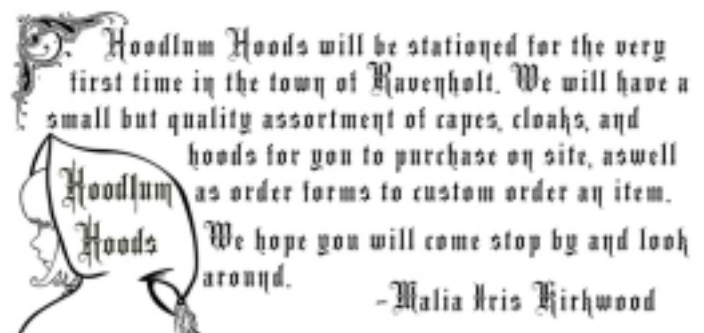
So the tale says that when man first came to Tyrra they found a paradise. It was green and pleasant, filled with game and plants to eat, lumber for building and stone to shape. It was blissful to them compared to the former life they had lived of which they never spoke or thought of again once they arrived on Tyrra. The days grew longer and man walked in the light and hunted and farmed and danced and made merry. But it did not last and soon the days grew short and the night encroached deeper and deeper into that first settlement of man.

Then as the days grew short and bleak and the nights long and hateful, She descended upon them. She came and watched, sneering, laughing and reveling in the slaughter. Her eyes mirthful at the suffering.

The first night she came while the first village of men slept and whispered in their ears a song of despair of doom and futility. The second night she came and soured their milk and fouled their food, that men woke from their sleep retching and ill. The third night she came with her most foul weapon, hope, and told men tales that the frozen blight would soon pass. On the fourth night she brought greater chill than before and laughed at their folly and taunted their hope. On the fifth she did not come but let them suffer by

themselves and soon men turned on men in violent frenzy. The sixth night she came to suffer their wrath and returned ten fold each blow she received. The seventh night she came and healed their wounds, raised their dead and cared for their children. The eighth night she came covered in blood and ready for the end of man. She swathed through, her last limb before her, an end to the despair and illness, hope and shame, insanity and wrath and redemption. On the eighth night she was death. So would have ended the fathers of man, but one young girl came forth. Her name is lost, but Thalliana the elves called her for her bravery. She came with a mirror its origin unknown and held it before her. In the mirror she trapped it, through what magic was never told, be it the mirrors or Thalliana's herself. With the White Spider's last limb captured within it, she threw it to the ground and the mirror shattered like a shard of ice thrown upon the stone.

The White Queen then recoiled from that first village of men and with her retreat the sun returned. It is debated among those elven scholars who have read the tale whether this is simply an allegory for Man's first winter on Tyrra, or if there was in fact some being or creature that followed Man, the seasons, and preyed upon the weak and the lost.



Eastwyck's Claim to Griswold

Last fall the undead known as Iain Gerling laid siege to Griswold and several citizens fell at the claws of his ghouls. The nobles and adventurers of Ravenholt arrived on the scene and were able to repel Gerling's forces. As the undead were pushed back, the being that refers to himself as "Baron Cecil Eastwyck" arrived and was reported to have had harsh words with his former ally Gerling. After their dispute was resolved, and the remaining undead minions were dispatched by the gathered adventurers, "Cecil" laid claim to Griswold. Clear facts of what occurred next have not been confirmed, but "Cecil" left and returned with a sizable force soon afterwards. Reports came in that Baron Telaris and Dame Rillien were captured in the battle, and that Coombe was surrendered to "Cecil," in addition to Griswold.

While the next day Baron Telaris, his court, and the adventurers of Ravenholt were able to reclaim Coombe, Griswold remains under the control of "Cecil." Many of the citizens have moved into temporary housing elsewhere, while a much smaller number have moved back into the city under "Cecil's protection." Those that have moved out of the city are anxious to return home. One woman was quoted as saying, "that's not Cecil, he's just some impostor wanna-be claiming to be the man that founded this barony. Cecil would never do this to his people." While that may be the case, the fact remains that "Cecil" retains control of Griswold, and those displaced by his occupation are homeless this winter. It is clear that the will of the people is that the current court of Eastwyck is able to reclaim the city, the sooner the better.

Man on the Lake

The creature can't really be called a man, as it has no physical form, as far as we know. Over a year ago, we received reports of a mysterious spectral creature that made his presence known. The first reported encounter was with adventurers of Ravenholt, and the creature supposedly raised several citizens into specters, similar to himself. What was different about the way they were raised is the fact that they retained their abilities, which is very different than most living being raised as an undead.

Several months passed without word or sign of this specter, until he made an appearance in Volta, our neighbor to the west. We were unable to gather much information about what happened there, all the Herald was able to obtain was that the specter brought with him a small army of smaller specters and assaulted the citizens of Volta. We've not heard a word from this creature since then and most had hoped the creature finished.

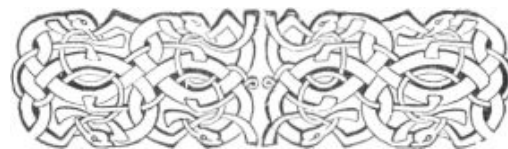
Recently, from the shores of Ravenholt capital, a vessel was spotted from afar. The makeshift raft floated closer to the

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defenders. It was only through valiant and desperate efforts of healers using Life and Tarry spells and others drawing on all manner of boons and favors that limited the casualties as much as they did.

Despite all the efforts involved, the Montesques completed some manner of magical ceremony that was their goal of the assault. They then quit the field after prolonged attempts by the nobility and townsfolk to bring some small measure of justice against the twins themselves. Scholars and some nobility suspect that this ceremony might have been used to awaken the bond to the lands inherited from their mother, but for what ultimate aim remains in doubt.

Since this first attack, the war has grown quiet. Baron Cadoc has mobilized his troops and readies them for the battles to come, as noble councils and military commanders work on ways to defend the land and try to devise some way to counterattack an enemy that is based on the Plane of Death. The reason for the Montequie forces remaining absent from the field is believed by military experts to be a result of their war to dethrone the current Icon of Death, Gurthak, combined with the tremendous amount of one-time power and singular resources expended on the Battle of Arkham. For now, as the snows of winter blanket the duchy, the citizenry remains wary and nervous.



shore and illuminated the mist surrounding it. Some 100 feet from the shoreline, the vessel stopped. Considering the recent activities with Gerling, everyone was on high alert. Guardsman came to the waters-edge, prepared to repel whatever force had come. As they stood ready, the spectral creature not seen for some time appeared from the water, accompanied by several of his spectral cohorts. This is what was reported as being said:

"Ravenholt, we have a common enemy. I offer my services to the people of Ravenholt as they battle the servants of Death in their lands. Let us come to an agreement, and I will offer you that which others can not, immunity to sickening death upon their blades. I will return, and wish to speak with anyone open to my offer. If you wish to reach me, cast a stone into the lake with some kind of personal marker, and I will find you."

At the completion of his words, the creature disappeared into the misty waters.

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demeanor was one of someone you would want to and could sit down with for a drink.

The Interview Begins:

Mitchell Anderson: Your Grace, thank you for this audience and the opportunity to further introduce you to the people of Ravenholt. It is truly an honor to meet you in person. Will you tell me a bit about your background, how you came to serve in the military and your ascension to the rank of Colonel?

His Grace: When I left home, I began traveling throughout Evendarr. I wanted to carve my own path and make a name for myself. I joined the 75th Assault Regiment at Lake Hollym after finishing advanced studies at several schools around the kingdom. I served with the 75th for five years before being transferred to Prince Kevynn Blackfox's forces. Over the following decade of service to Prince Kevynn, I was promoted through the ranks to Colonel.

Mitchell Anderson: A self made man is an interesting choice to elevate to the rank of Duke. When one looks at the other candidates you see people who have held noble title and come from noble families. How did you end up on the list of candidates and when did you first discover you were in serious contention?

His Grace: His Highness would need to speak to why I was selected, but I believe it was because of my dedication to Prince Kevynn and the Kingdom. His Highness knows me very well at this point and He knows that I will make the decision I believe my Liege would make wherever possible. I first learned of His Highness's decision in February of this year (609 E.R.), just before the gather in Cumberland.

Mitchell Anderson: When you were notified you were chosen and what were your thoughts?

His Grace: My first thoughts were that of Honor and Respect. Each of the candidates had fine qualities and skills they would bring to the position and His Highness felt that I would best represent Him and the Duchy.

Mitchell Anderson: His Highness is well known to value loyalty and your elevation is proof of this truth. Ravenholt faces a number of challenges one being the number of persons who have held the title of Duke of Ravenholt. One of whom is now, through a natural progression of time, reaching an appropriate age to resume his duties. Do you have any trepidation about which path your life will take if/when His Highness Prince Blackfox deems Prince Roderick Ravenhurst ready to resume his birth right?

His Grace: None whatsoever. I am pleased to have served

His Highness thus far, and honored to have the chance to serve him as Duke of Ravenholt. When His Highness has another assignment for me, I will gladly accept those responsibilities. My hope is that I will leave this station in a better place than when I started, and that I can be the leader His Highness is looking for, for as long as he needs me.

Mitchell Anderson: Your last answer was that of a true military man who respects his chain of command. No officer ever embarks on a new assignment without having a battle plan. As of this interview a little more than 5 months have passed since you swore your oath to the Prince, what plans and goals did you have when you took this title and how much progress do you feel you made in the past several months?

His Grace: Leadership and Unification. This Duchy has had great leadership throughout the decades, though on occasion those leaders are overshadowed by environmental circumstances. My first goals were and are to bolster and empower the nobility of this Duchy, and to encourage them to do great things. In doing so, I believe the people of the duchy will recognize this and become stronger and closer as a result.

Mitchell Anderson: To be successful with any campaign or assignment one needs people to stand with them in order to complete the task. In this case you stepped into a land that still had a noble structure at the Baronial level with people who are known entities to the Duchy. At the September gather when only two barons took their oaths to you was this a surprise? Did they give you a reason why they did not swear?

His Grace: Not a surprise at all, which is why I did not mandate oaths to be taken immediately. I trust each of my Barons and Baroness, and I wanted to give them time to build their trust in me. While I have served Prince Kevynn for several years, I am relatively new in the eyes of most Ravenholt citizens, and an oath should not be given lightly. In addition, with some of the structural changes, namely the elevation of the two Counts, I was aware that some of my vassals would be taking on new responsibilities, and that new oaths would need to be sworn as a result.

Mitchell Anderson: Given the two that did not swear at that gather, one who was in competition for the title and another whose Barony was under Siege, did you feel that you were not being taken seriously as Duke or viewed as having no real power being that was your first full gather as Duke?

His Grace: Not once did I feel that way, nor have I felt that way.

Mitchell Anderson: Your grace that was an emphatic

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answer. I apologize if I overstepped with that question. (His Grace motioned for me to continue). Has the public and noble reaction to you as Duke changed since you gained this title?

His Grace: I honestly cannot say, that would be a question for the people themselves.

Mitchell Anderson: Earlier I mentioned the challenge of the changes to the faces that have held your title. Another challenge is the status of Ravenholt in the Kingdom. Given that the Duchy was almost disbanded and the people now see you as their best hope to keep Ravenholt intact, what kind of pressures do you feel to lead the Duchy back to stability?

His Grace: I believe the primary reason I was selected for this position is that I have His Highness's trust. Prince Kevynn knows that any decision I make is in line with what I believe He Himself would proclaim. The nobles and people of Ravenholt have worked diligently to overcome hardships and adversity; they need to know that His Highness supports them and wants to see this Duchy succeed and prosper. The people must want it, and with their help, we can overcome any obstacle.

Mitchell Anderson: What do you deem as the Duchy's greatest challenge? Its greatest strength?

His Grace: At the moment, I would say the greatest material challenge would be Bethany and Alexandra Montesque. The greatest strength is of course its people.

Mitchell Anderson: (At this point in time one of His Grace's aides came in and notified him his attention was required on a pressing issue. The Duke granted me one final question prior to his departure). Do you have any plans or views as to the directions the individual Baronies should take?

His Grace: I trust the Barons and Baroness to make decisions they feel are best for their baronies and the duchy. The Counts were placed to aid the Barons and Baroness in facilitating changes they wish to enact to that end. They know their land and people better than any other, and I encourage proactively.

With this I took a knee the Duke rose and he departed. I am hoping to have the opportunity to have a follow up interview with His Grace to dig more into the strengths and challenges of the Duchy. From his words we can safely conclude that he is a man of loyalty, one who will demand and value the same. He sees the strength of the people and understands the history of the lands. The appointments of Counts, speaks to

his military background where most of his answers lend themselves more to the mouth of a politician.

Ravenholt still holds the reputation of a frontier Duchy, a Duke who can balance the military and political demands of the Duchy will provide an interesting chapter in its history. His Grace has certainly made himself accessible to the people at the gathers and through this interview. My final thought on the interview is that he was not aloof or pretentiously noble, that he cares about the people and sees his role not only as a title, but one of service to the Kingdom.

Long live Ravenholt and her people,
Long live Duke Gerard Bartholomew Walters,
Long live Prince Kevynn Blackfox,
Long live King Mykel Endarr II
Long live Evendarr



Explosion in Westmarch

On October 7, 609 an explosion ripped through a building on the edge of Ironvale. Several outbuildings suffered minor damage and the only person known to have been inside at the time was Squire Cypris of Westmarch. Witnesses describe the Squire entering the building several hours earlier after having secured something in one of the small barn sized out buildings.

A report from a witness, identifying himself as Slader, noted an unidentifiable alchemical substance on some of the wreckage. He talks about the explosion; "I was walking past the building heading into Ironvale to seek alchemical components as an odd smell crept into my nose. I looked over in the direction of the smell just as a massive explosion blew out all four walls of the largest structure, flipped the roof into pieces and threw them more than a hundred feet in all directions."

Several citizens responded to the explosion, including Slader (an alchemist), Akshay (a healer), and three adventurers identifying themselves as "The Adventuring 3." After a few moments of searching, what looked like some remains were located and Akshay administered a life spell. Upon the casting of this spell, Squire Cypris reformed and regained consciousness immediately. After hearing a description of the events, he thanked the people for their assistance, retrieved his equipment from an outbuilding and surveyed the damage just as the Westmarch guards arrived. As of this publishing the building has been reconstructed and the Alchemical substance still has not been identified.

The Tyrran Traveler

December, 609 E.R.

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

Continent of Shimez

A destructive force of indeterminate source has destroyed at least the main island of the Shimez chain, if not more. Loss of life was extensive and the consequential loss of resources there is immeasurable. (Ed. Note: See "Continent of Shimez Destroyed" this issue)

Kingdom of Thanolis

Over thirty large ships full of undead have been sighted sailing straight south toward the Thanolis area. Groups of undead have also been reported to be appearing "out of thin air" around the region. The majority are marching on the three major cities, but smaller contingents have been sighted marching north and south of Thanolis as well.

Inorian Empire

As a result of the successful destruction of Velnom on November 1st, 1209 Inorian, Her Majesty has released citizens from the wartime tax, reducing it to 1 silver per month instead of the wartime rate of two per month. Due to the ongoing undead threat in the region, all laws regarding Necromancy are still in effect.

Kingdom of Avendale

In Service of Prince Stephanos Septorian Avendale and the Land and People of Avendale, the following ascensions have taken place effective October 17th or 18th, 1909 B.R. (Brisbanian):

Dame Michiko Lord Seneschal of Brisbane, Sir Orion Deadmarsh of Brisbane, Sir Garion Griswold of Brisbane, Sir Dakkon Lord Seneschal of Galenson, Sir Malakar Kindreth, and Count Markham Asherton.

Additionally, Lord High Guildmaster Kito, Avendale Celestial Mage's Guild and Lord High Guildmaster Andvarr of the Avendale Royal Healer's Guild had their titles and vows of service renewed.

Oaths were sworn by witness of Duke Darius Steele, Lord Protector of Avendale

Hadran Empire

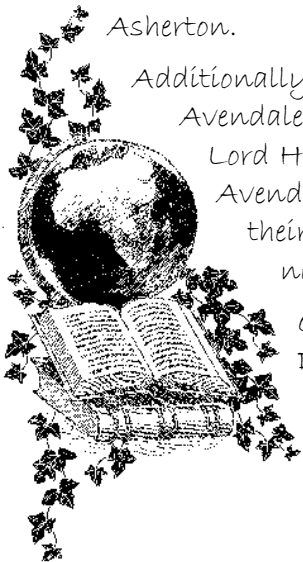
Lord Amalric Acoma Hadran, Lord High Emperor of Hadran, has granted citizenship to all goblins, kobolds, hobgoblins, bugbears, Orcs, trolls, ogres, lizard men, ettins, and all types of giants in an attempt to stabilize the region. As with all citizens, the Laws of Hadran now apply to all members of these races (as per the law, however, if attacked by another citizen, one may protect oneself). This temporary status will remain in effect until February 1, 1010 H. E., during which time those wishing to remain citizens of the Empire of Hadran can do so by checking in with Sir Achu of House Northmarch (goblin representative of the Hadran Empire). With the recent demise of Zathras, last war liche of Olde Hadran, and almost every single one of his undead followers, Olde Hadran City has finally been freed of its undead rule. Scouts to the region confirm that the undead hold on the city is broken, but the disrepair will take time to restore. As such, Lord Hadran has declared Olde Hadran City off limits to all citizens until such time as it is deemed safe.

Empire of Akliceium

Effective October 17th, 609, all male citizens of Lochling are being conscripted into the Royal Army of the Akliceium Empire by order of His Majesty, Archduke Andrew Cromwell. Whether this has any ties to the reopening of the borders of the nearby Kingdom of Tear'lon, by order of His Majesty, King Winston Castas is unknown. In the meantime, citizens are invited across the border to share in a ten day celebration of the anniversary of the founding of Tear'lon, being held in the city of Orendale. The Kingdom of Tear'lon, is located due south and west of Akliceium, bordering the ocean. It is an easy journey via river

Darkenwald

Little news comes from the northern reaches of Darkenwald, but rumors of draconic activity and massive destruction to the region have spread south. There is also talk of war, but with what enemy is as yet unclear. It is believed that Marshal Law has been put into effect in the region for the safety of all remaining citizens.



Continued on page 9

Continued from page 8

Fengate (Kingdom of Evendarr)

Good people of Fengate!

It is with a heavy heart that I must make the following proclamation. With the disappearance of His Grace, Thain Garrik Runehammer, I am left with little alternative but to take the following action:

I, Simeon Silvercord, the Marquess of Fengate, by the authority and power entrusted to me by your Liege, Duke Garrik Runehammer, do hereby assume the title of Regent of the Duchy of Fengate and Regent of the Crown of Thanos Drift.

Any who would challenge my authority in this matter are to report to Gargerent (The County Seat) at the next gather, where I will make the matter clear to them.

For those curious Gargerent (pronounced Gar-Jeer-ent) means Spear Ruler. It holds the same meaning as Garrik, our missing Duke's name, and also alludes to our future victory over those currently fighting against the rightful rule of Fengate.

Soldiers of Fengate, continue to patrol your assigned areas. Let all brigands be put on notice that Fengate stands at war. Punishments will be most severe for those found breaking the laws of the Kingdom of Evendarr.

Long Live Duke Runehammer;

Long Live Thain Runehammer;

Duchy of the Sutherlands (Kingdom of Evendarr)

The Black Dragon commonly referred to as Azufre, which had been wreaking havoc in the region of Granite Point Mountain of late, has been dispatched permanently.

Duchy of Oakhurst (Evendarr)

Knight Commander Alexander Carlton of the Duchy of Oakhurst has disbanded the Armies of the Dreadmarch, returning oversight of all Principality forces to Knight Commander and Duke Ezekiel Whiteoak, as the successful destruction of Emeraldyne the Green appears complete. Kingdom soldiers are to return to their lieges for reassignment. Knight Commander Carlton has also released all summoned creatures and other conscripted forces of duty including all Orcs, Golems, Panthergasts, Lightning Elementals, Lizardmen, and Troglodites

Praise to Those Who Lifted My Curse



The Vampire, Bratten, came to my camp of the True Blade Sept, laid siege to it and my people. Holding my people prisoner for His own gross pleasure. Bratten turned those of my blood to his servants, and cursed the mightiest to be like him. My Totem is Strong. The Strongest of all. The Totem protected me during the day from the curse, which allowed me to escape. The wind carried me to the Bear-who-walks-like-man, and he and adventurers went and slayed Bratten. Bratten's power did not leave fully, it passed to me, and drove the Totems protection from me. The curse corrupted my mind, my body, and my spirit. Again, if it weren't for the brave adventures of Ravenholt, my curse would still be upon me, and my people oppressed. Thank you Ravenholt, and it's Visitors! Special Thanks to: Bear-who-walks-like-man, Quick-as-Lightning, Slayer, Leader-of-many, Star-Man, Lady-of-Black, Verdant-Warrior, and the Huntress

I am in your Debt.

Ekino Dur of the True Blade Sept,
Totem Called of the Mighty Dragon,
Walker of the Wind.

Volcano Island?

East by southeast off the coast of Tuck, Capulus there is an island called Elemental Touch. Recently this island erupted, spewing forth molten lava. The tendrils of liquid rock barely made it to the waterline, engulfing the western border of the island in smoke and steam. After the initial incident, the lava seemed to slow its pace and is more of a bubbling pool than a volcano, though many fear the worst is yet to come. At night the island is illuminated with an eerie glow as the lava continues to simmer. No casualties have been reported, all merchant ships have been ordered to stay clear for their own safety. Is this a natural occurrence, or the work of an (easily) angered Fire Elemental. Baron Martimus has not yet been reached for comment, but any with information are encouraged to contact the Raven's Herald.

A History Test (Edition #3 Answers)

Question I: A "Shun" Spell

Question J: The Frog & Fountain

Question K: Catahoula MacHine Baljar

Question L: Thorgrim, the Aran Elenaro's personal weapon's trainer

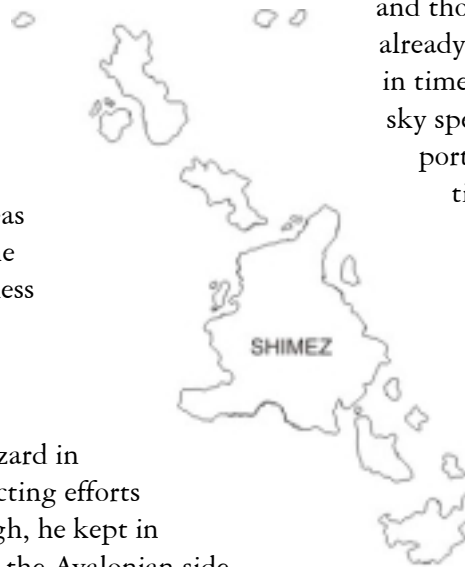
Continent of Shimez Destroyed

November, 609

The guards at Mages Point were tense and alert. The Gate to Shimez had been back in operation for an hour now and refugees were still streaming through.

They knew that at any moment a violent explosion could come pouring through the hole in space before them, but they were needed to keep order and calm as the native people of Shimez fled their doomed home. As more came through they were directed to holding areas staffed by Baronial guards, members of the 75th Assault Regiment, wizards in countless different colors, and the townspeople, all trying to provide comfort and help in this terrible time of waiting and flight.

On the other side of the portal stood a wizard in red, keeping the magic balanced and directing efforts on the other side. Directing people through, he kept in constant communication with wizards on the Avalonian side. The garrison shut down, members of the military breaking down and transporting crates and boxes through and then returning to make sure all vital records and equipment were salvaged. And all the while, the uncertainty of destruction



hung over them all.

Finally, the flow of people slowed to a trickle. The tribes of Shimez were not thickly settled around the garrison and those in the immediate area had escaped already and those farther out could not be reached in time. The wizard in red looked up at the black sky speckled in stars and then back through the portal to his counterparts in Mages Point. "It is time." They nodded grimly in reply and stepped back, some turning around to shout to the crowds hovering nearby.

"Everyone get back, we need space around the Gate in case something goes awry!"

from a

catch one last fleeting glimpse of home.

The people, tired and scared and confused, meekly flowed away, too stunned by the news of their land's coming doom to protest. Though even distance many craned their heads to

The wizard in red began his magic. It was up to him to close

Continued on page 12

public notices

Let it be known.

All outstanding bonds to the land of Ravenholt not petitioned and approved by His Grace, Duke Gerard Walters, will be recalled as of the first of the new year, in accordance with the proclamation made shortly after his appointment as Duke.

Hear ye, Hear ye!

Let it be known across the land that Sir Gabriel Wolvestride and Sir Daramor Darkcloud have been elevated to the position of Count of Ravenholt. Sir Martimus Wilder and Lady Tristemere Mirabad are Knight Barons under Sir Gabriel Wolvestride. Sir Cadoc Morbihan and Sir Telaris MacLeod are Knight Barons under Sir Daramor Darkcloud. Congratulations to all!

Long Live Duke Gerard Walters!

Long Live Prince Kevynn Blackfox!

Long Live King Mykel Endarr, Second of that Name!

Alchemical Training Offered

Any Alchemist who is seeking to expand their knowledge and explore the limits of Alchemy are invited to contact Squire Cypris of Westmarch.

Seeking to Assist New Adventurers

I have been adventuring now in Ravenholt for almost a year, and first wanted to thank everyone for their support and help as I started my travels. The early days when you first start adventuring can be difficult, and that is actually the reason for this letter.

Over the last year I have met a dozen or so new adventurers in Ravenholt and Volta who were also starting their journeys. Of those twelve, I regret that almost all have stopped adventuring after one or two gathers. When I have spoken with these adventurers after the gathers there were common themes to the way they felt, which I also found when I first started.

Ravenholt is a dangerous place. Monsters are powerful and

Continued on page 11

Notices from page 10

the adventurers are equally powerful. I have often heard how this can make new adventurers feel that their contribution does not matter. Also, I have heard often how it is hard to find things to do to keep busy. Both in terms of finding adventures, and also in terms of social interactions. Obviously fortune favors the proactive in this area, but it is easy to be intimidated when everyone is talking about matters that seem far beyond you.

During the last several months I personally have had more than plenty to fill my time. If I am not out doing something outside of town, I can spend hours interacting with the friends I have made, which means I never get bored. Extremely tired yes, bored never. However, for the first six months of my travels, like others, I also found it difficult to find things to do. Most adventures were too dangerous for me, and people quite understandably did not know if I could be trusted on such. I was intimidated by all the things I didn't know and found it hard to interact with people for fear of making a fool of myself. But I kept going and I am glad I did. I worry that others might not keep trying and we will lose good adventurers.

I want to be clear and give credit to all those that helped me though. The adventurers of Ravenholt and also the non-adventurers who come to us for aid, have gone out of their way to make me and others feel welcome. However, I know how difficult it is for them to balance that time with their own matters, which brings me to my point. Obviously no one expects new adventurers to save the world in their first month, but I have been trying to think of ways we can help new adventurers to keep trying until they find their niche.

I still need to find out more about how such things work in Ravenholt, but I am thinking of starting a guild or free company to assist newer adventurers become acquainted with Ravenholt and adventuring. We would try to organize activities to keep them busy, and help them to learn the basic skills try to keep them from being overwhelmed. This would also help us organize the newer adventurers. I found out later that the Guardian of Hopes and Dreams came to Ravenholt last gather and was unable to find anyone to help him, despite the fact that there should have been a number of us that could have assisted. This is the sort of thing I want to avoid in the future.

I am writing this letter to get reactions to this proposal, and any ideas people may have. If you have any ideas, advice, questions, concerns, comments etc, please send me a letter. If anyone is interested in helping with this also feel free to contact me by letter or at the Ravenholt or Voltan gathers. Again, thank you all!

-Swift

To Sir Raven, Squire Havlock, Perdue and Others of the Court of Westmarch and the Lands of Ravenholt,

Our mutual contact, the Sarpent'ahn Vilnius, informs us that there is a gathering of your people in the mountainous areas of what your lands at the beginning of your month of February. The Artisan dwarves from under the Lost City send word that we will make available the passages to our city at that gathering, for purposes of trade, communication and news, and hope to see some, if not all, of you there. Until then, do be well.

Kenelus the Crier

To all Gypsies and Didikai traveling the Lands of Avalon,

Bonativka Cousins and Didikai!

It is my pleasure to announce that a Waymeet has been called for Toukokuu 28 - 31 1115 K.H. (May 28 - 31, 610 E.R.) to be held in the Gatetown of Celtios in the Kingdom of Kaurath.

There are many matters to discuss about the past and the future of the Gypsies of Avalon. There will also be games of chance and skill, as well as entertainment to be enjoyed by all.

We have other reasons to celebrate, as well, since the Knight of the Barrowheart known as Sir Scythe has fallen at the hands of Tatiana de Souza, a warrior of the de Souza Clan. Through her brave actions was he felled and we were able to rid him of the curse placed upon him by the foul necromancers of the Barrowheart.

Cousins and Didikai, you are invited to join us for the Waymeet, and if there is any cause for celebration among your clans folk or other news you would share, please feel free to send me a falcon to the rookeries of the de Souza Clan and I shall respond to you and see that it is posted and shared at the Waymeet.

Until the Waymeet, then, may the Stars guide your journey and your Varda never lose a wheel.

Javier

Javier de Souza Varados Servenka Baljar

Bandoleer of Clan de Souza

Chelnr to the Vaeltaa of Kassembler





Worldly Matters

Over the last year, the Herald has received numerous reports of beings from another world. These people appear human, though often they have markings; it is unclear if these markings are of a magical nature or not. That aside, their intentions are very unclear. A witness, one that wished to remain anonymous, shared what details he gathered during a chance encounter with one of these “foreigners”.

Apparently there are four great kingdoms at war on another world called Oscelliron. Though not always this way, each of the kingdoms has aligned themselves with one of the prime elements. According to what information this source gathered, the kingdom of Fire (Ethengot) and Air (A’alon) have some kind of truce; separately the kingdom of Water (Achaelat) and Earth (Durgur) have an alliance. Ethengot is reportedly the largest and most aggressive, but their allies (A’alon) are the smallest and most passive of all the remaining kingdoms. Achaelat, the kingdom aligned with water, is said to be the second largest, followed by Durgur. Achaelat opened a rift to Tyrra several months ago, and forcefully defended the area against the nobles and adventurers of Ravenholt. The beings from Achaelat were thwarted, and whatever it was they were trying to do was averted (or so we believe). It is unclear why they wished to open a rift to Tyrra, or what impact that would have.

According to our source, a few months ago there was an incident within the kingdom of Fire, Ethengot, which appears to have been a catalyst for additional actions. Ethengot has stoked the flames of war, and are pressing harder into enemy territory, namely that of Durgur. Great magics, that unseen by woman or man of their world, are being summoned. Showers of fire rain from the skies, lava erupts from the ground, burning everyone in its path, warrior and child alike. The landscape and skies are equally ablaze. While the people of Durgur are known for their strength and resiliency, facing such insurmountable odds, it’s likely only a matter of time.

Again, the question that comes to mind, with such a tragic war going on in their world, why would Achaelat choose to invade Tyrra? What, if anything, should Ravenholt do about this other world and their war?



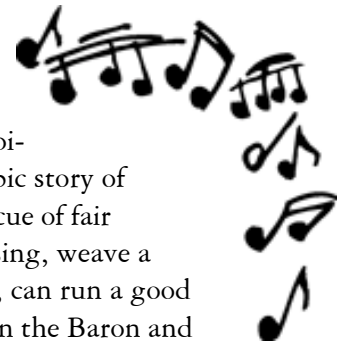
Foxcroft Merchants

Cantrip Tomes Enchanted

Specialty Items Acquired

Buying, Selling, & Trading of Components
Our Specialty

Entertainers Encouraged...



Word has it that Baron Cadoc Morbihan loves a good sea chanty or an epic story of heroes riding a-horseback to the rescue of fair maidens. If you’ve got the skills to sing, weave a tale, can read the deck or tea leaves, can run a good game of cards, or otherwise entertain the Baron and those in attendance at the upcoming hunt at his estate when they come in for a bite to eat or something hot to drink to warm them up between runs, there’s likely to be tips and other tokens of esteem given. Come enjoy the Baron’s hospitality in the warmth of his hall!

Shimez from page 10

the Gate down properly. To disentangle it from the power flowing through the garrison and make sure that no part of the coming devastation would explode out into Mages Point via the magical conduit that had been so painstakingly crafted and so quickly repaired short hours ago. One by one he began unbinding the elements from the Gate, picking it apart with deft speed before the coming cataclysm could erupt.

Far above him in the night sky a glimmer appeared. Quickly elongating into a line across the blackness, the light grew brighter, shining down on the wizard and his efforts. He glanced up briefly, set his jaw, and continued with his efforts with greater haste. Over the horizon a deep rumble started. At first barely audible, felt in the bones more than heard, but growing louder and louder as the ground began to shake in accompaniment. The wizard kept his magic going, desperately holding on as he was tossed side to side in the shaking and heaving of the earth. With a deafening crack high above the line of light split open, yawning wide to expose a red lit sky and three strange moons of some far distant place. The wind gusted, then again, and finally rose in a constant wail as the air streamed upward toward the great horizontal rip in the sky. The wizard paused for one final look back through the Gate to the people watching in horror and then, even as the ground shook and fire exploded around him, made one last gesture to shut down the final link and close the portal.

Mages Point was quiet after that, the refugees in shock and desperate to come to grips with the loss of the continent of Shimez. Why had this happened to their homes? Their lives? What had done this to them? The adventurers and gathered officials were no less stunned. To them fell the task of organizing and caring for these people. Some twelve hundred survivors forming the barest remnant of what had once been a society of hundreds of thousands.

Nightmare/Dream Elemental Haunts Ravenholt

Over the last year, Ravenholt has been beleaguered by a powerful being in the form of a Nightmare/Dream elemental. During the October 609 gather, this creature was finally dispatched thanks to the efforts of the adventurers present. Given the numerous questions that have been asked about these events, as a Lorekeeper, I felt it was important to provide the information below to as many people as possible. While I was not present for all that is described, much has been provided by associates from my Order that were present.

As far as can be determined, the creature first struck in the capital city on the 11th day of September, 609 ER. Several adventurers were rifted out by a being wearing a mask. After being examined and asked a few minor questions, the mask was removed. The creature was described as a Dark Elven woman with numerous scars upon her face. It seemed that she was targeting elves, though other races such as Mystics were also taken.

It was later determined this creature was a Dream Elemental of great power. While she has been referred to as a "Nightmare" elemental it is important to note that "nightmare" and "nightmare creatures" are part of the Plane of Dream and not a separate Plane. As such they are opposed by any creatures of the Plane of Reason.

Later in the gather, the Dark Elven woman assaulted the town with a large force of lesser creatures of the Plane of Dream, such as the creatures called "nightmare aspects." The woman was heard screaming demands for the "Matriarch" to be brought before her. Later it was discovered the Matriarch was the Dark Elf's mother long ago when she was alive. Several times over the rest of the gather, groups of adventurers magically disappeared again only to be returned safely a short time later. Again, most taken were Elves. Those who were willing to speak of what happened told others that they were transported to a place where they somehow saw the Dark Elf's memories.

The story that has come to light is one of tragedy. Long ago, the woman, now a terrible nightmare upon the land, was a beautiful Dark Elf who made the "mistake" of falling in love with a Quentari Elf. Her mother, the Matriarch of a powerful Dark Elf family, did not approve, and when they persisted, the Matriarch sent assassins to handle the matter.

She had the Elven man murdered. The daughter was then ordered to kill herself in order to regain her honor, commonly referred to as seppuku. When she refused, she was struck down as well. However, she had somehow acquired (or made a deal) for a Dream Elemental transformation. After dying, she became the creature who we have seen.

The trouble continued for some time. At one point a number of adventurers who were magically taken were somehow copied (how is unclear at this time) and elemental versions of themselves were sent to attack the town. When the copies were struck down, they immediately dissipated along with their belongings.

In the time between gathers, there were several sightings of the Dark Elven woman throughout the region and the attacks continued until the next gather.

On the night of October 16, the creature was finally put down. Through the assistance of beings from the Plane of Reason, a plan was enacted. With their help, when the creature was next cut down, it was cleared of the insanity and nightmare that had clouded her mind. The spirit of her former lover (which had been found by adventurers earlier) was used to help calm her further. Finally the power that was maintaining her elemental form, and keeping her from being destroyed, was removed through the help of the Plane of Reason.

With the power of the Plane of Dream gone, it is assumed the Dark Elven woman has been defeated for good. However, as always we must remain vigilant and if anything suspicious is seen please share this knowledge with the adventures of Ravenholt so we may be prepared.

-Tesil V'tal, Scout of the Spirit Path, Order of the Lorekeepers



Clan Tan'Anin Trading

unusual items bought, sold, and bartered

Custom cast and forged buttons, signet rings, and pins of office a specialty



Ravenholt Revel

Come one, come all to the upcoming Ravenholt 1-day event being held Saturday February 6th at Ye Olde Commons in Charlton, MA. Check-in starts at 9 am, the first module will be at 10 am. Game will end around 10 pm.

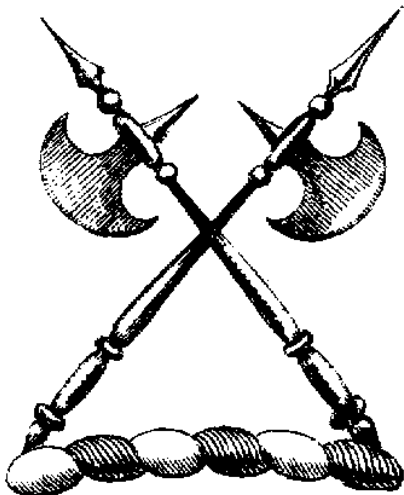
As it's often difficult to get teams in early for the first module spots, we're offering the same deal we did last year. The first team that preregisters and prepays (at least 5 team members) and signs up for the 10 AM module slot, will receive a 4-effect magic item. That's right, a guaranteed item, just for showing up to an event, how can you beat that?! If there's something special your team is looking for, let us know and we'll try to make it happen.

This is our first event of 2010. A revel is more low key than a full weekend event allowing players more time for roleplaying and politics. The event will showcase both new and ongoing plotlines. Being that revels tend to be smaller gathers, it is the perfect opportunity to get more personal and team oriented attention.

Remember: Anyone who takes an NPC shift to either crunch on a mod or spend an hour roleplaying in the lodge will be given a single effect magic item which will last a minimum of 8 months as a show of our appreciation for your hard work. It would be great to have folks draft characters to entertain the other players between mods. Be creative, some suggestions would be singing, dancing, sponsor a gambling event, read fortunes, tell stories or something else, it's up to you (with plot approvals, natch). If you plan to take a shift, please contact us by 30 January 2010 and let us know if you'll be crunching or roleplaying and a description of the roleplay you are planning so we will know how many items

we will need and can provide you with information and assistance where needed. Send the info to plot@neromass.com.

We are looking forward to seeing all of you once again and hope you will have a great time.



NERO Mass 2010 Schedule

Ye Olde Commons LARP Camp, Charlton, MA

Ravenholt Revel 2/6/10

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

Feast Available at YOC Revel

The feast is \$12.00 per person the menu will be:

- Meatballs
- Marinara Sauce
- Sweet and Sour Sauce
- Pollo Panzano
- Rice
- Black Beans
- Green Beans
- Salad
- Cheesy Garlic Bread
- Iced Tea
- Lemonade
- Brownies



You can pay for your feast here:

<http://www.yeoldecommons.com/meal-reservations.htm>

Choose the \$12.00 meal option from the choices.

NPC Shifters Wanted for the Revel

Are you PCing the Ravenholt 1-day event? Take an NPC shift and get a magic item! We're offering a 1-effect magic item lasting at least 8 months to anyone that NPCs for a module slot (either crunch on a mod, or one-hour roleplay character in the tavern). We'd love to get people to draft a roleplay character to entertain other players in the tavern, as there's often a fair bit of downtime between modules. This can be a tarot card reader, a juggler, a singer, someone sponsoring a cash game of poker, etc. If you're PCing the 1-day event and are interested in taking an NPC shift, please let us know in advance (i.e. at least a week before the event), and tell us if you'll be crunching or roleplaying.

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

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>

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.

NERO Hartford / Kaurath 2010 Event Schedule

- Winter Faire Day: March 6 Noon to 10PM
- Chapter 1: April 9-11
- Chapter 2: May 28-31
- Chapter 3: September 10-12
- Chapter 4: October 15-17

To register for these events go to:

<http://www.nerohartford.com/>

...and click on the events button.

Ravenholt Poll

Sundays; to grind or not to grind. That is the question. Whether 'tis nobler to hang out and role-play, or pack up and go home.

We've heard a myriad of different responses, but want to make sure everyone gives their input... What should the Sunday of a regular-length Ravenholt event be used for? At this time, the Plot Committee is considering the idea of running events until late Saturday night/early Sunday morning, and ending game then. This would leave all of Sunday for players to pack, clean and socialize while allowing Staff to get ahead of packing up and ensuring the cleanliness of the game site. Please give us your opinion by going to this URL - <http://www.surveymonkey.com/s/CX2JSDM>

Scholarly Pursuits Answers

OOG Q 13: The Court Jester

OOG Q 14: 32

OOG Q 15: 3

OOG Q 16: Memorial Day Weekend, 1994

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>