

Northern Tribes Cease Communication with Evendarr

-By William Kenson

Since the events in the month of November have unfolded, many of the Northern Tribes have stopped trading and communicating with settlers on the northern border of Ravenholt. The northern people have always provided some trade in furs, pelts, and, in some cases, weapons and other adventuring goods with the citizens northern Eastwyck and Cumberland.

However, it seems that someone, presumably Theodorik, has ordered the cessation of all trade, leaving these settlers with a surplus of grain and other goods, but without any of the supplies these communities have grown to depend on. The Ducal Household has responded directly by providing these goods from His Grace's own caches of supplies.

One farmer, who was particularly close to a group of Barbar-

ian healers and potion-makers stated that he has received no contact at all from his old trade colleagues: "It's like they just up and left," stated the Farmer, who had already prepared his goods for shipment into the Northlands.

Many of the farmers in Northern Cumberland are worried that this is indicative of a changing political structure amongst Ravenholt's Barbarian neighbors. Mercenary groups such as the Black Lance have reported increased business with these small communities.

Although no one is certain of the true nature of this sudden change of events, many speculate that perhaps the barbarian merchants have simply found other buyers for their goods, and that there is little to worry about.

Cloud of Ash and Fire Tears Across Northern Border of Ravenholt

-By Marcus Nelling

Early on the morning of November 26th 605, farmers in Northern Eastwyck and Cumberland awoke to what first seemed to be the first snowy morning of the year. Without notice, the ground shook violently, and in some places, seams opened up in the earth, revealing, as one witness reported "Rivers of Fire". Strangely enough, these seams seem to mark the borders of Evendarr.

Immediately, members of His Grace's own 1st Planar Brigade, as well as several prominent surveyors from Ironvale, were summoned to the North. Though the Herald has not been able to gain any knowledge on their findings, many people have reported sightings of fire and earth elementals traveling with and assisting the research.

Though it is unclear what the significance of these matters hold, it is obvious that this could potentially pose serious problems for the farmland of Northern Cumberland and Eastwyck.

The ash and highly poisonous smoke has also made travel through the northlands nigh impossible for all but the most stalwart caravans, which has stifled trade between Evendarr and points north, including the fledgling Duchy of Kincora.

Mystic Wood Untouched by Changes in Northern Ravenholt

-By Johnathan Spooner

Although some of Ravenholt's Northernmost settlers have been vastly affected by the rifts of fire and ash that have recently begun to appear, one of the region's most trouble-prone areas seems to have remained unscathed. The Mystic Wood, which is a Freehold within Ravenholt and the ancestral home of the Mystic Wood Elves, has been untouched by the changes to the ground. Even the storms of ash have not fallen within the Wood.

The history of the Mystic Wood has always seemed to place it squarely in the path of danger. It has been burned several times by various invading groups and enemies of the Crown, most recently the Sessai. Many within the Mystic Wood have been seen venturing out from their homes to aid those who have been affected by the recent changes, providing food, supplies, and in every case, hope and strength to their neighbors.

"Ravenholt has, time and time again, come to our aid. It is truly an honor to return the favor" stated one Mystic, who wished to remain anonymous.



Da Big Ugly Squishes da Nobles of Ravenholt

So dare I wuz just walken down da road when I heard dis rumblinn. At firzt I taut it wuz me belly but den I realized it must a been sometin comin me way. I wuz like shux I mine as well weight for da rumblin ting since me little hoblin legz woudnt carry me fast enough out of za way anyways. So I be waitin and dare be more rumblin. I got to tinkin maybe this plan might not en been da bestest idea. It be a little to late by den cause around de corner came de big guy with de big wings. Now it was bad enough that it was de big grey guy with da big grey wings but da fact that he had a bunch of guyz with him was even worse. I got to tinkin dat maybe diz be da time for me to get my little hoblin legs movin. Just den I hear a loud noiz at first I taught it was a avalanche crozed with a chicken bein stepped on but den I realized dat it was da big wing guy yelling to me. He be sayin WERE DO BE THE ARC WIZARDS, well not quite like dat but im a lil guy and I got scared you gotz to forgive my memory itz about as small as me bladder in deez kind of circumstanzes. I wuz like hmm either run and get caught or try to talk to da big angry ugly lookin guy. Yeah so of course I started da running but I guess I wuz lookin bak and I slamed me fine lookin puss into a tree. So tear I wuz sittin on de ground watchin diz big ugly grey guy comin up to me. WERE DO BE THE ARCHY WIZARDS he sayz. So I stand up and I say I do be Tobiaz Featherfoot and I do not know were the archy wizards are. He gives me a look tiltz hiz head and says WHAT DID YOU JUST SAY? Now I find it rude when people who do even know how to be talkin try to ask what I be saying. Now this went on for about 15 seconds before he let out a roar, kinda like when da mama cow and the papa cow get together. He trows up his hands and goes to walk away. Now here be the problem:

I be a little guy and I just happend to be right up kinda close next to da big guy. Well his hands went up and I went flying. So dare I wuz flying thru de air and I realeyed dat diz grey guy be a really strong cause im still in the air to think he's really strong. Just about den is when I smacked me head against the treez.

Well it was night by da time I do be wakin up and boy my headz hurt. Well I do what every good hoblin doez wen hiz hed bein hurt he goez and drinx. So I do be goin down to de local tavern in de Ravenholt City. I do walk in and see my good old boy Bobby and he says my lord Tobiaz what happend to yourz head. I go up to him and say Bobby I do been slapped by a big grey man with wingz. Now de one good thing about Bobby is dat diz man be around da 'Holt City a long time. Diz man seen all dat dare is to see in hiz tavern. I go into any utter tavern dey be given me dat look if

I tell me stories. So Bobby lookz at me and says , well your not alone that thing came into town and beat some people up and then played chess. So I give him dat look which I done believe that he did notz appreciate. But then I ask him to tell da story and so he does.

Dare be this horde of deez stonies, de onez I talked to you about before. (U being da people reading diz not U being Me, said by Bobby.) They come into da town with da big guy who is yelling WERE DU BE DE ARCHWIZARDS. (yeah I know ive said diz before but I want to getz de story straight) Da guy goez walking around town and hiz boyz do be causin trouble. But eventully dare be dis wizard who be steepin up. He goez like I am de great and powerful weasel of celstial rath or somting like dat. Next time I got to be bringing me notpad so I be getting it rite. And not not write on me not pad. So anyways da celesital wezel be going towardz da tavern we he be saying. SHOSHOMO you get over here if I be going you be going. Now I guess the SHOSHOMO guy do be a archy wizard to but was hiding cause he didnt want to get de same treatment hoblingz get. And if you don't remeber its a big slap and flying through da air and banging on da tree. And diz SHOSHOMO guy do be a elf and he would fly a lot farder den a fat hoblin like me.

So dey do be going down to da tavern and dey start playin chess. Now I guez it be some sort of big test to see if deh got da smartz to be wizards. From wat I bee hearing dey do take a beatin worse den a hoblin caught stealin da big turkey on winternight. Now I guez dat the weasel said he be needin da go juice. Dahh elf do be sayin dat he was just bad. The reall beaten was taken by da Big fat knight Sir Kapwill. I guezz he kept openin his big mouth and for some reason no body be puttin foot in it. So da big wing guy be stepping on him, BOOM and squashing him flat. Well he do be heeled and da nobles all gather around and are like, Well we cant be lettin him go around wacking or nobles. So De Sir Jason reknowed as da nice guy of Ravenholt goez up and sayz you are commitin treason and da hittin and the squashing is illegal. Da big ugly grey guy do be saying I DONT CARE. He be sayin he is from lake hollyum and more important dan everyone else. So Jason says well we can't kill you so get out and dont ever come back. Now Sir Jason be very mad when diz happen and from what I hear diz elf never get mad, so diz guy really must be a not nice guy. Well da big ugly leaves and dat is dat.

So tanks to my many loyal readers
Tobias Featherfoot



Bandit Queen Aids Town

In an unusual twist, the woman known as the Bandit Queen who has reigned over a vast emporium of mercenaries and bandits known for their token red arm band or sash, gave aid to the people of Ravenholt in capturing and destroying an enemy of the realm. Last seen in Westmarch several years ago, she herself had been lying low, although her mercenaries were quite active of late. She had had extensive disagreements with then-Baron Jayson Askani at a Winter Gather, and since that time, her troops seemed to be expanding their attacks.

At the mid-Fall gather, however, she came to Ravenholt City and exchanged apologies with now-Sir Askani of Capulus. Furthermore, she helped in the ultimate entrapment and destruction of a nefarious necromancer who had twice before wreaked havoc in the area, apparently in an attempt to recover some crystalline artifacts that were of import to him. On his previous visit to Ravenholt City, he and his minions, known as the Creeping Hand, had attempted to set a careful ambush for several citizens believed to have these crystals. His plan was discovered, and a double ambush was set up, capturing him and several of his men. He was questioned by Sir Trivanus at the time, and ultimately put to death, despite the consequential Vengeance formal he had upon his person, by then-Baron Regent Boran Timoth. Prior to that, it is believed that he and his men were responsible for the deaths and ultimate raising of numerous townsfolk who remained outside of Longhope Castle while adventurers within were

drawn back to Anar.

At the mid-Fall gather, he was apparently attempting to perform a formal from a scroll that appeared to be from the Tome of Dark Secrets, often referred to as the “black scrolls.” (Ed. Note: Similar scrolls were believed used by Rhazon in his attempts to turn the entirety of Ravenholt into his personal undead armies.) The necromancer is believed to have been casting in order to gather to himself the control of the spirit forms that inhabited several Guild members’ bodies during the same gather.

He had, per the Bandit Queen’s report, hired her men to create a distraction within the town in order to allow him free reign to cast his ritual. For reasons known only to her, she turned the tables on him, betraying him to Sir Askani and the town. A considerable force was amassed to attack him and attempt to backlash the ritual which was already in progress when the group arrived.

While the necromancer’s minions, both living and dead, were taken down one by one, several others struggled to stop the formal. The actions that ultimately caused the backlash are not entirely clear, although it is reported that then-Sir Torin managed to bodily walk himself into the circle in some manner and attack the caster. Furthermore, Tristemere was able to channel some energies which caused the utter disintegration of the necromancer. It is believed that the forces put forth against him caused his ultimate demise.

Galen Cumberland’s Militia at Peace

At the early autumn gather in Quagmire, the unfortunate discovery of, and subsequent losses taken in a battle deep within, a major lair belonging to the Undead Mercenary group known as the Black Rose, seems to have lessened awareness of several other vital incidents that happened in this tiny town. Not the least of these happenings was the manifestation of numerous apparitions that appeared in the uniforms of Evendarrian soldiers from years gone by. These once-proud men and women appeared half-living, half-undead, but as incidents unfolded, it became clear that they were the last vestiges of a tormented band of warriors from Galen Cumberland’s time. Their spirits had been trapped in undeath during the ferocious goblin wars in which the lands that soon became Cumberland were won over for Evendarr.

These wracked forms had been lost deep in the swamps of Kragen Moor – some disease riddled, some cursed, others merely tortured to death or killed in battle. They still believed themselves embattled in the war, and saw those in attendance at the Quagmire gather as the enemy, save for Captain Manarai, of Cumberland, to whom they would

respond when given orders.

In seeking to put the soldiers to rest, several quests were undertaken with the ultimate goal of retrieving an ancient and long-rusted sword lost in the swamps. Several individuals with land bonds and Tyrran connections were able to sense the presence of it in the area, but it was Garnet, of Cumberland, who was ultimately able to track it down and pull it from the earth. Upon her taking up of the weapon, the soldiers appeared to see her and Captain Manarai more clearly, and they were able to be reasoned with and ultimately granted the rest they so richly deserved. After much discussion, they bowed before the two, acknowledging them as Cumberland (whether they believed one of the two to be Galen Cumberland himself or whether they were acknowledging the representation of Cumberland is not clear), and bowing in fealty before fading into the ground. While it is not known as of press time what came of the sword, there are whispers that it may have been the very sword that Galen Cumberland wielded in the swamps during those ancient battles.

Who's Who in Ravenholt as of January, 606

With the ever-changing political structure of late, we at the Herald felt it would be useful to provide the citizens with a refresher as to the current state of affairs in our fine Duchy.

His Grace, Duke Johnas Stemple – Granted title in late June of 605 by Prince Kevynn Blackfox upon Prince Kevynn's removal of Duke Maximillian Greystone for charges related to Pretending to Noble Title.

Ducal Household

Sir Chester Kapel, Knight Protector of Ravenholt – Granted title by Duke Stemple, Sir Chester is the First Knight of His Grace's Ducal Household and is entrusted with the well-being of the duchy, entire.

Sir Trivanus Lithanos, Knight Commander of the Northern Armies, he is a member of His Grace's Ducal Household, granted his title as of the last gather of the season. What his specific responsibilities are is unclear to the Herald at this time.

Ranger Captain Aelfric An'Adar, while holding no noble title, is tasked with overseeing a newly formed Rangers' Corps on behalf of His Grace, and is a member of the Ducal Household.

Barony of Capulus

Baron Gabriel Wolvestride – The Baron was reinstated by Duke Stemple as one of his first acts of office, at the behest of then-Sir Jayson Askani, Knight Protector of Capulus, who held his Knight Protectorship for a record five minutes before requesting release upon completion of his duties when Baron Wolvestride was put into office.

Jayson Askani was recently re-knighted as **Sir Jayson Askani** of the Baronial Court of Capulus, as was **Sir Martimus Wilder**.

Barony of Westmarch

Baron Torin Hammerfist – Torin Hammerfist of the Dasha Morbihan was initially made Knight Protector of Westmarch by His Grace shortly after His Grace was appointed, but more recently has been made Baron of Westmarch.

Upon being appointed, Baron Torin knighted **Sir Cadoc Morbihan** and **Sir Greavard Morbihan** to his court.

Barony of Eastwyck

Sir Shoshoto Toyatomi was made Knight Protector of Eastwyck at the end of season gather this year. He is tasked with finding a Baron and Court for the Barony.

Barony of Cumberland

Sir Amra Asland Al'Qaadim was made Knight Protector of Cumberland upon Duke Stemple's appointment, and remains so at this time. He is tasked with finding a Baron and Court for the Barony.

Guilds

Guildmistress Keylandra Dirath – Mages' Guilds of Ravenholt

Assistant Guildmaster Ebon Darkstar – Ravenholt City Mages' Guild

Guildmistress Lilaiethyian Reyndor – Healers' Guilds of Ravenholt

Assistant Guildmistress Omi – Ravenholt City Healers' Guild

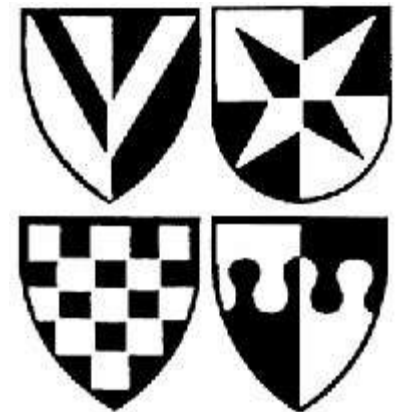
Kingdom Dignitaries

King Mykel Endarr II – King of Evendarr

Prince Kevynn Blackfox – Prince of Northmarch

Prince Roderick Ravenhurst – Prince of Evendarr

Lady Shentir Zemvolos – Knight to the Crown



The Ballad of Ribe

by Kendrick von Brumbach

At a weekend not long past, I wrote a vision-song for Johan of Ribe. It was about his homeland, an island that was devastated by a brood attack. He was very pleased with the song, and asked that I submit it to the Herald. I present it here:

(to the tune of the Mingulay Boat Song)

— Chorus —

Heel yo ho boys, let her go boys,
Bring her head 'round, into the weather.
Heel yo ho boys, let her go boys,
Sailing homeward, to the Isle of Ribe.

One day the brood came, to the island,
The people fought bravely, tried to resist them.
In the last circle, the people they made their stand,
Defending to the last, the Isle of Ribe

— Chorus —

The end of that dark day, seemed that all was lost,
The people of Ribe, would be lost to the ages.
But there was a sole light, a single inhabitant,
For travelling far away, was a son of Ribe.

— Chorus —

The Brood they are gone now, their damage be done tho,
With no Earth Circle, the spirits have scattered.
It is the goal now, of Johan the Isles son,
To rebuild the circle, on the Isle of Ribe.

So heel yo ho boys, Home he goes boys,
With him the best hope, to save the island.
Heel yo ho boys, Home he goes boys,
Seeking the spirits, of the Isle of Ribe.

And here lays the question, we seek some insight,
As to the actions, of the Isle's Son.
He'll rebuilt the circle there, What else shall he do,
To bring back the people, of the Isle of Ribe.

Now heel yo ho boys, Johan heads home boys,
Back to his homeland, seeking his kindred.
Heel yo ho boys, for we seek a vision,
For the folks of the Isle, and the Son of Ribe.

Celestial Lich Seen Around Town

In recent months, there have been reports of a Celestial Lich visiting citizens of Ravenholt for a number of discussions, seeking aid for matters known only to him and to those with whom he spoke. Such a creature has not been seen in Ravenholt since the last sighting of the Lost City. There is some considerable debate as to whether these unusual creatures are in fact in any way undead, in which case speaking with them may well be construed as Consorting under Evendarrian law. Anyone with information regarding these matters is encouraged to let the Herald know.

Prince Roderick Ravenhurst Pays Visit to Ravenholt

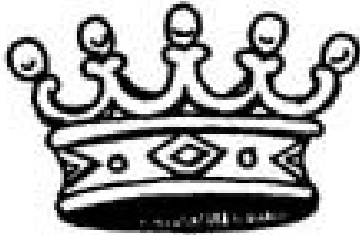
This October, His Highness Roderick Ravenhurst, Prince of Evendarr and former Duke of Ravenholt arrived for an unannounced visit. This visit came as a bit of a surprise to the citizenry – and apparently some of the nobility, as well.

His Highness is most well-known for his leadership of Ravenholt against the forces of the Necropolis, fought during the split of time that occurred between the fall of 596 and summer, 601.

Soon after Ravenholt's two times merged, His Highness was elevated to his hereditary title of Prince, and inducted into the College of Chivalric Arts in Evendarr City, to train for future assignments under the Crown. He is also believed to be training extensively with the Evendarrian military.

His Highness and His Grace met at length regarding the Noble Assignments that have been made since Duke Stemple was elevated to his position. Though it is unclear what was covered in this meeting, it is speculated that His Highness expressed concerns about the individuals named. His Grace has made no changes to those he has named to title since the meeting.

The Raven's Herald needs you! We pay gold and aid in training costs for stories about recent events and articles of general interest. Contact Percival Blanche, editor, for more information.



Letter from His Grace

December 19, 605

To the People of Ravenholt,
It is with the warmest of wishes that I write to you this winter. Events in the North have taken much time from my schedule, and it was my decision to delay the production of this edition of the Raven's Herald until some things could be reported with a greater level of detail.

It has been a long year indeed, even in the eyes of this Son of Quentari. We have suffered as a people, most notably with the loss of those who acted in defense of the Lands and People of Ravenholt, such as Viscount Ashmont, Guildmaster Jericho, and Alaric Malinruin. Many have died in the service of this great Duchy. They will be remembered for their deeds and for their sacrifices.

These sacrifices, however, were not and are not in vain. We have begun to mend the wounds caused not only by Garn, but also by the unification of two very different populaces. We stand now with two of our Baronies under the guidance and leadership of strong Baronial Courts. Capulus is once again led by Baron Gabriel Wolves- tride, and Westmarch by Baron Torin Hammerfist. In addition, Cumberland and Eastwyck are under the leadership of Sir Amra Asland al-Qadim, and Sir Shoshoto Toyatomi, respectively. I have ample faith in each of these men, and those whom they have called to serve with them, to serve and to be a caretaker for their People.

In addition, I have reestablished the Ducal Household of Ravenholt. Those within the Ducal Household who are not already Barons or Knight Protectors are tasked with serving all of the Baronies, all of the People and all of the Lands of Ravenholt. My Household is open for any who wish to Live the Code and fulfill the challenges of a Chivalric life, but who also wish to serve all of the Lands and People over a single Barony. To my household, I have named Sir Chester Kapel as my First Knight, and Sir Trivanus Lithanos as Knight Commander of the Northern Armies of Ravenholt. In addition, I have also named Aelfric An'Aldar to my house as leader of the Ravenholt Ranger Corps. My new home, Blackpool, is still under the care of Elshara Montford (Kitten).

I have placed leadership of all of the Healers' Guilds of Ravenholt under Lilaiethyn Raenelindor, who serves as the Guildmistress of the Capital City. I have given the same position to Keylandra Dirath, who has long been the Guildmistress of Ravenholt's Mages Guild, over the Mages' Guilds, respectively.

It is clear, with the goals set forth by both His Highness Prince Kevynn and by His Majesty, that we face many challenges in the coming year - particularly with His Majesty's vision for the Northlands. This vision demands that we, as a People, work together towards these goals.

There will be many chances to serve Ravenholt and Evendarr in the New Year. It is my challenge to each citizen of Ravenholt to answer these calls to service, and to bring our Great Duchy to new heights.

May warmth and safety embrace you this winter,
Johnas Stemple, Duke of the Lands and People of Ravenholt

Vallentines

It is the time of year again: time to submit your Vallentines to the Raven's Herald! In honor of the Raven's Herald's most colorful past editor, Vallen, we've kept the name and the game the same! Write a little note for your nearest and dearest to let them know what they mean to you, submit it to us, and let the whole world see it in print! Each Vallentine will cost 3 silver, and all proceeds will go to the Griswold orphanage.

Please submit finished Vallentines (ideally under 30 words each) to The Raven's Herald. Have a very pleasant (if not safe) new year!



Black Lance Dra- goons Now Hiring

All jobs, large and small. Short and long term assignments avail- able for individuals and groups of various skills.

If interested, speak with Commander Kyle Black or another member of the Black Lancers at any Gather in Ravenholt City

Letter from the Guildmistress

To the Good People of the Duchy of Ravenholt:

I wish to offer introduction of myself as the new Guildmistress of the Healers Guild of Ravenholt. My association with the Healers Guild of this Duchy began when Alaric Malinruin housed himself and his companions in the central room of the Guilds, once known as "Seneschal's Rest." Through time spent there assisting Alaric, I worked with him and Jericho to plan the destruction of the Black Rose and the rescue of the children they keep enslaved. With Alaric's final death in June of this year, I continued to offer my assistance to Jericho and other members of the Guilds, who had quickly become my friends.

I could not foresee that Jericho's valiant efforts to lead us in the fight against the Black Rose in Quagmire would meet with such a tragic end. When the Guildmembers made contact with Jericho's spirit the day after his permanent death, he believed me the best suited to take up the stewardship of the Healers Guild of Ravenholt. I had no forewarning or ambitions of such a responsibility; yet in this tragic time, when so many of our finest companions have been stolen from us, I found within the courage and love to devote myself to shore those losses. I am honored to undertake such responsibilities, and I hope in time that your confidence and trust in my abilities to serve as the Guildmistress of the Healers Guild will grow.

I am dedicated to cultivating the members of the Guild. To

this end, I have named Omi as the Assistant Guildmistress of the Healers Guild. When I am not available to be consulted on Guild business, please seek her out, as she is empowered to manage Guild resources such as the lending of scrolls to those with legitimate business and the accepting of donations.

I am eager for the Healers Guild to further foster relationships with the noble courts and others pledged to the service of our Duchy; so we all may work in greater concert and harmony towards the betterment of this land and the protection of her goodly citizens against all threats.

It was within a Healers Guild that I found belonging outside of my homeland of Quentari for much of the time I have traveled. From these early travels, my conviction formed that a Healers Guild Hall and Circle are foremost spaces of healing and redemption in times of peace and a last defense in times of conflict. With the assistance of the Guildmembers and the support of the noble leaders within Ravenholt, I shall uphold this ideal within the Healers Guild of our Duchy.

In service to Ravenholt and Her People,
Lilaiethyn Raenelindor of House Aeravinya
Guildmistress, Healers Guild of Ravenholt
November 605 E.R.



Public Notices

Still looking for more of the strange bits of green paper or any information to their importance. One side depicts some sort of gruesome scene, the others have bits of code and maps. Please contact Terrian or Sparrowhawk Silverwolf

K,

Doer rath, udos ph' elggor, udos phu' noamuth. Udos quorin wun ramith, sca'vern wun l' venorsh. Udos srig'luin dos. Doer rath.

-E

Dear Duchy of Ravenholt,

I would like to extend my gratitude to the Commoners and Nobles, especially the court of Capulus, who helped free our spirits from our life of imprisonment in September. We understand that you couldn't help all of us, but you did your best and, some of us made it out and we would like to thank

you for that. We will take over from here, and your help is no longer needed. You have done more than enough and it wouldn't be fair to ask you for additional help. You have done your Duchy and Kingdom proud, and you all deserve to be recognized for coming to our aid. Once again, thank you very much for your help, we wouldn't be free without you.

Your Friends,
Tor , Theron, and Sheriken

My name is Michael Drago. I come to your land to tell of a grave injustice against Gypsies that I feel must be addressed. I am currently in Greyhorn. For 6 months I have been honorably assisting the Gaje of the area with whatever troubles I could. For this my reward was murder and humiliation.

I urge you to visit our message trees and ask the population

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Funeral and Tribute to Guildmaster Jericho

A funeral for Jericho, Guildmaster of the Ravenholt Healers Guild, was held on the morning of September 14th in Ravenholt City. Jericho suffered his permanent death at the hands of the Black Rose, who captured him while he and other leaders of Ravenholt organized an assault upon their lair outside of the town Quagmire on the night of September 3rd. In the past year, Jericho worked with passion to destroy the Black Rose, using masterfully-crafted Harmonic vision songs to guide the efforts of the nobles and adventurers against the powerful undead.

The funeral took place just outside the City proper, where a massive wooden platform had been constructed to be shortly consumed in a pyre. The Guilds led a processional from the shared Guild Hall to the platform, and Jericho's honor guard placed his shroud-enwrapped body there before they joined with the other onlookers. Omi placed a red rose upon Jericho's chest with a few folded pieces of paper, and several others also approached the bier to offer tokens of memory.

Guildmistress Keyla spoke of Jericho:

"When each of us chose to follow the path of adventurer, we each had our own expectations, desires and goals to achieve on this path. Some chose Glory, some chose excitement, some money, some learning. I believe that Jericho set foot on this path not for any of these but in order to do what is right. I did not know Jericho well, when he traveled with Anvil, as I was new to adventuring myself then.

However, I have had the deep privilege and pleasure of working with him when he took on the difficult role of Guildmaster of the Ravenholt Healers Guild. He did not ask for this burden, nor did he seek it but he embraced it with all his heart and everything he did in that role was to benefit the Guild and the Duchy. I remember well the look on his face when Ember and I told him that he was Guildmaster. Shock, disbelief and then realization ran across his face that we were speaking truth, not a joke on a fellow friend.

Running a Guild is not easy and even more difficult is running the Ravenholt Guild as it is the focal point for all other Guild Halls in this proud Duchy. Jericho was up to this task and more. He did not shy from the difficulties that lay ahead of him; things that he saw he needed to do to help build the Healers Guild back up to the team it needed to be and his personal quest to fight the Black Rose.

He knew that this quest was to be the most challenging task of his life and that it was also the most dangerous. Many a time he told us that he knew that the Rose knew he was after them and that did not deter him in the slightest. He was the energizing force for gathering information about this

evil crew and kept us focused on what needed to be done next.

Even down to the very end, he stood by what was right and forged ahead to smite evil when he saw it. In the lair of the Black Rose, he gave himself up to save those he had taken into his care so that they would survive. This in my mind is the ultimate in bravery and heroism. He did not die taking out the evil force, he did not come up with the miraculous save that would defeat his foes, but he went saving his friends and those in his care knowing that there was a chance that he would not return to us if the Black Rose got their hands on him.

I know that he would not want us to mourn him, but to celebrate what he stood for and remember him as he was in life, and as an inspiration to us all. I know that I have taken his dreams into my heart and I will strive to make them come true, to honor his memory and him as the man he is, was and always will be in my mind, heart and body.

So to you Jericho, friend, companion, Guildmaster, I salute and honor you and I hope that the actions that I do in your memory never disappoint you."

After Keyla's address, Lilaiethyn Raenelindor lit three torches and passed one to Omi and the other to Keyla. Each taking a station around the pyre, they lit the tinder underneath Jericho's body, which quickly caught into flame. As the heat and fire consumed the body and reduced it to ash, members of the Guilds kept vigil with song until the last of the coals of the pyre burned out and grew cool. As the sun set, they gathered the ash and returned once more to the Guilds.

Music was ever present at the funeral in tribute to Jericho's accomplishments. Most touching of the performances was that of Omi, who had often performed flute duets with Jericho in the mornings during gatherings and at the most recent Bardic Challenge in the town of Quagmire.

In the place where Jericho's body was cremated, Alan Moonwind has planted a white rose bush. In the upcoming days, many others planted growing things in what will likely be cultivated into a more formalized garden dedicated to the Guildmaster. A flute crafted by the hands of Boran Timoth also has been buried there.

Those who attended the funeral included members of the Healers and Mages Guild of Ravenholt, Lord Drake Tamarack of Volta, Vladdymir Darkforge Neveco, Kendrick von Brumbach, Princess Alexa, Dame Mother Merry, and Boran Timoth.

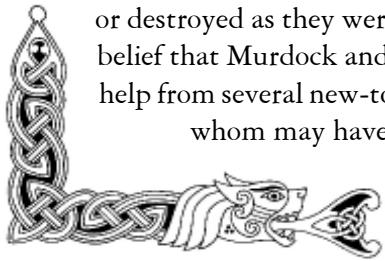
Murdock Attacked, Goblin Clan Flags Recovered

As citizens gathered in Ravenholt City to begin the final gather of the Fall season, a well-known visitor came to call. Murdock, King of the Goblins, came to town with several of his people to ask for aid – unusual enough in and of itself, but especially so since the majority of goblins who have come to the area of late have been violent and incredibly aggressive and strong.

As it turns out, it was from these very creatures, those we've come to know as "Dark Goblins," that Murdock was seeking our aid. According to him, these creatures were gathering their forces to attack him and all of his people, to take them over, strengthening their numbers.

Shortly after his arrival, this proved a truth, as a massive band of the Dark Goblins swarmed forth from the woods and attacked the town, apparently striving to reach Murdock himself. They were kept at bay by citizens and visitors to our fair city, and Murdock was kept safe during the extensive battle. Afterwards, he expressed gratitude and asked for further help in recovering the lost banners of his tribes. Several such have apparently been recovered in recent

months, but he feared that the others were being lost or destroyed as they were found. It is the Herald's belief that Murdock and his people received some help from several new-to-Ravenholt travelers, some of whom may have since joined the Undead Slayers' Brigade, but their names could not be acquired as of press time.



Spider Population on the Rise in Ravenholt City

Beginning in early autumn, there was a marked increase in the spider population being reported in and around the city proper. Of particular note was how many various species were seen in the region. Spiders ranging from Black Widows to Spitting, Hunting, and even several Dryders were found in a multitude of caves, webs, and nests leading out of the city between September and early November. The first few Dryders found were deemed surprisingly weak by those who took them on, but several far more terrifying ones were reported to be living, or at least feasting on bodies, in the Graveyard of the Four Winds during the October gather.

We have yet to confirm it, but the Herald believes that a band of spiders managed to capture several citizens of Ravenholt, including two of Eastwyck's finest, Perdue and Odin. It is reported that the bodies of those captured were dragged into the Graveyard of the Four Winds, bound tightly in webs of considerable strength, and fed upon by the larger spiders there. Thankfully, those who were captured are believed to have escaped death within the Graveyard, which may well have proven to bring them to their permanent deaths.

Barwyn Berringer, a mild-mannered mage and self-proclaimed "spider expert" from the region, claims that it was merely a fluke of the weather patterns of late that caused such a rise in the population. He spoke lovingly of the array of colors, sizes, and toxins found amongst the various breeds of arachnids in the Duchy. He expects that if we have a winter similarly filled with alternating highs and lows of temperature, we may see further increases come Spring.

Notices from page 7

at large of these events, and I have no doubt you will agree the Baron, Baron Dae, targeted me because I am Gypsy and insulted my honor as well as taking a life from me.

The short of it is I was accused of being offered a job to assassinate him. Not taking the imaginary job mind you, but being asked to take it. I am new to the life of adventuring, so that is the first of the inaccuracies of the accusation, there is no way someone would have chosen me for such a thing. Secondly I was supposedly offered this job by Ember, a man feared by all that could have easily accomplished the task alone, third there was an infection about that was causing people to forget actions, so even had something occurred, which is commonly agreed it did not, I could have been infected and thereby not guilty of treason, fourth they refused to name an accuser saying only that it was a noble, fifth the Baron denied me trial by honorable combat, instead stating he was insulted by me being chosen as I could not have done it and mocking my abilities (and although true, insulting nonetheless), sixth, after I was publicly murdered one of his own squires attacked him, under this infection apparently, and was not even reprimanded, let alone killed, seventh, Ember was brought in and questioned, also denying the conversation that did not happen, but was given six months to prove his innocence while I was publicly murdered outright.

I was wrongly murdered. I am asking for a Kris to be formed to confirm my innocence and the support of my family of Gypsies and Gypsy friends, by simply posting your displeasure and appealing to the King of Gypsies to demand justice. You can ask for the facts from the Greyhorn trees and voice your displeasure for this injustice.

~Michael Drago~

Biata Betrayal, Theodorik Controlled

The past few gatherings in Ravenholt City, several Barbarians came south to convince the people of the region to help them with a task. The Barbarians wished Theodorik's body to be taken from the Hero's Graveyard and laid to rest in the Barbarian way, in the Northlands. The people of Ravenholt went on a number of missions to gain protection from the Graveyard, so we could recover him and he be placed at final rest. The night we were prepared to enter the graveyard we received bad news from the Barbarian shaman with whom we had been working. A clan of Barbarians of the north who sought to raise the honorable Theodorik were attacking the Graveyard. The Barbarians were intent on raising Theodorik as an Undead. The town left in a rush to reach Theodorik before the Necromantic Barbarians could defile his body. The Shaman of the Barbarians that had come to us for our help had a Biata woman with him to help him with the ritual. The town cut its way to the grave of the Honorable Theodorik and surrounded it so the ritual would be performed and his body moved. The ritual was started and the betrayal was laid bare.

The shaman moved to Theodorik's grave and concentrated his shaman powers to bring Theodorik free from his grave; the Biata however had different ideas. During the ritual the Biata started to change the ritual using celestial energy. The shaman started to be consumed with magic. Theodorik's spirit was raised from his grave and imprisoned into the unsuspecting shaman's body. Theodorik rose, controlled, and turned to the Biata asking for orders. The Biata then told him to retake the northlands and destroy all the Evendarrian within the former Barbarian lands. The Biata was put down and captured, but the controlled shaman possessed by the spirit of Theodorik began to cut his way to through the townsfolk. The people of Ravenholt tried to put him down, but the construct rifted out. The people of Ravenholt then cut their way out of the graveyard and to safety.

The betrayal of the Biata falls in line with a long history of attempts by Biata to control the Northmen as pawns for their use. While many of the Biata race have not been manipulating the honorable Northmen, a number of the more powerful ones have. The raising of the celestial construct containing the spirit of Theodorik will bring many Northmen into the armies of the Biata. We hope, however, that most will work with the people of Ravenholt to restore Theodorik to his proper state and bring peace to the lands. A number of representatives will be heading north to speak with leaders of Barbarian clans about the coming war. Among those coming north will be myself, Sir Kapel, First Knight of Ravenholt, Grak of the Flint clan, a shaman well

respected within the community of Barbarians of Kincora, along with a number of others who have connections to the northern tribe. We hope to forge a bond between our two people that will make this war to recover Theodorik a short one.

Sir Kapel

Knight of His Grace Johnas Stemple

Poem for the Fallen

For Alaric, Altair, Ashmont, Jericho and the countless others, and a refrain for both those who've fallen and those who remain:

Touching Shoulders:

A comforting though at the end of day, when I am weary and sad, it grips my old heart and bids it be merry and glad. It gets to my spirit and drives out the blues, and finally wins out through and through. A memory that chants the refrain: I'm glad I touched shoulders with you.

Did you know you were brave, did you know you were strong? Did you know there were those leaning hard? Did you know that I waited and listened and prayed and was cheered by your simplest word? Did you know that I longed for that smile on your face, the sound of your voice ringing true? Did you know we grew stronger and better because we merely touched shoulders with you?

I am glad that I live, that I battle and strive, for the place that I know I must fill; I am thankful for sorrows, try to meet with a grin, what fortune will send, good or ill. I may not have wealth, or even be great, but I know I shall always be true. For I have in my life that courage you gave when once I rubbed shoulders with you.

A poem learned in my childhood written by an author long gone

Mother Merry

Dame Merry MacGreggor

Knight Protector of the Orphans of Evendarr
Assistant Dean,

Lake Hollym College of Earth Magic

Justice for Betrayer

To the People of Ravenholt

Let it be known that the citizen of Quagmire, Eastwyck, know as Isobella Adara, has been Obliterated for her crimes and still sits under penalty of permanent death. (*Ed. Note: Isobella Adara had been the proprietor of the Obsidian Calyx Inn for a number of years prior to her death.*) The few of this Duchy who have chosen to stand against the side of Good and with the Evil that is the mercenaries know as the Black Rose will see justice done to them. The good people of Týrra have always stepped up to fight this vile menace. Now those who may think of trying to turn a few gold by working with the Rose understand the price of betraying their hearts to evil. I would like to thank all those who have fought this noble fight; with fear in their hearts but the strength of will to not retreat back from evil.

To those of Quagmire; the comments made at the gathering came from the breaking of my heart at the loss of a friend and the failure of a mission invaluable in its scope. I try to always speak truthfully my feelings. The investigation of who had betrayed the plans of the town had been narrowed down to three people. Evan Oldshoe, Colette Rieira the assistant guild mistress, and Isobella Adara, the tavern keeper, were the only people who could have betrayed the town. Many dedicated men and women chose to go on this mission even though they knew they had been betrayed. For their heroism, they have my ultimate gratitude. The heroes choosing this path understood what the risks were, but knew the reward. The undead of the Black Rose gain power by feeding on the blood and spirits of the infants of Ravenholt. The children's blood is sucked from its body by the roots of the black roses. The innocents of Ravenholt would not be safe till the roses were destroyed. Knowing the risks, the people of Ravenholt walked down into the caves, some of them to their deaths, and for Jericho, it was his final one.

The anger that I felt when I spoke with the three people of your town was not only that of losing a friend; but of knowing that more infants, more innocents, more children, like those that I had seen in your town of Quagmire, would die at the evil hands of the Rose. I expressed that anger by telling your townspeople that I was so angry that I had thought of razing the town to ashes in order to make sure those that were responsible were punished. I then told the three of Quagmire that because I was so angry, I was in no state to make a decision; I would have to hold them until the next gathering, so that my mind would be clear on who should receive the punishment. I have been sworn to protect the innocents of this entire Duchy and it was my failure to perform that oath that left my will shattered and my anger bare.

The time that the three spent in my custody helped to work out the facts about what happened and come to only one conclusion. We confronted Isobella Adara on the subject and after some questioning it became apparent that she was in fact the betrayer. She did admit it while under no duress and submitted herself to justice. Evan Oldshoe was there and can tell you of what she told him about her allegiance to the Black Rose.

I apologize to those who heard what I had said without knowing the whole story. My blood was hot from the failure of the night before, but I would never go to such extremes. I have the self control to understand my limitations, as most do. If I could not then, His Grace, Duke Stemple, would never have made me a knight. Let it be known that if my decree is not understood, that when not in time of battle, any should ask for me to make it better understood. The town of Quagmire still stands and it is my fondest hope that its people are safe. I am sorry that many left the town of Quagmire because of these words, but it may have been for the best. The coming war to restore Theodoric to his natural state is coming soon, and Quagmire lies right in where this fight may start. I encourage all that live in Quagmire to either move to the south or stay there to avoid this conflict. War is for those brave or foolish enough to fight in it. My concern lies with you, the common people of Ravenholt, as I once was and will one day again be, if fortunes shines that I live that long.

Long Live Duke Johnas Stemple

Long Live Ravenholt

Long Live the noble people of the land I find myself most blessed to serve

Sir Chester Kapel

Guilds Overtaken by Captive Spirits

As the mid-Fall gather was just beginning in Ravenholt City this past season, a magical blast of energy overtook the Guilds' Hall, trapping many of its members within. After some struggle to release those inside, it was discovered that a number individuals present had been overtaken by spirits of other people who seemed to be in control of their forms.

The switch was discovered when it became apparent that several guildmembers were behaving in ways quite different than usual. For example, the once-mild mannered Omi had been overtaken by someone who was decidedly more aggressive than she. The Celestial Guildmistress, Keyla, had been overtaken by the spirit of a barbarian who was repulsed to find out her host form.

These spirits seemed to know one another, and made clear that they were not in fact responsible for their current state, but rather, that they had been made captive by an elf some number of years ago, and that he held sway over their spirits with a number of rituals, the details of which were unclear to them. In most cases, they found themselves completely under the sway of his power, but something had gone awry in the most recent casting, and they had some limited awareness of themselves, their state of being, and how they might be aided in being freed once and for all. Most surprising of all, they seemed to know a little bit about Ravenholt and its citizens, although their information was not entirely accurate. It is now believed that a "scout" of some kind had been

sent ahead to gather suitable information, and that this may be the explanation for the unusual "possession" of Alaric Malinruin a gather before his untimely death.

Each spirit housed in a guildmember could sense the location of an unusual crystal, eventually discovered to be tied in some manner to several small quartz-like crystals that had been discovered by citizens over the past few years. These crystals, collectively, were needed to redirect a ritual that they knew would need to be performed upon them, but which could be adjusted to release them instead of return them to their captive state. They warned those agreeing to aid them that the closer they came to their respective crystals, the more likely they were to be unable to control themselves, and in several cases, this proved dangerously true, as several of the spirits turned upon the party sent to retrieve the crystals.

Over the course of the gather, the stones were gathered together, and a scroll was recovered with some difficulty. Multiple formal casters from both schools came together in the Ravenholt City tavern in order to try to draw the spirits out and lay them to rest. While this was happening, a large attack force, presumed to be working for the caster responsible for their capture in the first place, made attempts to stop the casting. It is believed the effort was mostly successful, putting the majority of the spirits to rest once and for all.

A Look Back

A Look Back is a feature in which we travel back through the annals of the Herald's publications to bring a fond bit of memory from days gone by. The full stories behind each item can be found in our archives.

Winter, 600 E.V.

- King Elenaro asks for aid in rescuing long-lost Prince Andros
- Voltreg, son of Voran, beloved Barbarian and Alpha, dies his final death
- Capulan Sailors report sound, movement on Monster Island, mist reported similar to that of Sercia in late 598.

Winter, 595 E.V.

- Baron Vandal Ravensblood abdicates as Baron of Capulus, leaving Sir Johann as Regent
- King Mykel declares official State Mourning for King Joseph Saxony as well as for the Queen Regent, and Crown Prince, to continue until Winter Solstice

Winter, 590 E.V.

- Durchasi Ruinvorn Morsuldur named Baron of Elfheim, then arrested and tried prior to being sworn in.
- Crown Prince Mirtaur and brother, Prince Morlith, of Quentari, visit with the Head of the High Council, Lady Arienwen. Ravenholt's Duchess Rowen Morganna Ravenhurst discovered to be long-lost Crown Princess of Quentari.
- Count Desmond and Countess Montesque's titles removed for conspiracy with Death Elemental Guxx Unfadoo. Montesque escapes capture attempts.

Out-of-Game Information

Online Character Cards and Related Character Data

Just a quick reminder that if you're a NERO Mass member, your character card, goblin totals, and a variety of other materials are available to you on our online database. To get to this, you'll need your login and password, which are the same unless you've already logged in and changed them. The login/password both consist of your last name + player # (found on your character cards that you receive at events, less the final alpha character at the end of the player #). If you don't have an old card lying around, please email update@neromass.com to get your ID. Once you have your ID, go to the PLAYER INFO option on the main page of the website, and then to the MY NERO MASS section and log in.

Once you're logged on, you can go to your character card, email [update@neromass](mailto:update@neromass.com) for changes, and also send your own card to other chapters when you're going to play there. This last is very important, as it allows both NERO Mass Update and the other chapter to know you're going to an event. You should do this whether you're planning to PC or NPC, elsewhere, so Update knows to follow up on your event credit if we don't get a report from the chapter you visit. From this same location, you can also file a character history (please also email it to plot@neromass.com for best results), and add yourself to the "Who's Who of Ravenholt" files.

Coin Exchange

Just a reminder that if you're feeling weighted down by all that heavy gold and silver coin you've been hoarding, you can let us know before an event and we'll bring enough Platinum coins and/or gems (your preference) to swap out some or all of your collection.

Team Pages for the NERO Mass Website

Got a team that plays Ravenholt on a regular basis? We'd like to have more information about you for our teams' pages on the site. Many of the existing team pages are markedly out of date, and we need updated information to correct them. Please check the IN GAME section of the website, and go to TEAMS OF RAVENHOLT. The information we'd like to have at a minimum is:

- Team members' names (in game and out)
- Emails for those people who want links to their names
- A brief (paragraph or two) summary of the team's history/background
- Pictures in character of any team members you have available for us
- Any contact information you have for those wishing to get in touch with the team

Please send your material to both owner@neromass.com and webmaster@neromass.com at the same time.

Nimani National Events Being Scheduled!

A series of epic multi-chapter Nationally-sponsored events are being planned for the next few NERO seasons, all to be held in or around Niman. The first event of the series will kick off in New England (subsequent related events are currently planned for the Pennsylvania and Virginia areas), and is tentatively scheduled for Columbus Day Weekend (it may be moved to Labor Day Weekend, depending on camp availability, etc.).

Our own Mickey Golosovker and Tim Gile are the evil harbingers of doom who are in charge of the nefarious plans, and they're working with numerous chapters to make sure that players everywhere get involved at the local level, so keep an eye out!

NERO Mass Event Prices - 2006

Event Prices for all NERO Mass Campaigns for the 2006 Season are:

	Standard Weekend	Long Weekend
Pre-Register	\$70.00	\$80.00
At-the-Door	\$85.00	\$95.00

As always, preregistration requires payment to be received within 7 days of registering in order to hold a spot. Please see our website for cancellation policies. Note that this year's March 17-19 Revel, being held at Ye Olde Commons LARP Camp, is the same price as regular season events, but does not include food. You can get a weekend food pass from the Ye Olde Commons site for \$30, which includes 6 meals.

The Newsletter Needs YOU!

Did you receive this newsletter and realize you hadn't seen an issue in a while? That's not surprising – we hadn't put one out since this past summer. Why, you ask? Well, it's simple – we need articles in order to publish. We need them from you, the players. Whether PC or NPC, you can help us get our newsletters out in a more timely fashion, while earning GOBLIN STAMPS! If you don't have time to write a whole article, you can still get some stamps for merely sending a bullet pointed list of information you have about happenings in and around Ravenholt, especially if it's about one of the plotlines you've been involved with while there. If your character wouldn't write the article, you can submit an article to be written by a Herald "staff writer."



Gary Strong, Monster Master, Retires After Decade+ with NERO Mass

With much sadness, we bid a fond farewell to Gary Strong at the end of season Closing Ceremonies, which was his last as NERO Mass Monster Master after over a decade of working behind the scenes. I believe he holds the record Gary and his wife AJ are about to have their second child (Gary's fourth), and he wisely decided that it might be time for a break. We'll get to see him on the other side of the fence, but Monster Camp won't be the same without him. He has been the backbone of our game for so long, that we've got an incredible legacy to uphold in his absence. My profound thanks for his wisdom and guidance throughout the years.

-Rachel



Notes from Gary

Thank you all for the warm send-off. It has been fun staffing / NPCing with a lot of you and it will be greatly missed. I can't wait to try and PC with everybody else.

Gary Strong

To all those that NPC'd this year, thank you for all your help from set-up to break-down, from early morning wake-ups to late night (sunrise) grinds, and to all those who donated items and time, thank you. Without your help, the game would not be what it is today.

Gary Strong

2006 Playtest Survey

It's that time of year again, when we ask you, the players, to give us your feedback about what NERO-approved playtests you'd like to see in use for the upcoming season. Even if you'd like them to stay exactly the same as the 2005 list, we need to hear from you. It only takes a moment to go to the site (www.neromass.com) and use the link on the front page to the 2006 Playtest Survey. If you want the exact same playtests as 2005, just fill in your name and email, and hit SUBMIT – the survey defaults to that list. Otherwise, go in and make any adjustments you'd like to see and give us your comments. Please be sure to do this by January 15th in order to make your voice heard.

Player News

From Paul McCluskey (Wolfstar) Overseas

So, I cannot say what, where, or when, but I can say I will have the chance to see people here make their own decisions by having their first election. I did not truly understand the need of this here, until I got to see what's happening here. For the record, I'm proud of the opportunity to help such a repressed people stand up for what they believe in, and you would be surprised at how willing people are to put their lives at risk to be able to vote. Something I see a lot of people think so little about...I know I did!

Your friend and brother,
Wolfstar
aka Paul McCluskey

Paul can be reached at:

PFC McCluskey Paul F (5778)
Bco 181 EN. BN.
APO-AE 09342

Ashbury Tag Recall – Two-Year Components

Due to an oversight on my part a batch of components went out as 2 year. I'm going to try to get them all re-tagged but I would appreciate it if other chapters allowed their use within a year of date of issue if I miss some people. All I have as an option to reach people for re-tagging is a message board that people don't frequently check. I'll do what I can to get to them otherwise.

Thanks
Bob Poulin, NERO Ashbury

If you have any of these Ashbury 2-year component tags, please contact Bob Poulin at bob138@gmail.com, to get them dealt with, so chapters you visit won't decide they're illegal and confiscate them.

NERO Mass Staff Positions – Monster Master & Adjunct Plot

If you're interested in being considered for the (big shoes to fill) position of NERO Mass Monster Master, left open by Gary's retirement, please contact Rachel ASAP.

Additionally, if you've always wanted to write plot, but don't have the time for a full-time plot team commitment, we're looking for individuals who want to have a lesser role in writing for Ravenholt. This can include the development of a single multi-event plotline, or several such, and does not require as much time commitment as a full plot member (nor does it carry full benefits, and allows you to continue PCing if you choose to do so). In order to get involved at this level, you'll need to have internet access for online meetings and email communications with the plot team, and some creative ideas. Details of time involved and so on will depend on what level of plotline you're developing. You can either shift and run the plotlines yourself, or hand them over to Core and Monster Camp to handle, so long as you stay clear of your own work, in which case you'll be assigned a point person who will ensure that you keep apprised of the plotline's progress.

As always, we're also looking for teams, individuals, etc, who want to run a one-event plotline or plotlines (we're not presently looking for groups who want to take over an *entire* event, but do want stand-alone plotlines for each event of the season).

Staff Contact Info

Owner:

Rachel Morris (203) 426-7729
owner@neromass.com

Event Registration:

Phone: (203) 426-7729
Mail: NERO Mass, 25 Aunt Park Lane
Newtown, CT 06470
register-online@neromass.com
<http://www.neromass.com/register.html>

Character Update:

Rick Pierce (203) 445-1176
update@neromass.com

Ravenholt Plot: plot@neromass.com

Logistics: logistics@neromass.com
(Cathy Robinton)

NPCs: npc@neromass.com

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

Logistics Reminder for 2006 Season

Just a quick reminder that in order to make your check-in go as quickly as possible at the event, be sure to register any production requests you have (either from build skills or from goblin spending) at least a week in advance of the event you're attending. Cathy Robinton can be reached at logistics@neromass.com for your production requests.

2006 NERO Mass Schedule

Event	Location	Dates	On Sale
Arisia 06 (Convention)	Boston Park Plaza	1/13 - 1/15/2006	N/A
2006 Ravenholt Revel	Ye Olde Commons (Charlton)	3/17 - 3/19/2006	NOW!!
2006 Ravenholt Opener	Brimfield	4/21 - 4/23/2006	
2006 Ravenholt Long Weekend	Brimfield	5/26 - 5/29/2006	
2006 Ravenholt June Event	Brimfield	6/23 - 6/25/2006	
Origins 2006 (Convention)	Ohio	6/28 - 7/2/2006	
2006 Ravenholt Long Weekend*	Brimfield	9/1 - 9/4/2006	
2006 Ravenholt Event	Brimfield	9/29 - 10/1/2006	
NATIONAL NIMAN EVENT*	TBD – New England	10/6 – 10/9/2006	
2006 Ravenholt Closer	Brimfield	10/27 - 10/29/2006	

* If Niman National Event is moved to Labor Day Weekend, Ravenholt Event will be moved back one week to 8/25 – 8/27/2006 (standard length weekend).



NERO Mass
 25 Aunt Park Lane
 Newtown, CT 06470
<http://www.neromass.com>



March 17-19 Ravenholt Revel
 ON SALE NOW!!

the Back page

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www.neromass.com



Search Service available for used and rare books in all fields. If you are interested, please email Drucilla Meany at bookshop@charter.net, or phone at (508) 835-4738.

The Sports Hallway - Featuring RPGs, CCGs, WizKids, D&D, Magic TG, and sports collectibles. www.thesportshallway.com in Sturbridge, MA

Valmortha Leathercraft - Leather goods, specializing in masks. Check out <http://www.valmortha.com/> or contact D Bittinger at leathercraft@valmortha.com

nero international chapters

* NERO Massachusetts/Ravenholt (Founding Chapter) *

- * NERO Avendale/Ashbury (CT) * NERO Boston (MA) * NERO Central Ohio (OH) * NERO Chicago (IL) * NERO Chronicles (IL) * NERO D/FW (TX) *
- * NERO DarkReign (MI) * NERO E. Kansas (KS) * NERO Empire (CO) * NERO Epic (TX) * NERO Florida (FL) * NERO Hartford (CT) * NERO Las Vegas (NV) *
- * NERO Legends (LA) * NERO Memphis (TN) * NERO Metro (DC) * NERO Michigan East * NERO Middle Tennessee (TN) * NERO Midwest (IL) *
- * NERO New Brunswick (Canada) * NERO N. Georgia (GA) * NERO Northwest Pennsylvania (PA) * NERO Ohio (OH) * NERO PRO (PA) * NERO Piedmont (NC) *
- * NERO Santa Cruz (CA) * NERO S.Georgia (GA) * NERO Tennessee (TN) * NERO Toronto (Canada) * NERO VALOR (VA) *
- * NERO VORPL (VA) * NERO West Virginia (WV) * NERO West (CA)