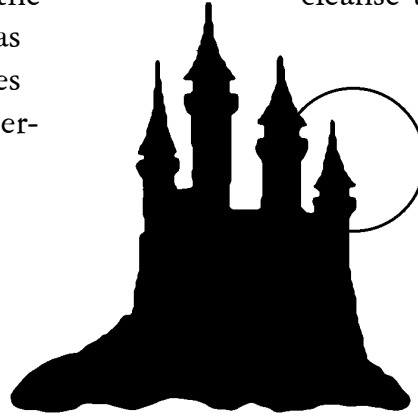


The Battle of Jerak

In the wake of the successful Montesque assault on Sercia, an imbalance was felt in the land by many familiar with such things. This imbalance was soon attributed to a Tyrran node that had been used as an anchor for the Summoning of the Dark Spire, and as a consequence was corrupted by the Destruction energies used in this assault. It is with this after-effect that the Duchy of Ravenholt would soon find itself with its first successful defense against the Montesque war machine.

A mysterious being of great power and knowledge, known to residents of Ravenholt as Ilsenene (suspected of having ties to the Red Dragon), arrived in the city to confirm the fact of the node's corruption, and offer the people a chance to reverse the situation before it got worse. He would bring a group of adventurers to the



corrupted node, and help them connect it to a clean Tyrran node located in the Westmarch town of Jerak. Using the pure node, the nobles and adventurers of Ravenholt would then be able to cleanse the corrupted node. Ilsenene referred to the process as "folding the intervening space", and when the purification was done, the cleaned node would 'snap' back to Capulus, most likely settling into a location away from the Dark Spire. While performing the Purification, the wildlife of the area, tainted by the Destruction infecting the corrupted node, swarmed the area, pulled to the scene by the very energies altering and enraging them. They were held at bay by the adventurers assembled, but all were surprised when Alexandra Montesque, herself the sister most

Continued on page 15

Rowena's Return

On the Friday night of April's Ravenholt gather, as the noble procession and ennobling of the new Counts and additions to the Ducal House came to an end, a surprising visitor rifted into the hall. She presented herself as a Life Elemental, and there were few who doubted the claim. She radiated the familiar warm light of such beings, and several of the veteran nobility readily identified her on sight as one of the Life Plane.

She greeted the people around her pleasantly, and mentioned that she was there to speak to Dame Saket of the Court of Capulus. As she made her way there, Mother Merry also seemed to recognize her personally. While the Herald was not able to get close enough to conversations to learn many

details, we have learned that the Life Elemental is a personal servant to Rowena Morganna, the former first Duchess of Ravenholt, wife to Basil Ravenhurst, who ascended to the Plane of Life many years before for her service to these powers, especially her dedication to children and families. While we are unsure what discussions took place with Dame Saket, or Mother Merry, Rowena's Lady (as is all anyone knows her by) stated that Rowena has further ascended to become the Icon of Life; perhaps due to the rise of the Montesques and their aims on the Plane of Death and their connections to Ravenholt. After a brief discussion, Rowena's Lady departed the area, but promised to return to speak more, and appears to act as Icon Rowena's voice and right hand on Tyrra.

Arising from the Shadows: A Follow-Up Report

As follow up to reports from the previous edition. The group of undead that have been seen throughout the duchy continued their expeditions, visiting more sites of

historical battles. A trend appears to have been found, they have only been seen at sites where the opponents have been undead abominations. It's unclear if that means anything significant.

Though unconfirmed, it is believed that these are the same undead that recently attacked a unicorn pool/grove and may have been responsible for attacking the barrier to capture a Giggleblytch. Cumberland militia reported a recent attack by an undead originally believed to be a Death Knight, but that displayed unique attributes allowing it to paralyze with its' weapon and obliterate one's spirit. It is believed that this creature has been defeated.

Foreign Land Bonds Usurped

The Raven's Herald has learned that several nobles of Ravenholt came into 'possession' of land bonds from Oseliron, the world that has recently been attacking Tyrra. An enormous rift appeared just outside of town on the evening of April 23rd, and inhabitants of that world came looking for their lost bonds. It is unclear what happened exactly, but from what the Herald has confirmed, the person/being referred to as the Sorcerer King took control of the land bonds though, we are unsure to what end. The other-worlders were repelled and returned to their world.

Foxcroft Merchants

Cantrip Tomes Enchanted
Specialty Items Acquired

Buying, Selling, & Trading of Components
Our Specialty

Commoners' Tournament!



Hear ye! Hear ye!

The noble courts of R: are sponsoring a tournament open to all citizens and allies of the duchy! Beginning Saturday morning, the 5th of June, several competitions will commence, each being facilitated by a different court. Here are the scheduled competitions as well as the court sponsoring each (in no particular order):

Individual spell casting - Eastwyck

Individual melee combat - Westmarch

Puzzles/riddles - Capulus

Grand melee - Cumberland

Colors/presentation and toast - Count Gabriel & Count Daramor

Each individual may only participate on one team. Once the competition begins, team members can not be added. If you have questions regarding a particular competition, please consult the sponsoring court. If you have questions regarding the overall competition, please see Duke Gerard Walter's squire, Havalock. This competition is open to commoner and noble alike; if your team or team members are associated with a particular noble court within Ravenholt, you can not participate in the competition offered by that court. Magical items, cantrip tomes, formal components and coin is offered as prizes.

To the People of Eastwyck

My friends I don't normally do this, I leave the story telling to the bards but after being a part of this I feel you should all know. Have those that can read, your town criers, healer's, or mages, read this aloud so all can hear.

A great battle I have witnessed. On Sunday the 25th day of April in the year 610. The Forces of Eastwyck and those gathered in Ravenholt City marched upon the city of Griswold which had previously been taken over by former Baron Cecil Eastwyck.

Led by Baron Telaris MacCleod our force gated to the outskirts of the city, forced to battle our way in through the forces of the former Baron led by Sir Reginald a former knight of Cecil's.

The head of the force pushed and fell too many times to count. My Lord Baron would fall be healed and never stop fighting. His court at his side continued to battle nonstop. Paralyzed, cursed, deathed and nearly beaten. Still My Lord Baron would call again and again, push forward and

another step would be taken.

When finally we reached the inner city Sir Byron challenged Sir Reginald to Honor Combat. The battle by this time had lessened and the forces of the former Baron, for the most part, had been beaten back. I was able to witness the honor combat, a well fought battle it was from both sides. In the end Sir Byron bested Sir Reginald winning back the city from the former baron.

My friends I tell you this because what I saw that day was great courage and determination by Baron Telaris and the Court of Eastwyck. I feel that Eastwyck has been divided for far too long now. I and the people of Burton on the Blood stand with Baron MacCleod in his duty to make Eastwyck whole again. It only hurts us all that we are divided. **SO I CALL OUT TO ALL THE PEOPLES OF EASTWYCK LET US UNITE ONCE AGAIN AND STAND WITH OUR BARON, Telaris MacCleod.**

Perdue

Lord of Burton on the Blood

Noble Ascensions

Sir Gabriel Wolvestride took official oaths to Sir Gerard Bartholomew Walters, Duke of Ravenholt, on Friday April 23rd. Sir Gabriel Wolvestride has officially been installed as Count of Greenfire.

Sir Daramor Darkcloud took official oaths to Sir Gerard Bartholomew Walters, Duke of Ravenholt, on Friday April 23rd. Sir Daramor Darkcloud has officially been installed as Count of Windholm.

Lord Tristan Huntington took official oaths to Sir Gerard Bartholomew Walters, Duke of Ravenholt, on Friday April 23rd. Lord Tristan Huntington has officially been installed as Ducal Knight with the estate of Greywatch.

Sir Fyren Silverblade took official oaths to Sir Kevynn Blackfox, Prince of Northmarch, on Friday April 23rd. Sir Fyren Silverblade has officially been installed as Principality Knight with the estate of Elvestove.

A Message from Count Gabriel Wolvestride

It was my Honor to swear my oath of fealty to his Grace Duke Walters during the past Gathering of Nobles in Ravenholt. His Grace had granted me title of Count in the autumn of 609 and gave me the courtesy waiting until spring to swear my oaths to him as well as consider and choose a name that would give both meaning and strength to this new County. I gave much thought to choosing the name of the County that was to server the Baronies of both Capulus and Cumberland and out of all of the names I considered the only one that represented what I stand fore as well as represented both these lands and their people was the name GreenFire. The Name GreenFire has several significances in regards to this newly formed County. First is its significance to Tyrra herself, second how it represents both the Noble House of Capulus and the Noble House of Cumberland, and lastly how it represents myself Count Gabriel Wolvestride. The term GreenFire has been used to describe the fire and passion of Tyrra that burns in the heart and eyes of the wolf. Ravenholt is not yet a duchy that has lost all sense of the wildness or the frontier. However without careful watch by those that have sworn to not only serve and protect the people of these lands but also in doing so have sworn to protect lands and creatures that make up the Duchy these wild and natural places of the Duchy may be lost to us. In my years of service I have seen this GreenFire burn not only in the wolves as others have seen, but in many of the other creatures and the people themselves of both Capulus and Cumberland. It is this GreenFire that burns in all people and creature that fiercely fight and die for their lands and families as well as strives to keep Tyrra pure and safe for future generations. Those that not only love the land but also respect it have said as such:

“We reached the old wolf in time to watch a fierce

green fire dying in her eyes. I realized then, and have known ever since, that there was something new to me in those eyes—something known only to her and to the mountain. I was young then; I thought that because fewer wolves meant more deer, that no wolves would mean hunters’ paradise. But after seeing the green fire die, I sensed that neither the wolf nor the mountain agreed with such a view.”

The second is reference to Recent History of the Barony of Capulus. Princess Lillian Rotari, may her spirit find peace, ruled over the principality of

Greenmarch before her final death. The

lands of Capulus once fell under the

protection of the Principality of

Greenmarch. Even though the

people of Capulus now proudly

stands with and have shed blood

for the Duchy of Ravenholt, they

have not forgotten there time as

part of the Principality of

Greenmarch. And even in current

times the people and lands of both

Capulus and Greenmarch have come to

each other’s aid in times of need.

The third reason I have chosen this name is in reference to the Recent History of the Court of Cumberland. The color of green has been used in the heraldry of Cumberland by her four previous Barons. Delahr Greymist, Alan Moonwind, Amra Al-Quadim and Hasker all used the color green as a color of the heraldry of Cumberland. Even though the colors of the court of Cumberland have been restored to the Noble Golden Yellow and Black from one of the most memorable times in Cumberland History, I feel the color Green still has a place in the hearts of the Noble and proud people of the Barony of Cumberland. Lastly, GreenFire represents me and comes from my history as well. In my youth there were three men that helped make me the person I am today. And



Continued on page 5

the color Green represents each of them.

First My Brother Forest Lord Ehawk. I cannot think of any man that represented Tyrra with more dedication and passion than Ehawk. It was from him that I learned that if anything is worth doing do it with passion and vigor. To survive at all costs because if we as an individual or the land itself survive all wounds in time can be healed both to the lands or to the man. Even if our actions bring harm to another or the land if we survive we can direct all that we are to seeing that wrong put right. It is our duty as the guardians of Tyrra not only to protect her from harm but under our watch see to it that the lands are a better place for those that come after us.

Green is the predominant color in Lord Ehawk's heraldry. Ehawk served Tyrra as her protector in the form of the Unicorn defender of Ravenholt city. Upon arriving in Ravenholt city for the first time in the spring of 590. I met a knight In Service to Shardon Cumberland. Lord Sirek the Green mage. It was Sirek that showed me that the best reward one could find was the feeling of accomplishment that you receive from helping those that could not defend themselves. To stand up for those in need no matter the cost or difficulty to oneself. It was during my time as Squire to Countess Cumberland that I began my journey to become a Noble of the lands of Ravenholt. I later continued my service to Ravenholt under the guidance of The Green Mage. Lord Sirek's heraldry was a rampant Unicorn on a field of Green.

In the winter of 592 Countess Shardon Cumberland assigned me as the ambassador to the court of Eastwyck that had been made part of the county of Dragonshire. It was during my time with the court of Eastwyck that I met Baron Alaric Malinruin. I will not go into as much detail about this great man as I did after he met his final death but I will say he was the last great influence back in my early

days that made me who I am today. It was Alaric that saw in me the qualities of one not only able to protect people but also who was able to lead. It was under his guidance that I was given my first position of leadership. Alaric taught me not only to lead people but also to no matter what stand up and fight for what you believe in your heart to be true and best for your lands and her people. Not only to fight for what you believed to be right to the best of your abilities but to do so at the cost of yourself and the members of your Noble household. Because it is the Noble Courts duty to stand and fight for their people at all costs. If you do this the people of ones lands will not only follow their Leash but will love them. It is only with the hearts and minds of the people behind there



Leash lord a land becomes strong. If the lord must sacrifice themselves to see to it that the land and people remain strong there will always be another to step up and take their place as long as the land and people remain united in purpose this strength will continue on as a legacy of the fallen Liege. One of the primary colors of the heraldry of

Alaric was Green with the symbol of the unicorn again ablaze on his banner. In my time I have sworn to and served with love both the Noble family of Capulus and the Noble family of Cumberland. Thus for different reasons my heart has always been with the lands and people of both Baronies. For that reason I could not think of any other lands I would rather see unified as the county of GreenFire and be oath bound in service to guide and protect as the Count of these Strong and proud lands.

It is for all of these reasons I have stated here that I feel that the name of GreenFire represents the unification of the Baronies of Capulus and Cumberland. The blending of the Royal blue of the household of Capulus and the Noble Golden Yellow of the household of Cumberland brings together the passionate Green of the County of GreenFire.

Continued on page 6

Message from page 5

Long live Baroness Tristemere Mirabad

My she serve as a symbol of the passion that burns bright in the hearts of people of Cumberland

Long live Baron Martimus Wilder

May he server as a symbol of the strength and dedication that burns bright in the hearts of the people of Capulus

Long live the County of GreenFire

My the people and lands of GreenFire serve as a symbol of all that is Noble and Just to not only the Duchy of Ravenholt but to the Kingdom of Evendarr

Long live Duke Gerard Bartholomew Walters

May he serve as a symbol of the unity and loyalty the people of the lands and to the Duchy of Ravenholt and to let Evendarr know the choice to let the Banner of Ravenholt continue to fly was the best choice for the Kingdom.

Long live King Mykel Endarr

May he server as a Symbol of the Pride and purpose of Evendarr. That even though Evendarr is a great kingdom it is our purpose to become a land that can provide Protection and Justice for all of her citizens.

By My Hand Count Gabriel Wolvestride

In service to the lands and People of the County of GreenFire

In Service to the lands and people of Ravenholt



public notices

Baron Telaris McCloud,

I wanted to thank you again for your assistance in Ravenholt some weeks ago.

If not for your management of the situation, I fear the consequences for Ravenholt would have been more dire than I could have imagined. The same thanks is extended to Jayson Askani, for doing what I couldn't do on my own. I hope to have an opportunity to speak with each of you again some-time soon.

May Fate guide your steps,
Robert von Skoya, Slayer of the Undead



Gentle Lords and Ladies of Ravenholt,

Fair warning is only sporting, don't you think?

Keep your wits about you!

-The Black Fox



Sir Byron,

Words cannot suffice.

-The Women of Griswold

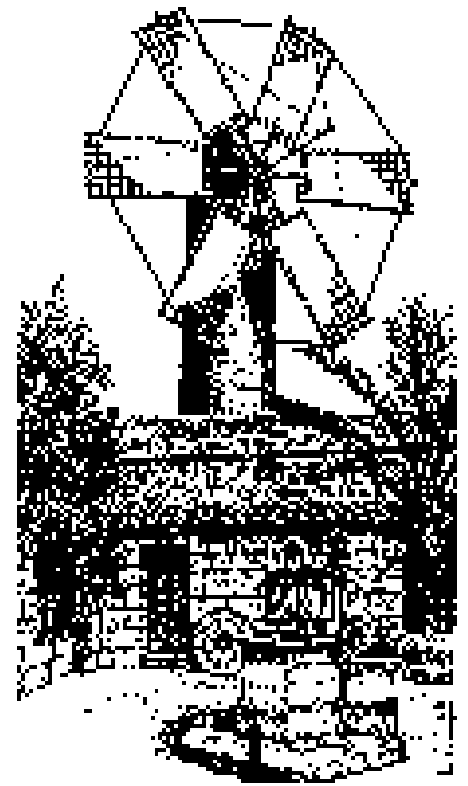


Public Notice – I am one of the adventurers that was reported in the last Raven's Herald. My colleagues and I were slain and most of us sought resurrection. At this time, only two of my companions have been known to resurrect, the others are still missing. I am looking for any information regarding my lost friends, whom I am greatly concerned for. I have left notice with the Fleet of Foot messengers and you can reach me through them if you have information and can aid in finding them.

grist for the mill

We're not naming names, but interesting accounts come to us from Kent, of all places, where it seems two gents recently had themselves quite the night on the town. Witnesses only describe two large men in black, both with beards. One sported a polearm and the other a sword and plain shield. Enjoying a night of carousing and tavern-hopping, the pair never drew weapons on anyone, but they are reported to have participated in more than one brawl. Accounts are unclear as to who started said fights. Barkeeps interviewed only smiled and had little complaint other than the matter of a few broken tables and some crockery. "Ah, those boys meant no harm," said one chipper barmaid. "T'was all in fun, and they paid for their part and then some. Good tippers, and they liked my singing." Another witness claimed local militia did have to step in once the evening's activities spilled into the streets. "You know how bar fights can be," said the witness, "I think when the dockhands joined in

things got a little out of hand. Folks kept coming out of the shadows and getting their own punches in then those two just vanished. The guards made a few arrests and moved everyone else along." Herald staff made some inquiries at the town lock-ups. No one arrested for public disturbances that evening matched descriptions of the two men.



Peace in the Vale

The residents of the small Westmarch town Pike in the Vale, wish to extend their gratitude to Branoven of the Baron's Court, and a stout band of adventurers accompanying him. While their names are unknown to the residents, their deeds are not. As one local gold panner, Arket, described the events: "Well see, the last few days, the whole vale's been disturbed by the darnedest largest ants you ever did see, with a nasty disposition, I assure you. Drove most of us out, 'cause one snip of their jaws, mandibles I guess you call 'em, could saw a man in half. And if you survived, some of them bites burned, made ya sick as a pup. Worse, they were starting to move



out beyond the Vale, and that leaves the village in their way, and that would have been disaster. Then there was this flash of light, and one a' the court of Baron Cadoc, my wife says its the younger sha-

man, Branoven, she keeps up on all these names better than me, Branoven comes out with this group of adventurers and they immediately set upon the Vale. They were a rowdy, rough looking bunch, and an hour later, they walk back out of the Vale, go flashing off in that light again, and there's nothin' but dead ants in their trail.

Since then, all's been nice and quiet and we want to say, thanks to all of you, so much!"



Countess Bethany Montesque Speaks to the Herald

By Mitchell Anderson

Ravenholt is a Duchy of living history; events and people shape its course and the lives of its citizens. It is a rare opportunity to be able to interview someone who is not only at the crossroads to the future of the Duchy, but whose family

guided the course of its history. One of those opportunities presented itself when a messenger arrived informing me that Her Excellency, Countess Bethany Montesque granted my request for an interview and we were to depart immediately. I gathered my materials, opened my door, stepped through and found myself standing in a great hall, not in the hallway of a boarding house as I had expected.

Giant windows were shuttered and the walls were adorned with tapestries bearing the Montesque standard. A long table stretched before me and at the end was seated the Countess flanked by two guards wearing full armor including great helms but with no visible weapons. The room was illuminated by candelabras and chandeliers with flickering flames hovering a candle's distance above the holders.

The messenger guided me to the end of the table, presented me to the Countess and after a low bow I sat where she directed. With a wave her hand she dismissed her servants. Despite being alone with her in the room, I felt many eyes watching my every movement. She exuded a sense of relaxed confidence, the determined purpose of a person who was on a path toward their destiny.

Mitchell Anderson (MA): My Lady thank you for granting this interview. I must first apologize for I am at a loss. By what title should I address you, or for that matter how should the people of Ravenholt address you?

Her Excellency, The Countess of Arkham, Bethany Montesque (C.B.): I prefer to be addressed by my proper title, as Countess of Arkham.

So for the informality of the interview, Countess Bethany is acceptable, or Your Excellency. The people of Ravenholt should, of course, address me as Countess Montesque.

M.A: It has been many years since the Montesques had a public presence in the Duchy. Why have you and your sister chosen this time to return?

C.B: (offers a sweet, patient kind of smile) Because we have reached an age of majority. My sister and I turned eighteen years of age in 608, and that is often marked as an age of adulthood, a time of growing into inheritance. Truthfully, we wanted to come out and present ourselves at sixteen, but were advised to wait a little longer by trusted voices. I am not sure as yet if that was wise or not.

M.A: In speaking of your inheritance, to what are you referring? Or more specifically what are you trying to accomplish; your ultimate goal?

C.B: Our ultimate goal is for our rightful authority as countess to be accepted, by noble and commoner alike. At least, in regards to Tyrra, and the mortal realm. We want to take our proper place in the hierarchy of the Duchy of Ravenholt, won for us by our mother two decades before. We are also interested in claiming the Seat of Death as well, as is also right and proper. But I assume you are more interested in the politics of the living.

M.A: I am interested in both, but the politics of the living is my more immediate interest. You spoke of you Mother winning your place in the hierarchy. Do you intend to take the entirety of your Mother's former county?

C.B: We do. For those new to the lands of Ravenholt, I will say that the County of Arkham includes the Baronies of Capulus and Westmarch, as was established following the Westmarch War won by our mother, Xerina Montesque, over Duke Basil

Continued on page 9





Montesque from page 8

Ravenhurst. A war precipitated by his refusal to accept her claim over Westmarch upon the death of Baron Vandal Northridge and the end of his line. Duke Raven-

hurst attempted to deny our mother her rightful due then, and Duke Walters attempts to deny us our rightful heritage now, twenty years later. How some things never do change.

I do want to add that we are intent on honoring the agreements involving the Dale of Ardynn. Compacts have been signed at various points in years past that have moved this land from Westmarch to Eastwyck, and we accept this. So to the Baron of Eastwyck, I wish to assure you, we recognize your claim over the Dale, and our war is confined to the baronies in our County.

M.A.: Have you or anyone on your behalf attempted to negotiate with the Duke or the Prince for a peaceful acquisition of land?

C.B.: Oh yes. Upon our turning eighteen, one of our first actions was to assemble our entourage, and make ourselves and our claim known to the hierarchy of Ravenholt. At the time, there was no Duke, Jonas Stemple having recently been removed, and no successor named. We called for all the nobles of the Duchy to be present, named ourselves and presented our claim, and offering our allegiance to the land of our birth. The political situation was presented to us, and that our claim would need to be discussed by their council, and brought to Prince Kevynn Blackfox, and that acceptance or refusal would take longer than usual. We understood, well, I understood, and after my sister Alexandra let her temper flare unsuccessfully, I convinced her to understand as well.

We were granted status of visiting nobles while the

discussions over our claim were considered, and I and our people have been treated most courteously in this time, I will say. On more than one occasion, Alexandra chose to let her temper loose, and she is...less welcome, let us say. Especially without my presence.

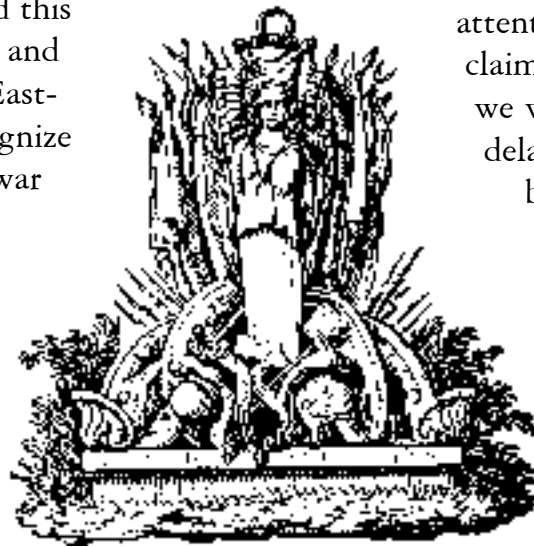
I even attempted to show what our presence as Countess of the lands would offer, defending Kiran's Citadel of Westmarch from a siege of fae-touched trolls until a relief force from good Baron Cadoc Morbihan and people of the City of Ravenholt could arrive.

When at last a new Duke, Gerard Walters, was installed, we brought ourselves to his attention and again pressed our claim. A year had passed now, and we were growing tired of being delayed. It took another month, but at last the Duke and his Council refused the claim, and forced our hand, beginning the war. At any point, I would be most willing to accept peaceful negotiations that ended the war with our claim recognized, but I don't see that happening at this point. (sighs in frustration or regret, perhaps a combination).

M.A.: How do you see yourself ruling the land you acquire?

C.B.: With fairness, justice, and a keen desire to see the County rise from the ashes of history, into a place of influence and prestige. As is only befitting lands ruled by the Montesque blood, after all. Our mother made Capulus a barony to be respected, not to be trifled with, but commanding attention. She risked her spirit and her convictions to bring a swift and decisive end to the Westmarch War so that the people of the land would be spared prolonged destruction and bloodshed. What more can I or my sister do, but continue this noble tradition of service to Ravenholt, to bring it greater

Continued on page 10



Montesque from page 9

strength, prestige and influence?

M.A.: Given the clear and focused nature of the war is there anything else in play. Do you or your sister bear any grudge against any current noble? (The moment this unplanned question escaped my mouth I feared what door I may have opened.)

C.B.: An interesting question. Are you attempting to trap us into a treasonous comment? (She laughs as she jests with me) We understand why the nobles of Ravenholt reacted as they did, even if we don't agree. I at least, only see those I war with as opponents to be brought to reason and accept our claim, not as enemies to hate. If reason of words failed to reach them, which was to be expected, then reason of might will need to succeed in its place. It is the way of things, sadly.

Indeed, my sister and I have come to respect the strength, the iron will, in some of the nobility, in particular Dame MacGregor. Or Mother Merry as she insists to all. Her behavior during Alexandra's early..."negotiation" with the Duchy before the war impressed us greatly. To face death unflinching, when your peers have abandoned you to the enemy, is bravery indeed. To choose a manner of death when given the offer more profound, but then to inflict your own execution on yourself? Bravo, Mother Merry. Bravo, we both say.

If there is a grudge to be held against anyone in the Duchy, it is perhaps against Uncle Daramor.

M.A.: (Given result of the previous question I attempted to delve deeper into the answer.) What is the connection between you and Count

Daramor?

C.B.: I would suggest asking him personally. The history of Xerina Montesque, of Capulus and the West-

march War, and the County of Arkham, all are found in your documents, or among the historians of your land, though slighted against our mother I am sure. And I would be quite interested in hearing about Uncle Daramor's version of the story as well, if he were to tell it.

M.A.: That would be interesting topic to discuss with Count. I think you just gave me my next interview. On the premise that you accomplish everything you have spoken about, how do you see your position in the Duchy or the Kingdom when your quest is completed?

C.B.: I see our place as the Countess of Arkham, of course. One of us will eventually be seated in that place, and we will serve the people of the land. Dedicated to seeing them grow and prosper, seeing the Duchy cease to be an afterthought by the jaded and distant rulers of Evendarr, see it rise out of the backwater reputation and back room jokes of primitive bloodshed that stalk its name even now. The Duchy offers a central position in the northern lands, for trade, politics and culture, and it should be that position, and the County of Arkham as the bridge to the scoffing Kingdom that denies this reality.

M.A.: Do you have any thoughts of achieving a lasting peace in these lands?

C.B.: I think on it constantly. All my thoughts right now are bent toward finishing this bloody war, and bringing peace to the County. Once that's achieved, I can put my efforts toward rebuilding the baronies, and establishing peaceful bridges with my fellow nobles, of Ravenholt and beyond. I think, once the warfare is settled, and I am given my chance to prove my intentions to my people, they will see me for what I am: a noble born and bred,

Continued on page 11



Montesque from page 10

with the best interests of the County of Arkham in my heart.

M.A.: What could the people of Ravenholt, particularly in Arkham, do to stop bloodshed?

C.B.: It might sound facile, but surrender. No, not surrender, but to seek peace with my sister and I. Accept our claim, install us as Countess of Arkham, and begin the work of bringing peace to the land. Having seen the determination and resolve of the courts that rule these baronies, I would gladly accept the services of Barons Cadoc and Martimus, and have no desire to disrupt the Duchy any further than it has been. It is as simple as that.

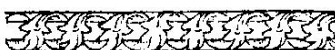
M.A.: Thank you for your time Countess. You have been very generous, is there anything you wish to add.

C.B.: No. My purpose in granting you this audience was to speak directly to the people of Arkham, and you have provided that. You have my thanks.

I rose from my seat, bowed as the Countess handed me a scroll. The instant I touched it, the flames blew out and darkness surrounded me. Slowly light entered my eyes again and I was standing in the hallway of my boarding house holding a blank scroll. All of my notes were with me, but strangely enough I had written them in black ink (that being the only color ink I had ever used) but they were now in the Montesque colors and my ink well which had been half empty to start with was now completely full with a blue ink.

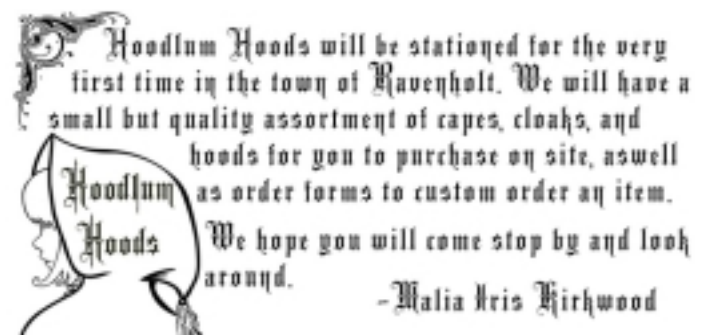
This certainly different from any other interview I have ever conducted, one of the more interesting ones to be sure. The Countess' goals are clear and strictly as my own opinion will provide some great challenges to the people involved.

There is historical precedent in obtaining lands by force only time will show us how this part of history plays out in the end.



Gakki Menace Continues

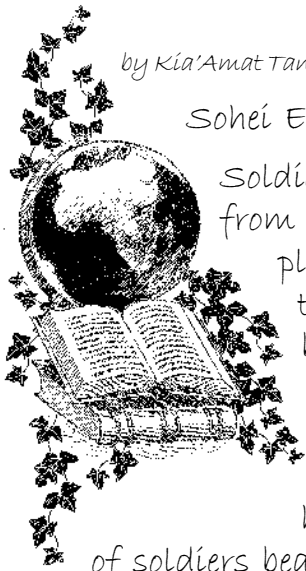
There have been two more reports of small hamlets being struck down as have happened in the last few months. But the second report provides a possible key insight into the activities this time. It seems that during the attack, the hamlet was defended by a strange gray-scaled lizard man who called himself Vilnius. He battled a dangerous spellcaster who called himself Arkathundran, and though the lizard man was badly injured, neither was the attacker able to achieve his aims in this small village. Without able to accomplish his deeds, it was revealed by Vilnius that Arkathundran was the person behind the assaults, in the name of the Gakki, but the mage doesn't appear to be one of the "shards", that is, doesn't seem to hold within him a portion of the Gakki. Instead, this new figure seems allied to the Gakki. Vilnius also revealed that the townships that had been attacked had actually had some of the tainted earth the Gakki sleeps in planted deep in the center. He remained unsure what the purpose was, but clearly, Arkathundran has been trying to hide his presence during the Gakki's campaign of terror. Vilnius also confirmed that Arkathundran had managed to launch a daring, dangerous strike within the enigmatic Lost City, specifically the old prison that once held the Gakki, and stolen pieces of the walls for some purpose. After recovering from the battle, Vilnius departed for his home in the Pocket that houses the Lost City, but did say he, or another, would be present at the June gathering in Ravenholt to discuss these events in detail with the its adventurers and heroes and nobility.



The Tyrann Traveler

May, 610, E.R.

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



Sohei Empire - Duchy of Mordania

Soldiers have been vanishing from across the Empire by the platoon. No word as to where they are going or who might be perpetrating the action against them, but even as some disappear, others are sighted. Specifically, there have been reports of the band

of soldiers bearing markings of the XVII Legion which went missing 75 years ago.

Meanwhile, the traitor to the Crown, Sir William of Silverwood, has been sighted along the western border of the Duchy of Mordania. It is believed he is attempting to garner support for a fight to take the Inorian throne from Her Majesty the Empress. A reward is offered for his capture, dead or alive.

Stratos

Orcish war cries and the creak of war engines disrupt the borders of Stratos even as the skies and rivers grow black with smoke and ash, as the city is under siege. After a shockingly swift sweep down from the north, the vast bulk of the orc horde has hunkered down around the conquered and crumbling Flavian wall. The orcs have blocked off all outgoing roads, captured any incoming caravans, and set up patrol sweeps through the surrounding woodlands. Local citizens and merchants have been evacuated and few foodstuffs are getting through.

Duchy of Dragonaire

Effective immediately, the individual known as Wyndrick is not wanted by Dragonaire any longer. However, the following bounties are still in place:

The Dark Goblin known as Rakanishu, 50 gold is offered for live capture

The Lizardmen that are part of the Alliance of Dragonaire, have gone missing. Anyone who can reestablish peaceful contact with them will be awarded 5 gold.

On the 29th day of April, 610, Finnard Aldren has been squired to Baron Hector Metavente. Captain Blaze is appointed to Dock Master, Eve is named third of the Celestial College, and Guild Mistress Cheza has been appointed to the Cartographers Guild. Additionally, ambassadorial positions to Dragonaire have been created for the following factions: The Minotaur, the Lizardmen, the Barbarian tribes, the Elves and the Dwarves.

Duchy of Tyrangel

On Saturday, May 8, 610 ER Alandreth Silverlake, known as Crash, was elevated, by the Baroness Akoya Shangelaïsse, to the station of Lord within the Barony of Martalya.

Duchy of the Sutherlands

Silver is hard to find within the duchy and its value is increasing as the mines run dry. Traders may find greater value than the common 10 silver to one gold in the region. Per Ducal declaration, Andrew Wiatt is wanted for the crime of assault and theft.

Duchy of Oakhurst

It is believed that a coal mine near the Hawthorn Forest collapsed recently, shortly after a large number of elementals of various types were seen headed towards it. Whether any of the miners survived is not yet clear.

Continued on page 13

Kingdom of Avalon

Be it known that the individual known as Crock has been found guilty of Casting Necromancy and Assault of a Noble, by the Court of the Avalon Accord. The Court was presided over by Sir Tivorak, First Knight to the Kingdom of Avalon. In light of Crock's action to flee the lands, to avoid the just punishment set by Sir Tivorak, the punishment has been increased to Obliteration and being labeled an Outlaw of the Lands.

Kingsport

The Spirits Refuge is currently looking for a Liaison to the Adventurers of Kingsport who can act as an Assistant Guildmaster during gatherings, with access to all publicly available scrolls. The new Circle of Power for the Guild will be cast on Friday night of the next gathering, so the Assistant Guildmaster can be Invested.



Duchy of Fengate

For all to bear witness:

By order of the Duchy of Fengate and Kingdom of Evendarr. Taking into account that the citizen known as Lost is said to be insane. Taking into account that the citizen known as Lost has aided the Duchy of Fengate and Kingdom of Evendarr in the past.

He is to be found, brought before a Fengate noble and requested to discuss the information that he may hold regarding our enemies.

In addition to the information, if he cooperates fully and works with a Biata or Stone Elf to recover his mind from insanity, he is sentenced to one death by the sword until his

body dissipates for resurrection.

If he does not cooperate with any of the help that is being offered, he is sentenced to 3 deaths by the swords until his body dissipates for resurrection for each death.

Sir Garrett Blackstone
Knight of Evendarr
Duchy of Fengate
Kingdom of Evendarr

Barony of Lumberton Shire

A Call to Arms!!

The Barony of Lumberton Shire is on the verge of being threatened from the South. We must recruit reinforcements at this very moment or all our efforts will have been in vain. We cannot allow a potential threat such as this to go on unchallenged. We are in need of 100 able bodied, strong men and women, commoners and adventurers alike for service in the Baronial Militia. We are willing to pay 5 gold for a years service in the Baronial Militia, paid half up front and half at the end of your service.

Do not delay citizens and adventures of Lumberton Shire. Come, be a hero and help defend your home and families from this vile threat.

Please contact Field Marshall Christo Berylstar for recruitment.

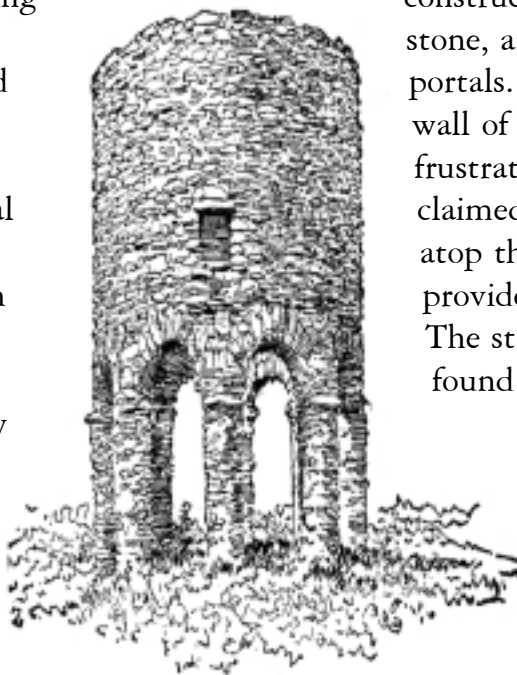
Bramblethorn Glade

Chaos Orcs are running rampant in the woods and something that may be a Treant is believed to be destroying caravans left standing near the forest. Children living in camps near the Glade have gone missing. Additionally,

Continued on page 15

Panthergasts Roaming the Duchy

Record numbers of Panthergast sightings, and worrisome disappearances, are being reported all over the Duchy. Initially the reports seemed to be coming mostly from small, remote, healers guilds in the Barony of Westmarch, but reports of attacks in other areas followed soon after. It is unknown where all of these Panthergasts are coming from, but the threat is becoming unmanageable by local forces in the baronies of Westmarch, Eastwyck, and Capulus. The Panthergasts strike in remote areas, and leave little trace. It would appear, based on both the initial and continued reports that all of the victims in this crisis have been of Elven blood. A few small elven settlements have suffered most, becoming feeding grounds for these voracious and deadly creatures. Strangely, there have been no reports of Panthergast activity anywhere in Cumberland since this all started.



Strange Tower Appears outside of Ravenholt City

Sources among the Ducal Rangers recently reported the appearance of a tower in the woods outside of Ravenholt City. The Tower was discovered during routine patrols, but none of the men remembers ever having seen it before. What's more, the Tower seems to have a number of very strange properties. It appears to be constructed of some sort of white stone, and the structure has no visible portals. All attempts to breach the wall of the tower have ended in frustration. A few of the men claimed to have seen figures moving atop the tower, but no one could provide any detailed information. The strangest properties of this new found tower have raised a number of concerns and created more than a little confusion. It seems that after nightfall the tower emits a strong glow, not unlike natural light, illuminating the surrounding wilderness.

In addition, the area surrounding the tower has been rendered completely silent. The exact range of this effect is not yet known, but reports indicate that the effect is static, it hasn't grown or diminished in size since the tower was first discovered. No bird calls, no wind whispering through the trees, and spell casting has been rendered impossible in the area of the tower. Although this strange tower appears to present no immediate threat, Ducal forces are on alert until more information can be gathered.

Obituaries

In Memoriam -

The adventurer known as Ashe Blackfist met his final death on the night of May 22nd, 610, in the lands of Dinsdale, Volta. He was executed for crimes unknown to me. After his execution, he arose again, transformed by his connection to Tyrra. He took the time to shake my hand, and bid me farewell while his will was still his own. It was an honor to fight by your side and to call you friend, Ashe. I will not forget your willful love of Evendarr, despite all that it took from you. Know that your enemies are my enemies, and that you will not be forgotten.

Travel safely, wherever it is that you now roam.

Sithryn Dagsanon Aquilonde

Squire to Baroness Marina Farren of Northguard
Bearer of Hope



associated with Destruction, took the field. Her presence, along with the purification taking longer than it should, led the town to suspect a conflicting Formal magic being worked. With the node purified, noble and commoner alike searched the area and found a second Dark Spire being summoned into a field to the side of the town. Rallying swiftly, the Ravenholt force pushed into the enemy ranks, fierce and unrelenting as they stared into a tempest of mighty elemental forces, unleashed on them by the Montesques. Despite the sisters' best efforts, they were defeated, with Alexandra cut down, and Bethany captured and dragged from the area of the Spire. With the sisters defeat, the Dark Spire exploded in a wave of Death that swept all life from its immediate presence, and left nothing but useless rubble in its wake.

Sir Theodore and Artallus, Voivode of Grief and Serenity, returned to the field after the summoning's backlash, to retrieve their captured liege, who was given to their custody. They quit the field of battle, and left the Ravenholt defenders victorious. Experts in Formal Magic confirm that the Summoning of the Dark Spire appeared to be minutes or less from completion; while military strategists reviewing the reports suggest that the Battle of Jerak was likely a hastily-conceived offensive by the Montesques for some reason (perhaps related to the two nodes). All agree that the battle has provided valuable lessons about the enemy's tactics and resources, lessons that can aid in future war efforts.

odd lights have been seen in the woods at night. Whether these things are related is as yet unclear.

Kingdom of Stonegate

Royal Steward Rage Scenarius announced that a rebellion is under way in the County of Guthenor. As such, he has petitioned the Counts for troops to assist against the rebels. Sadly, the army of Stonegate has recently taken on the Siege of Ironholm, leaving few troops available to assist in the east. Some fear the defense of The Kingdom in a precarious state.

Lomari Protectorate

Several citizens have gone missing of late, including Master Brightwing, last seen on his way to Oakbottom, the local tavern scribe (Erra Finefellow), and miner Uthgar Swiftwing. News of their whereabouts is welcome.

Naringal/Amrun Taury

A plan is in the works to restore the ruins of Amrun Taury, despite the loss of the River Troll allies and increased attacks from the minions of the gate. The Order of the Silver Lion is seeking those interested in claiming land in Naringal, specifically the Naer Fade Woods region, far to the north. If any frontiersman, adventurer, business owner, etc.. wishes to stake a claim to any portion of this land, and hold it for one year or until unable to protect said lands, Elder Skarn Stoneforge and Captain Eric von Beckelheimer are able to set up official documents for land ownership.



Clan Tan'Anin Trading

unusual items bought, sold, and bartered

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





The Charge of Baron Cadoc

by Lord Tristan Huntington

It was my sincere honor to help Sir Byron DeVolant and Baron Telaris MacLeod to acquire the resources they needed for the retaking of the town of Griswold, and then aid in the planning of the assault. It was a thrill to watch them, and Baron Cadoc Morbihan and his vizier Torin Hammerfist, and others who passed through at Saturday dinner, plan the assault in intricate detail, coming together with ideas flying fast and furious, and all welcomed. In the planning, Baron Telaris showed rightful concern to a force of light horse along the southern beaches. Baron Cadoc immediately offered up a calculated gamble for a solution: leading of his own dragoon units, mounted on his own Chaos steed, to attack the units if a way could be arranged to get them into position in time. This would tie the forces up along the beach, and prevent them from reinforcing any of the other attacks, or worse, the main action at the Griswold keep. Stirred by the force of his conviction at such a gambit's success, I offered to arrange transport for the dragoons.

That was how I found myself on that Sunday morning, sunny and clear, my yacht providing transport to the Baron, Torin, and fifteen of his dragoons with heavy horse, and his own staggering mount. Chaos steed is truly apt. Larger than nearly any horse I've ever seen, and barely reigned in by its rider, but the Baron sits it well indeed. With assistance from Prince Kevynn Blackfox, through the influence of his water elementals, the yacht sailed swift and accurate, and soon I had her anchored off the shoreline, where the dragoons disembarked. Under the bright mid-morning sun, they made a magnificent sight. Baron Cadoc tall and proud, powerful shoulders keeping his mount in check; flanked by Torin to the right, and Lt. Lycom Markover (the unit's commander) to his left; with seven more riders to either side of these two men. Waves lapped at the hooves as they approached. Tension wound tight in

the air, as I watched through my spyglass. My crew and I were prepared to rush in to aid, for healing or extraction, though we knew that would be a weak support at best if the dragoons proved unable to meet the task at hand. Baron Cadoc clearly held no such concerns as the force closed in on the sands.

The tension cracked as the signal blasted across the town's lands, and with a powerful war cry, the dragoons charged. Weapons empowered by Enchanted Blade spells, hooves sparking with raw chaotic energy, the heavy horses of Baron Cadoc crashed into the center, spectral ranks of Cecil's light cavalry. Screeching of metal, screams of pain and fury, rending of flesh and spirit, all rose like fire

and smoke into the air, to mingle with the eruption of warfare across the small finger of land. Never slowing, never wavering, the Baron tore through the initial attack, and the unit wheeled expertly about and set upon the left flank, pressing them into the sands and up against the edge of Lake Ardynn, making short work of them. I caught sight of militia that had remained loyal to

Baron Telaris now coming in from the right, having battered their own enemy down. Two disparate forces from two baronies, with staggered communication (at best) worked with the precision of true Ravenholt warriors to catch the last of Cecil's light cavalry in a brilliant pincer. In about thirty minutes of bloody battle, they'd secured the beaches, and proceeded inland to help with clearing out the remaining enemy troops as my crew moved the yacht in closer and set up relief camp to aid in healing and support. A brilliant triumph to the south only added to the magnificent victory of Sir Byron over Cecil's own first knight, and the Court of Eastwyck's leading of Ravenholt, and the reclamation of Griswold. All in all, a decisive victory, and a testament to the dedication and skill of all involved.



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 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

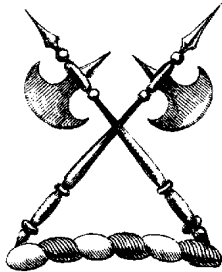
Current Legal/Medical Paperwork Needed for 2010 Season

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

- Rope lights (extra gobby offered)
- Barrier Spray (extra gobby offered)
- Spell Packets (extra gobby offered)
- Mehron Pancake Make-up: Black / Green / White / Blithe Spirit / Red (extra gobby offered) & Sponges!
- Silver exchanged for gold/platinum or gems (at check in) - Special Exchange Rate!
- Cool masks that can be used for various plots / creatures
- Plastic Stone wall (backdrop)
- Unused elf ears
- Makeup crayons/pencils
- Extension cords - 50 foot or longer
- Flame lamps (battery powered & plug in)
- Scarring liquid
- Disposable drink cups
- Gatorade powder
- Candy for the NPC camp
- Packaged batteries
- Fiberglass resin & cloth



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>