

Raven's Herald

Vol. 14 Number 5

Habita Diem Gravis

May, 601

Chaos Child Slain

On the eve of April 28, 601, the combined forces of the Duchy of Ravenholt struck at the source of the Necropolis' power. Telandria, also known as the Child of Chaos, was permanently slain under the combined assault of Ravenholt's finest.

Earlier in the evening, Cassandra the Seer approached the townsfolk and informed them of the opportunity available to them to kill the Child. Cassandra at the time was somewhat incoherent and appeared to be losing her sanity. Cassandra warned the town that the opportunity would be fleeting, and action would be required in moments. She Rifted out, and the town prepared itself.

When she reappeared, the town leaped through her rift to witness the fleeting afterimage of one of the Liches of the Triumvirate exiting through a Gate. Telandria reacted with surprise at the sudden appearance of the townsfolk, and summoned a force of Chaos Elementals to defend herself. However, she was not prepared for the attack, and her forces were not strong enough to prevent her destruction.

The combined forces of the town, including Nork, Baron Gabriel, Sergeant Archer, Garth, Delahr, and many others, drew

cont'd on p2

Creatures Within the Monster Island Mists Seen!

In the early summertime of last year, sailors and merchants in Capulus reported that the mists around Monster Island off the coast of Capulus had begun to grow thicker, and take on a yellowish tinge. By mid-June, the mists thickened to the point at which the bulk of the island itself could not be seen, merely a thin strip of rocks or shoreline. Since that time, rumors of strange noises and shapes within the mist, and missing vessels and crew have abounded within the taverns and shipyards of Capulus.

The Baron Wolvestride has ordered all sea traffic avoid the Island, and has had several members of his Court stationed on or near the island for months, studying the phenomenon. The Baronial Court has refused to comment on the proceedings, but someone who claims to have seen the Mists thin and part has contacted the Raven's Herald, and tells a fascinating tale:

"The Baron has his goons crawling all over the island, kicking anyone they find there off. Me and my boys, we're too clever for that, ran circles around them fat old Noble-types, kept one step ahead of 'em the whole time. We saw it - the things in the mist! We're probably the first ones every to have seen 'em, and it was us, not them Noble-types, and we lived to tell about it!

"We was hiding from the Baron's goons on the rocks on the

cont'd on p3

Two More Unicorns Found Killed

Within the last two months, the mutilated bodies of two more Unicorns have been discovered, bringing the total of the murdered to five. The modus operandi of the murders has remained constant in each case: every one of these peaceful creatures have been discovered lying in a pool of black liquid, apparently killed by a single blow to the chest, and the alicorns, or the single horns that give Unicorns their name, were apparently cut or torn from their corpses.

The deaths appear to be occurring in random locations: previously, murdered Unicorns were discovered just outside of Greater Bromley, Westmarch (one Black and one White), and near Land's End in Cumberland (one White). The newest victims were both discovered in Eastwyck: the body of one Black Unicorn was found within the fields near South Woodseave, very near to the Mystic Wood, and the body of a White Unicorn was found within the Mystic Wood itself by members of

cont'd on p2

Magic Barrier Seems Unaffected By Primus Machine Destruction

Many a traveler to Ravenholt has marveled at the thin, slightly shimmering field that surrounds our fair Duchy, and wondered what it would take to create it, or what more might be done to destroy it. As some know, it was the "Primus machine" which was responsible for the wholesale destruction of magics in the Duchy and the creation of the strange "Magic Barrier" in 596. The "Primus machine" is an intricate combination of magical and physical forces, built into the lands of Ravenholt itself, created years ago by a Lizard-like being named Primus. Although Primus was destroyed long ago, and the Machine has been still and quiet since 596, the Magic Barrier remains to this day, surrounding the borders of the Duchy and preventing items and creatures of a magical nature from freely entering and leaving Ravenholt.

Friday evening of this past gathering, Lizardman descendants of the creature that created the Machine approached the town, and requested the destruction of the Machine, as it had fallen into the grips of an insane group of Lizardmen, and apparently had the power to physically destroy the Duchy. Many were concerned that the destruction of the Machine would also cause the destruction of the Magic Border. Said one townsman, who requested that his

"I have heard other people complaining about how the Magic Border is standing between Ravenholt and progress, that it is limiting us from reaching our full potential, that with more magic

cont'd on p3

Unicorns ... from p1 the Ahora Clan.

A member of the Mystic Wood Elf Ahora Clan, who requested that his name be given as Switch, claimed to have witnessed the death of the White Unicorn personally - he was quite shaken by the experience, but felt that the people of this Duchy needed to know what they are dealing with:

“I was out hunting when I heard crashing through the underbrush. At first I thought it was another Cousin out hunting, because it sounded like a person chasing a deer or another hoofed animal. I ducked out of sight, thinking that I didn’t want to be in the way, and supposing that I might help the hunter out by distracting or shooting the animal. I knew something was very wrong when the footsteps changed; instead of two feet chasing four, it was suddenly two chasing two.

“A few seconds later, a young, pale-skinned woman with a sparkling jewel on her forehead crashed out of the underbrush about fifty yards from me, running fast, and running scared. I called out to her, asked her if she needed help, I...I think I doomed her then. She turned to face me and opened her mouth to say something, but suddenly there was a flash of light behind her. I thought I recognized the Human that stepped out of the Rift, but I cannot be sure, now. It is driving me to distraction - his face was so familiar, like I had seen it many times before, but I cannot now place where, or who he might be.

“It all happened so fast - she stopped and turned, he...he appeared behind her, and boom - suddenly there was this black sword sticking out of her chest, and her blood was everywhere. She dropped to her knees and he grabbed her by the hair, wrenching her head back towards him. He reached out, there was this terrible snapping noise, and he dropped her, now holding a small, bloody white horn. I think I screamed, I do not know now, but I was running towards him, but he was gone, Rifted away as quick as you might blink your eyes, gone before I could reach him.

“The worst part - she didn’t just die. She lay there, gasping, bleeding, in pain, for an eternity it seems. Her blood was red when it left her, but turned black and cold, and it burned like hot oil as I held her. She whispered her name to me, told me to run, told me to not let her blood touch me, that it was a terrible poison. I...I couldn’t help her. All of my magics were useless - I cast everything I had into her wound, poured potions and elixirs down her throat, nothing worked. She said that if a Unicorn is killed by the horn of another, there is nothing that can save them. All I could do was watch her die.

“Whoever this creature, this monster that kills the innocent is, they must be destroyed. For Seivariel, for all of the fallen Unicorns, for everything that is good and right in the world.”

Switch stated that he eventually died from the Unicorn’s blood, and after resurrecting lead others to the location of the Unicorn’s body. He has described the being as a Human in his mid- to late-twenties, with short, dark hair and light colored eyes. The being was dressed entirely in green, wore a mottled green tabard with some insignia on the front, and bears a single black weapon, probably the alicorn of a Black Unicorn. The creature

can obviously Rift at will, and appears to use this ability in hunting the Unicorns. Followers of the so-called “Path of Life” have become increasingly angrier as the deaths of these benevolent beings increase. Many report that they have been trying to contact other Unicorns, to warn them or otherwise find out if they may be of any aid, but report that even social Unicorns, who are known to appear and speak with mortals, seem to be hiding, and avoiding any contact with people.

“Unicorns are not like ordinary animals,” local Adventurer Myre Andanivan reported in last month’s Raven’s Herald. “They are inherently magical, and when they are within the lands they protect, they are able to completely disguise themselves and their Pools. Whatever this being is, if it can track, hunt and kill a Unicorn within its own lands, it is more powerful and more dangerous than anything I have ever encountered.” Others concur, and the mood of followers of Life seems to be split between anger (several Adventurers have taken it upon themselves to try to seek out this creature) and despair (other followers of Life have been trying to contact the Avatar of Life for some time, but have had no success as of yet).

Again, local officials warn that citizens of Ravenholt are strongly advised to avoid confrontation with this creature if it is seen, and have asked that anyone spotting this being immediately inform his or her local officials of its presence and location.



Chaos ... from p1

Telandria away from her guardians, and felled her with concentrated sword blows. She seemed to defend herself for a moment, and then one blade tore past her defenses and slew her with a mighty blow. Baron Gabriel then knelt over the Child and delivered the coup de grace. Those that witnessed this event directly have suggested that the killing blow was performed with a horn of a Unicorn, but the Raven’s Herald has not yet received any proof of that action. Whatever action he took to still the Child forever, Baron Gabriel reportedly had to be carried from the battlefield.

A Spirit Bottle was recovered from Telandria’s body, and was shortly thereafter destroyed through Earth ritual by Dougan Steelforge. In the aftermath of this event, a new resolve has appeared in the wearied faces of the defenders of Ravenholt. From the ashes of near defeat the town has won a major victory, and slain one of its greatest foes. Though her “mother,” Lady Chaos, created Telandria to destroy Ravenholt, she will now have to deal with us directly. A great victory has been won, however, the greater evil remains - stay vigilant, and we will prevail!

news from around tyrra

from anilar:

- The undead wars in Anilar are finally over, and Queen Rachel Marken has settled some of the unrest in the kingdom. Border towns have come together to assist in stopping nearby ruffians from venturing further into the kingdom and harming the farms.
-written by Hermionie Hogan (Traveling scribe of the Anilar Examiner)

from the hinterlands:

- The once-ferocious Kabal and its minions of evil have been driven from the Hinterlands, after considerable loss of life. Questions have arisen regarding possible questionable Necromantic actions in relation to this nearly three-year war. Notable deaths included Palador Hart, Knight of the White Hart, whose sacrifice left him a creature of Order and Life, who was later destroyed by the Kabal's elemental minions of Dream and Darkness and their Celestial hounds.
- Then-Baron Rosha Silvermane died during an altercation of massive magical proportions between a Death Knight, the Dragon Mage Divad Stardust, and his wife Tira, as well as numerous townsfolk. Stardust's part in the events caused him to become outlaw. Stardust claims allegiances in the Ravenholt area and boasts of being a member of the Cumberland Noble Courts.
- A battle between King Silvermane and the icon of Death appears to have resulted in troubles with resurrections in the area.
- Several high-ranking nobles have been kidnapped of late.

from dyllaria:

- Since the return of King Balladan to the throne, the Kingdom of Stonegate has begun to claim many of the wilder, less settled areas of Dyllaria as its own.
- The war against the Dark Horde continues, but is nearing its end.
- The Overlord Tilicaf has been defeated and has gone into hiding, but several of his lieutenants carry on the fight.
- In Lumberton Shire, a particularly nasty Death Knight named Neyamius has been causing quite a bit of trouble, while the recent troubles in Galavast have been extraplanar in nature.

from emuria:

- With the collapse of the Emurian Empire, the scattered city-states have gone their separate ways. Prinnith has joined the Kingdom of Stonegate as part of the County of Oakwood under the direction of Count Joahann Loamann. The former Imperial capitol at Ironholm and the town of Corliss are still in a state of rioting, and each has literally become a war zone with rival groups battling for leadership. The city-state of Vargus has reverted to its military roots, and is currently operating as a freehold in much the same way as it did before the death of the Emperor Cornelius. The Crysteel City has barely felt the effects of the collapse, and the gold and iron mines are still operating as usual.

Magic ... from p1

we could destroy whatever nasty was threatening us, all that nonsense. That's all that talk is - nonsense. If the Magic Border drops, what is to stop the Liches, the Necropolis, the Black Rose, the Black Dragon of Capulus, any of the enemies of Ravenholt, from doing the same? What's to stop the Kabal, the Jester's Guild, the Harvest Moon, you know, all of those types who rely on their magic toys for their courage, from entering the Duchy while we are still magic-poor, and killing us all? Nothing, that's what. I even heard some of the Nobles saying that if the Border drops, they are going to institute a border guard to limit the items that people bring in! Best of luck, but if you ask me, the Magic Border is the best thing to ever happen to Ravenholt."

Creatures ... from p1

west side of the island, and 'cause we was quiet and so good at hiding that we got to see them. The Mist started getting thin in this one little patch, and something started coming through. We weren't scared or nothing, either, 'cause we knew we'd kick whatever gibbery monster-thing came out right back in, 'cause ain't nobody tougher than me and my boys.

"But hey - it wasn't even no gibbery monster or nothin' - it was just this old guy, looked as human as you or me, dressed just like any deckhand would be. It was weird, though - he had these little patches of green skin all over him - not a bright green like a Half-Orc, but really light green, like the sea. He just walks out, calm as you please, pulls in this net that we hadn't seen - just 'cause we weren't looking for it, we would'a seen it if we'd wanted to - picks up his catch, and walks back into the Mist. Me and my boys, we look at each other, and start running after him, so like we can get through the Mist behind him, but we get all turned around in the Mist, and ended up back on the beach. But that ain't gonna stop us - as soon as we get our ship fixed up - if block-head over there had'a watched where he was steering we wouldn't be stuck here - we're gonna go back, and *this* time, we are gonna get inside the Mists!"

The Baronial Court could not be reached for comment on this new information as of press time.

cont'd on p7

commoners' tourney next gather

Hear Ye! Hear Ye! It is with great pleasure that I announce the coming of a commoners tourney to be held at the next Ravenholt gathering. The noble courts of Capulus, Cumberland, Westmarch and Eastwyck will be hosting the games and awarding the winners their prizes, and all events will be judged and kept fair by ALL noble courts. There will be games that test skill and strength, wit and willingness, and prizes aplenty! The games will begin on Saturday, May 26th, and end on Sunday, May 27th, 601.

To participate, present your 4-person (or less) team to the Noble courts on Saturday, May 26th at 10 am in the middle of town. All of your team members must be present, and willing to participate.

The events will be dedicated to the memory of those brave heroes that have fallen in this long war against the Necropolis. The tournament will also serve as a celebration of our most recent victory over the Chaos Child, as well as a thank you from the Noble courts to the commoners of the land for their bravery and sacrifices in this war.

On Saturday the games include:

- One on one combat. Each team chooses their champion to fight against another team's champion.
- Casting tournament. Each team chooses their champion to fight against another team's champion.
- Team combat. All four members of each team will participate in this fight.
- Waylay or stealth competition. All team members will participate. The game will last until Sunday at 2pm and will be judged as need be.

More games on Sunday:

- The hunt begins at 10am.
- Archery competition. Each team will choose its champion archer to compete.
- Riddles and mind challenges. All 4 members of the team will compete.
- Rogue Challenge. (It's a secret of course, so I can't tell you anything else right now!)
- Entertainment over a grand feast in the Tavern. All teammates must be involved, and all the courts will be hosting the event. Judges will be announced later.

For each event the prizes are as follows - For each individual event:

- First place team will receive 12 gold (3 gold each)
- Second place will receive 8 gold (2 gold each)
- Third place will receive 4 gold (1 gold each)

In addition to winning individual competition prizes, teams can win points for placing in the games and win bigger prizes - total points per competition will vary.

Point prizes include:

- The team with the most points will win the grand prize: a three times a day Enchanted Blade longsword, and paid training for all four members of the team!
- A +1 non-magical polearm
- An unshatterable shield
- An unshatterable Celestial spell book
- An unshatterable Earth spell book
- An unshatterable Harmonics tuner

public notices

Aubreous,

I hear that you've been asking about your sister, Aubrey. I thought I'd let you know that she still walks Tyrra. She is with your brother, Aubric and the rest of the Order.

It's nice to have the whole gang back together. I'm sure Aubrey will make a fine addition to the team as soon as she come to terms with her situation.

-Gaulderon

The Order of Isra

To: Green Eyes

The score stands at 1/1. I hope you are feeling invigorated with your newfound freedom from both servitude and your bottle. When we meet again this shall be decided. - Liche killer

Citizens of Ravenholt - Let it be known that I am seeking any of the following, specific ritual components:

Hawk Feathers - Pure Blue Quartz
Star Sapphire

Wand of Lightning-Struck Oak
Lesser/Greater Air Elemental Essence
Ozone from a Fresh Lightning Strike
Thunder of a Lightning Storm

And, one of any of the following Ritual Scrolls:

Enchant, Elemental Aura, Channel Spell

I must obtain these by the next Storm Season.

May the April Winds Guide your Path,
Curyll Taylor Stormydd
Weatherworker of Cumberland

The Company of the Grey Raven is recruiting. Training, equipment and recognition await you in the service of His Grace. Please contact any member of the Company for information.

The end is near!

Which You will survive? If you don't act now, only one of you will survive when the time comes! The end is closer than you think. Come and hear how to ensure your continued existence.

- Oberon Anduin, Archmage of Time & Spirit Manipulation

headlines from around fianna

Volkar's Ship Returns

My dearest Nadia,

While trying to track down that group of mercenaries for you, which I regret to say I have no report on as of yet, I did come across the L'Tessai caravan that travels this region. They tell me they have seen Volkar's ship back in the vicinity now that the winter storms have passed. I am planning to travel closer to Greylock Keep in order to meet their next most likely port of call. If anyone has rumors of this troop's movements, then they have probably heard them.

While the caravan held little of real interest, I was certain you would be more inclined to wish to investigate the tradeship's wares. Is there anything you are in need of that I can obtain from them?

Also, the L'Tessai mentioned some recent upheaval – a lot of refugees and other creatures on the move. Perhaps the King's forces have resumed their activity near Caer Branagh? That seems to be the source of the disturbances. I thought you might wish it investigated by someone.

As for the rumors of the masked figure referred to as the 'Lord Prince,' I have no further correlations though there have been rumors of three more independent sightings. I shall continue to look into this.

Yours in truth, Daina Cormed

The Bonelord Grows Restless

Dearest Aidan,

Your eyes and ears are needed near Greylock Keep again, my friend. The restless dead are stirring wider their activities – I suspect this self-styled Lord of the Bones is growing impatient in his endeavors. See what you can uncover there for me.

Also, I have been informed of greater movement among refugees and even what seems to be some displaced tribe movement. Please investigate this personally. See what impact it may have on our little group of insurgents. And pay attention to those I am most interested in.

Nadia

Ghosts and Lycanthropes

To Nadia with urgency,

You must come at once if you can. Something is going on at the Greylock Ruins. The ghost is restless and active, seemingly seeking for something with some agitation, though he will not speak of it to me. I can risk no more tries lest I reveal myself. I sense we are on the verge of a significant occurrence, but I can glean no detail of what it may be. Perhaps with your skills...?

Also, the hunters have returned to this region, still looking for the lycanthropes they seem so obsessed with. Clumsy though they may be, I fear they impede my investigations through their sheer determination. I thought you may wish to be so advised.

Lastly, I encountered one of the ogres of the northern tribes just above the ruins area. It seemed a bit far afield and more aggressive than usual. I do hope this is an isolated incident.

Respectfully yours, Idana Faine

Disease Spreads;

News on Kraven's Troops

My dearest Nadia,

There have been some unusual stories of illness and unrest cropping up in some of the smaller northern communities that I thought you may have some interest in. The rumors mention areas where the majority of town populations have been feeling sick, listless and without any energy or enthusiasm. It seems to have a relatively rapid onset, and the effects spread through the town rather quickly. From what I've heard, this has happened in at least three small towns near the Tician Wall, including the towns of Ceanainn and Oribak. I am trying to track down the rumors to identify other towns involved.

Also, I have 'obtained' some of the messenger dispatches meant for some of the King's forces. You will likely be interested in the officer who is apparently responsible for the deployment of troops into the Greylock area, one General Thomas Malshay. I don't know that he is very impressionable, however I have also seen some intelligence on a Sgt. Major Forsythe Brand. He seems to be an officer whose career is on the rise, using unconventional training techniques and guerilla tactics. However, I've mentioned him as there are certain rumors insisting he may not be unshakable in his loyalties and the possibility of finding a use for him may exist.

Lastly, I have also stumbled on learning of the recent addition of a number of barbarian troops added to Kraven's forces. This seemed unusual and a bit unprecedented – and they are growing in number. I will be keeping an eye on this and will report back with any new developments.

As per your request, I am on my way to Greylock Keep. I shall write with more information soon.

Yours faithfully,
Aidan Siobere



Rumors Heard in the Refugee Camps

"I've heard of 5 more kids gone missing in just the past month. People are really panicking and ain't nobody doing nothing can stop it. I'm getting out of here."

"Gordon was out getting wood for the fire last night when this huge yellow beast came outta nowhere and went right after him, no warning or nothing. He said it was howling some gibberish and waving a club, all covered in this awful warpaint. Barely got away with his life, he did."

"There was this guy came by the tavern right after closin' other night. Didn't get a good look at 'im though; it was cloudy and I wasn't gonna let 'im in. He said he was jus' lookin' fer any Alaisians that might be about. I tol' 'im we din't have any o dem around, an' he jus' walked away. Pretty odd, wanderin around at night lookin' fer some o dem animal types, ya ask me."

the signpost

Messages to and from travelers lost at...The Crossroads

May

From the Desk of Phillip Auberfoyle:

Sir: I have looked into the appearance of my correspondence in various publications around the world. Neither bribes, threats, nor alchemy have served to pry loose an answer as to whom is supplying the information to these publications, nor even how the pages get into the distributed flyers. At one location, my agents surreptitiously observed the printing and distribution process, and somewhere between the final printing and the readers' hands the pages have appeared.

Two things are obvious to me now. First, some mysterious power is causing letters and works regarding the place to appear in these distant publications. Second, that to protect the integrity of our efforts, all letters and journals must be written in a cryptic or encrypted manner. I will refer to things by code phrases, and I will instruct my field agents to do the same.

Your servant, Phillip Auberfoyle

To Phillip.

We got to the border of Ashbury, and you'll have to update your maps. The whole place is occupied by a foreign power. They call the place Territory Thirteen, or something like that.

It took a lot of fast-talking, but we were able to avoid being detained for very long. One of the men did catch that these people are also having to deal with unexplained disappearances, but I think that it has more to do with war than with your other place.

By the time we got to Ravenholt, all we caught was rumors of that Sarr woman. She was wandering about, asking people about the other place, if they had any information about it.

We'll keep tracking her down. Lodar should be meeting us in Volta next month. I'll send word about that later.

<signed>Orrin

I've seen your Ravens. There is a special gleam of intelligence in their eyes. Well, you can't have me yet, you scallywag. I'm holding on to life as long as it takes to get people to know about you. I've already found ways around your compulsions, and I've got friends here spreading the word.

Your Ravens are telling you I'm losing my mind, and my health is fading. Hah! I spit in your eye! You'll have to find your own way to come to me if you want me. These Ravens no longer frighten me.

In fact I'm using one to send you this little note. I've been kind to the bird, because I know they're slaves to your will, and not evil by nature. I hope I've really got your attention. You will stop your tortures and free the prisoners, or I will make sure your ending takes an eternity of agony.

Jonas Busby, Admiral, Retired

to of find shattered the hopes way and of laughing broken screams dreams
take a up way your will hand come and three-quarter follow year near
we're laughter climbing grin up and the sullen ladder frown down
walking until miles at and last climbing we high brushthesky
the the roof world of we night love gives we chill keep of it fear near
the the gold summer's and warmth blue the the dance falling of rain
a a subtle stronger fright arm and than broken any pause laws
we're so climbing happy up in the our ladder perfect down town

>>>=<<<<

Not bad so far, but you have only seen the tip of the iceberg.
The crew cannot save you all. Prepare for the worst.

I am coming.

- M

Notes on the Signpost

Hi. - Um, I'll just tack this on the signpost. I'm looking for someone to help repair my roof before the next winter. I will pay in bottles of brew or leather armor. -Ivy

>>> <<<<

Missing: One stick, carved and decorated. Sentimental value only, will spare all life in town if returned. If found, place a note on this signpost to arrange a meeting.

>>> <<<<

we need dwarf for small job. pay real good. come alone and unarmed to top of bramble mountain. come at night.

>>> <<<<

Keep up the good work.

-The Captain

Magic ... from p3

However popular opinion might stand, out of duty for the town and the Duchy a brave group of adventurers sought out and destroyed the Primus Machine late Saturday night. Many believe the Machine is the only thing keeping the Magic Border up, and by all rights the Border itself should have been destroyed as the machine was destroyed. However, this appears to not be the case.

As per the request of His Grace, Duke Roderick Raven-

hurst, experts in magical phenomena from Lake Hollym (including the Mage's Guild own Arch Wizard Keylandra Dirath) have been studying the Barrier closely since the happenings of last gathering, and have since reported to His Grace that the Barrier appears to be standing strong, at least for the time being. They have suggested that, although the Primus Machine was the clear progenitor of the Barrier, that over time the Barrier seems to have established power sources of its own, and thus

remains standing, despite the Machines' destruction. One researcher suggested that the Barrier might be locked into naturally occurring Tyrran Nodes within the lands of Ravenholt, and feeding off the power of the land itself - an inexhaustible supply, so far as anyone knows. Said Arch Wizard Keyla:

"Although the research is not complete, we have been able to determine that the barrier is indeed maintaining its own without support from the machine that Primus had used.

Further research must be continued to determine if this is dangerous to the lands itself, because if the barrier is feeding off of Ravenholt then it could cause even greater problems in the future. You can be sure that it will be continually watched and examined."

The researchers are continuing their work, as there is still concern that the Barrier may yet weaken as time goes on, but it is safe to say that the Barrier remains standing today, and by all appearances will continue to stand for some time.

DLSR out-of-game information

A Few Words From the Staff

We're all very excited getting ready for this 2001 Dark Legends season. With the last release of the revised rules, and some new additions to this year's DLSR staff, we're looking forward to bringing you what we hope will be our best season yet. We'd like to take a minute to introduce the latest additions to our staff.

To our plot committee, we have added two new intern members who have already made valuable contributions in getting this season ready; Dylan Whitney and Tim Barry. We also wish to welcome Phil Dawson, who is taking on the daunting task of handling the character database and will be taking over logistics from Steve Koval this season. Steve has announced that he will be taking some time to dedicate to his new family and so this will be his last season on staff. Though we will miss him terribly, we are thrilled for his good fortune and happiness and wish him all the best.

The DLSR staff is already working hard to make sure that the 2001 season is the best LARP experience we can provide, and welcome your comments, feedback and ideas. We look forward to seeing all of our regular players and volunteers and hope to see many more of the NERO Mass players there as well.

Thanks, and see you soon! Geoff, Lori, Michelle, Brett, Steve, Dylan, Tim and Phil, DLSR Campaign Committee

Racial Histories and Backgrounds

The DLSR Plot Committee is hoping to release a racial player's guide sometime this season, with further backgrounds and information on all the races. We know there are a number of players who have contributed or who wish to contribute work towards race packages. If you still wish to make any contributions please contact Lori as soon as possible. (Seannafi@haven.org)

Please remember that all submissions that are used will be considered the property of the DLSR campaign. We always welcome ideas and contributions, and it is important to us to take them into consideration for shaping the world of Noctera. Thank you!

- Lori JE Turi DLSR Plot Director

CROSSROADS out-of-game information

The Crossroads has had a population explosion, but there's still room for more. In our constant effort to make a better campaign, we need your input. What do *you* want to see in The Crossroads? What would it take to get you to come over to the other side of (Oops, that almost gave away some plot...)?

For those who have already played The Crossroads, a little reminder. To receive a max-out blanket, we need to receive an In-Game summary of the event from your character's perspective. We're looking for something about one paragraph to one-and-a-half pages in length, but if you find your ideas running into extra pages, there's no penalty.

You can send them via email to crossroads@neromass.com or via snail-mail to Bob Hawkins, 203 Broad Street #2, Marlborough MA 01752. Also, anyone, PC or NPC, can send comments and suggestions to us by the methods above.

Thanks -Bob Hawkins - Crossroads Plot



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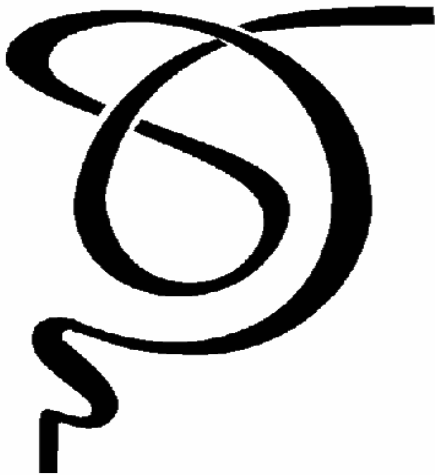
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