

## Galveston Gone!

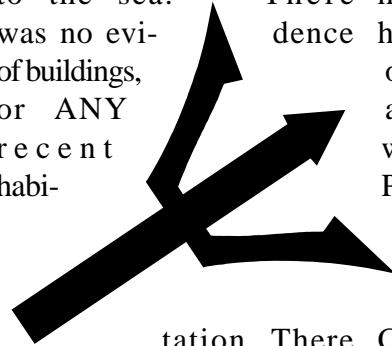
The mining town of Galveston, Cumberland, which purportedly posted an invitation to a festival, does not exist. Landsend is prepared to host those who wish to investigate the situation.

Shortly after the original invitation was published, the Raven's Herald attempted to contact the town to verify some details. They instead found nothing where the town was supposed to be.

Given the recent spate of strange weather phenomena causing disappearances, the Baron of Cumberland sent a

Ranger to do a preliminary investigation. The Ranger, Garnet, found a bare flat clearing with a worn path leading to the sea.

There was no evidence of buildings, or ANY recent habi-



tation. There were entrances in the mountainside typical of mines. Only two articles were found; a bone fish hook,

and a worn coin of foreign mint.

The seneschal of Landsend, the nearest estate, has been looking into the matter, and will house and feed those willing to help solve the mystery. To coordinate the efforts, travelers are requested to arrive for the weekend of March 8<sup>th</sup> to 10<sup>th</sup>. Portents indicate this is the best time for the unveiling of mysteries in this region.

Baron Alan Moonwind of Cumberland, and His Grace Duke Greystone thank in advance, all who would assist in this troublesome matter.

## Undead Menace

Be on the lookout for a group of extremely dangerous undead. The leader of this group is a very intelligent, non-corporeal, and ruthless being. A red gauntlet worn on one hand identifies it. The individual powers of these undead are, as of yet, unknown.

All travelers should be aware that these undead cannot be permanently killed by any known normal means, and they will reform within an hour of being taken down. Also, any items taken from these undead can be very dangerous to possess. If anyone gains possession of objects borne by these unusual beings, be aware that the undead will come back looking for the item(s) in time.

Resources available indicate that these undead are most likely holed up in the general area of Ravenholt City. More information is available, but due to a heightened need for security, it will not be printed here, but may be obtained in person from the Court of Cumberland. Discretion is required for the safety of all.

Sir Alan Moonwind  
Baron of Cumberland

## Death Knight Sightings

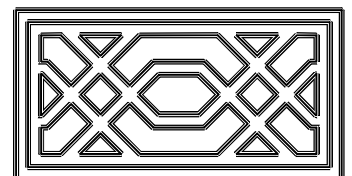
Shortly after midnight on the 20<sup>th</sup> of February, the skulking form of a death knight or death lord, was spotted by a patrol of the Ducal Guards of His Grace Maximillian Greystone, outside of Blackpool, official residence of Duke Greystone. Although, as the Raven's Herald has previously reported, Duke Greystone and Duchess Samara were not in residence at the time of the sighting, as they are honeymooning at this time, a force was gathered in an attempt to track and destroy the undead and provide safety to the surrounding populace. Dame Grey of Duke Roderick Ravenhurst's court, who was on official business to

Blackpool at the time, led the assault force comprised of her personal guard and members of the Ducal Guard, the Dark Lions. A thorough search of the surrounding area however came up empty save for a small nest of ghouls, which were quickly dispatched before the force was granted leave by Dame Grey after a two day search.

A second sighting was reported to the Raven's Herald of a similar Death Knight or Lord near the edges of the recently regrown Mystic Wood within the Barony of Eastwyck. This sighting took place near Elveswood on the evening of the 24<sup>th</sup> of February. Several

townsfolk returning from a day outing with friends residing in the Mystic Wood reported seeing the Death Knight/Lord leading a small group of other creatures, which the townsfolk could not determine to be either living or undead in nature. Upon returning to town, the townsfolk reported the sighting to the town magistrate, Arthur Greenleaf, who gathered and dispatched a group of adventures and several members of the Ducal Guard stationed there. Their search also turned up empty during the next two days and nights as well. Several Mystic Wood elves within the area reported

Continued on page 8



# Official Notices

Citizens of Ravenholt  
His Grace, Duke Roderick Ravenhurst, cordially invites you to attend a Celebration. With the

arrival of spring comes a new hope for peace and cooperation. New life rises from the old as the snows of winter are laid to rest. Like the snow, it is time for our grievances to transform into revelry. It is time to rejoice.

On Friday, April 19, 602, His Grace, Duke Roderick Ravenhurst and his household will host a Grand Masquerade Ball, with guests of honor, His Grace, Duke Maximillian Greystone and Her Grace, Duchess Samara Greystone. There will be contests, dancing, prizes, and revelry. Wear your best mask and costume as it may bring you great treasure. All are welcome to compete, both noble

and commoner. We will let the food and drink flow and ride the season home on a wave of merriment!

Hear ye! Hear ye!

Let it be hereby known that, with the coming of the new century, and the passing of the terrible wars that have plagued our fair lands, as well as the sudden arrival of new inhabitants to this duchy, His Grace, Sir Roderick Ravenhurst, and His Grace, Sir Maximillian Greystone, Lawful Dukes of Ravenholt, have commanded that a census be taken. This census is to list all known residents of the Duchy of Ravenholt, their occupations and residences, and familial relations. With this recording of the Peoples of Ravenholt, Their Graces hope to bring stability and appropriate aid to the people of this fair land in the rebuilding of the Duchy.

Scribes for this census will be made available throughout the baronial capitals and major townships of the Duchy at regular appointments, beginning March 29, 602. No more than thirty words will be taken for each citizen for recording into the Book of the People of Ravenholt. All are requested to cooperate with these Scribes in their endeavors.

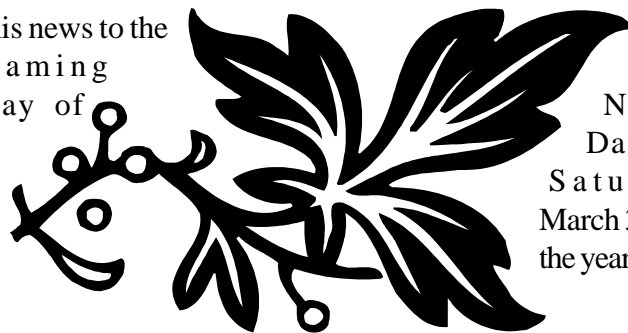
As commanded on this date,  
January 1, 602 E.R.

Sir Roderick Ravenhurst  
&  
Sir Maximillian Greystone  
Dukes of Ravenholt

## A Birth Announcement

It is with great pleasure, a profound joy, and an elated heart, that I take this time to announce the birth of twin children to the Dwarven Clan Chief Sven Hammerforge and his wife Olga, of Ironvale. As everyone knows, to the Dwarves, the birth of a baby is a grand thing, an occasion that is to be celebrated by the entire clan. But never in our clan's history, has there been such a momentous occasion as this: the birth of twins. When a child is born, the

clan celebrates. When twins are born, the entire race should celebrate. It is therefore my privilege to announce that Chief Hammerforge and his wife would like to invite any dwarf that can receive this news to the Naming Day of



their children. They hope that dwarves from far and wide will make the journey to their humble home beneath the hamlet of Ironvale, in the Grand Duchy of Ravenholt on the Oc-

a- sion  
o f  
t h e  
N a m i n g  
D a y o n  
S a t u r d a y,  
M a r c h 3 0 t h, i n  
t h e y e a r 6 0 2, t o

bear witness to this historic moment. They also hope that this will be time when all the people of the Duchy can come together and join in the festivities. Therefore, these celebrations are open to anyone who can name themselves a friend to the dwarven people.

We hope to see all who can make the journey to our small yet joyous home on this, our happiest day, for our grandest party.

# Unicorn Resides in Mystic Wood

Ean McTuckle reporting

I recently had a rare chance to sit within the tavern of Ravenholt City to visit with an old companion of many years. Ira and I have been friends for many years, having fought together in the great Sessuar war a few years back before returning to our families and way of life. Once a month, I try to meet up with my good friend but often our lives leave us unable to come together for an evening of ale and remembrance. I suspect Ira's wife Charis of thwarting our efforts (sorry Charis!). Anyways, Ira and I had chance to sit down and after our first ale and having exchanged family stories, Ira mentioned that he had heard of a unicorn sighting within the Mystic Wood. As unicorns have been exceedingly shy as of late, depending on which timeline you remember, you may know the reasons behind their not visiting Ravenholt lately. To have one actually sighted frequently within the Mystic Wood smelled of a story, which I set out to discover the next morning.

Ira's friend had informed him that the Unicorn was seen near the town of Elveswood, far to the north in the Barony of Eastwyck. It was in Elveswood that I met a small woman by the name of Ashley Greenleaf, wife of the local magistrate. Ashley had actually spoken to this unicorn the day before last and agreed to bring me to the area that she had last met up with this unicorn whose name I now learned was Lazurus the Rose.

The following morning

Ashley and I set out to the edge of the Mystic Wood. I was unprepared for the beauty that I beheld in seeing once again the great trees reborn upon this wondrous land. Even with winter blanketing the area with new fallen snow several days prior, the woods appeared as magnificent as ever and looked to be poised to burst forth again in vibrant colors and lush foliage upon the return of Spring. Ashley led us to a small, unfrozen stream at which we



rested from our small hike. We began to chat about memories of the great parties within these woods for celebrations of the seasons and the land. It was here that Ashley had last spoken with Lazurus and, as we spoke of the warmth of this day of our trip, where I had the chance to do so as well.

Lazurus seemingly appeared from nowhere. One moment Ashley was commenting upon how beautiful the sky was when she stopped and smiled as I noticed a presence behind me. Slowly turning, I found to be under the hard gaze of a man who looked very unlike what I had expected of such a being who betold mysteries of Tyrra. Instead I was introduced to Lazurus the Rose, a man clad in simple clothing of white and

gray, a rough warrior's look upon him. Upon his belt hung a small sword of little notice, around his neck hung a small silver pendant with a rose engraved upon it. Aside from the obvious mark upon his forehead, Lazurus looked no more a being of the land than a simple farmer or adventurer.

Lazurus stood examining me for several moments before smiling and introducing himself to me. I warmly shook his hand, introducing myself in return and stating that I wrote stories for the Raven's Herald. Lazurus merely smiled again and said it had taken long enough for one of the paper's writers to catch up with him. Lazurus then began a tale which lasted for most of the day, and for which I only remembered to take a few notes.

Lazurus is quite old you see, remembering things from an age even the most wizened elves have only heard of as children. He traveled mainly within the lands of the Duchy of Volta throughout his early years before separating from his mate, about whom he did not further speak. Lazurus met with and joined a great expedition that was forged to fight a great evil of the life beings. The name he spoke of was lost upon me but made Ashley shudder at remembrance of what that name beheld. "The Ma-Nazgul, Tarlov the Ghost-Hand, the Destroyer of Life." Lazurus had led a valiant group of life beings who fought alongside a great gathering of wizards and

Continued on page 7

# Landsend Welcomes Travelers

Upon discovering that a gather had been planned for a seemingly nonexistent town called Galveston, purported to be northeast of Landsend, the people of Landsend have announced their intent to host a Gather between March 8th and March 10th for any intending to travel towards the would-be town in an attempt to discover what has gone awry.

As the last town in Ravenholt before the border to Draelond/Elfheim, the people of Landsend say they rarely have merchants visit them, and they encourage any interested parties to attend and bring their wares. They will have tables set aside in their tavern for merchants to display their goods.

Additionally, the chef of the Bear and Beam tavern will be providing meals for visitors for a small fee. The tavern will also host a talent competition on Saturday evening of the gather.

# Minotaurs on the Move

It has been reported that Warlord Zomar of Capulus has begun facilitating a plan to move his tribesmen and those of the other Minotaur clans out of Westmarch and back into Capulus. While the Herald has been unable to ascertain the reason for these moves, it is known that a number of the Minotaur warriors have been dispatched to patrol the southernmost border of Ravenholt due to fears of increased Sessai activity.

# Vallentines

So, here are our Vallentines again!! It has come around again, that wonderful time of year for these messages of love. Started back in the day by our dear predecessor Vallen, and named for her, the proceeds from these little notes will go to the orphanages of the duchy.

To Kitten:

The only one who believed us, who stuck up for us, and became our friend.

The Boys ::wink::

---

---

Koven,

Your kindness and generosity will never be forgotten and will live on

forever in the name of my son. May he grow to be the kind of man you'd be

proud of.

--Nissa Carina Aelfwine Tatania Tristanov

---

---

Gilvain,

Grrrrrowr!

--Nissa

---

---

To the Court of Cumberland,

Thank you for taking me in at a time that was a crossroads in my life and showing

your great hospitality and caring.

Gwyneth Whitefeather

---

---

Me,

I miss you. These winter nights have seemed far too cold and lonely without you. My thoughts, and dreams, are with you always.

Love,

You

---

---

To the Cumberland Rangers...

Thanks for all the fun, bad jokes and most all of...TEA!!

Gwyn

---

---

Nivashi,

Once I dreamt of a beautiful blackbird.

I was lucky enough to wake and see him in my vardo.

You are truly the best gift a mother could ask for.

When the time comes for you to fly away,

never forget that your home is where you make it, and that you belong with the stars in the sky.

Love,

Ma-ma

To Ember and the Ravenholt Healer's Guild

You have my respect and admiration for all the hard work you folks are doing. Just remember when times are the darkest, there are those who do care

very much for you.

Gwyneth

---

---

Beloved Baljar - Now I, too, remember what it is like to bring de love ow a true family to my lips. May we meet again if dere is to be anodder waymeet in Rawenholt, dat I might taste dis joy again. Your sister in eternity, Islena Mahrahkani Dreamweaver

---

---

To Baron Alan Moonwind: When you are fighting evil creatures or braving danger for the sake of the citizens of Ravenholt, rest assured that at least one citizen appreciates you and wishes you well. Your honor and true nobility is well known to all those with eyes to see.

---

---

Ember, your hard work and commitment to the Healer's Guild is an inspiration both to your fellow healers and to the whole of Ravenholt. Once more it is a place to be proud of and in which to have confidence. Thank you for what you have done.

---

---

Leoric: We need more fighters like you (and more swords like Bane). Keep up the good work.

---

---

Valimar~

Silailye , nen dil Valimar . Utuvienyes, mel. Nai Valimar,Gail. Thuleon eldar ar macil enteluva!

---

---

The Skies Have Never Been So Clear.

Beneath My Willow Tree.

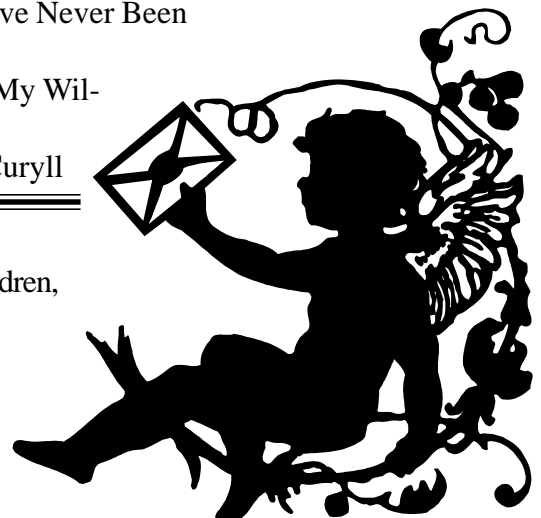
Curyll

---

---

To Kestrel,  
Father of my children,  
friend of my heart  
Be careful, be joyful.

Continued on  
page 8



# Within One's Dreams

Upon returning from gathering information for a story, reporter Ean McTuckle of the Raven's Herald met a man just outside of Ravenholt City. The two exchanged hellos as they passed, headed in opposite directions. The man gave a warm handshake and a pleasant smile, introducing himself as Jonathan Iklos, a merchant, traveling to Kent in the Barony of Eastwyck. The greeting lasted but a minute and the two parted ways.

That evening, Ean dreamt of once again meeting the same man in the same place only this time the man gave his name as Jiko. He even spelled his name out for Ean.

"J-I-K-O," he said, "please make sure you spell my name correctly."

"Why would I need to know this?" Ean inquired.

"Because only a few know my name and, after we are through here, I'm sure you would want to spell my name correctly for what I am going to tell you. To start with, put your fears at ease, it only tends to please someone else."

"Like who?" Ean asked.

"Well, like Insomnia, of course. We wouldn't want him come a calling now would we. In any case, like I said, I'll keep you safe. That's better. Now, listen closely, for if I have to repeat this it only raises the risk for trouble. This may sound treasonous after it's

through, as it implies something that your fine paper published last time, but this point really needs to be made for the good of everyone. Oh, and before we begin, it *would* be wise to do away with the toy when through with dealing with Insomnia. They could even give it to me for safekeeping if they like. I seriously don't understand why everyone distrusts me when all I've done is to



help. Find out what happened to Cassie and Willow at the last gathering of Nobles last year. They certainly kept quiet about that little thing I did for them. Okay, here we go, so pay attention."

Ean then found himself within his room, the evening still upon the land. From outside in the dark night, Ean heard several small children's voices begin to sing:

"One, Two, Insomnia's coming for you. Three, Four, No need to Ward the Door. Five, Six, Midian's toy to fix. Seven, Eight, Harmony gathered too late. Nine, Ten, All are dead

again!"

Ean then heard a loud scream outside in the night. He sprang from his bed to the window to see what had happened, as a shadow fell across him. He felt his body hit the floor. "Hello, brother," was the last that Ean heard Jiko say.

Ean resurrected successfully that evening in the Elveswood Healer's Guild. A life spell was not received in time, despite the fact that the town had awoken

to several screams when the lifeless forms of three of the town's children were found outside the room in which Ean was staying. It is not known how the children died or how they had come to be outside in the late of night. Ean continued on his way back to Ravenholt City after reporting his dream to the

mayor. The Raven's Herald has chosen to report this story, although based upon a dream and of uncertain circumstances surrounding the death of three innocent children, to once again inform that the elements of Dream continue unchecked with their slaughter, regardless of what allegiances or help they have received from the citizens of Ravenholt.

Robert Onassi reporting

*\*Editors note – Reporter Robert Onassi passed away in his sleep the evening after submitting this story with reservations about having done so, expressed to this editor.*

# Public Notices

Redleaf's Red Emporium, Whitestone

I'll Buy, trade, and sell for you. Looking for components buy/trade/sell

Scrolls, potions, armor, weapons I SELL IT ALL!



I, Robert Turlak, of my own free mind and will, officially renounce my pledge to the noble house of Eastwyck. It is with heartfelt sorrow that I come to this end and I wish the people of Eastwyck to know that if they have need of me they have simply to ask. I hope that once I have solved my own personal issues and can come to terms with the swirling problems surrounding me, that I may at one point in the future be worthy to serve this noble house again.

Sincerely,

Robert Turlak

Child of Morpheus



To the Dark Rider,  
My blessings upon you, and my thanks. Sometimes people need only be reminded of the goodness in their own hearts.

-The Tender



# Open Graves Found in Baronies

Over the past two months there have been increasing reports of open graves being found within the Baronies of Cumberland, Eastwyck and Westmarch. Many of these found number in the dozens to a cluster, and were previously unmarked, so few area residents even knew of their existence. One farmer outside Dragonshire, who's pasture now contains over forty opened holes of varying size reported finding over the last several years bits of broken weapons upon his land, leading to speculation that a battle had been fought there at some point in history. A second large site just outside Ravenholt City contains over sixty opened graves at another farm, owned by Hilda and Marcus Lalute. Marcus, who lived through the Sessuar War under Duke Greystone, recalls that when he resettled his farm after the war, he knew that the now-disturbed land had been the site of a great battle outside of Ravenholt City. Who, or what, has taken to raising the remains of possible dead soldiers remains a mystery to those investigating. Any citizen with information surrounding these grave appearances or with any new sightings is hereby asked to immediately contact the nearest magistrate or noble of the land.

As reported by Sheriff Wolfstar

EDITOR'S NOTE: If you missed this year's deadline for Vallengines, please send them in by April 6 to be included in the next printing of the Herald.

The staff of the Raven's Herald wishes to inform its readers that we allow (and have allowed) people to submit articles under "pen-names" to allow for author anonymity. The Ravens Herald does this so authors can feel free to report stories without fear of persecution for reporting on sensitive issues.

We will not reveal the identity of an anonymous author without an official writ from one of the Dukes ordering the information.

## Rescuer

An unknown hero has been prowling the lands of Eastwyck over the last months, appearing as if from nowhere to assist those in need. Calling himself the 'Unrepentant One,' he has saved caravans from attacking brigands, slain ogres and trolls that have harassed local villagers, and beaten back pockets of undead still roving the lands since the Necropolis' destruction. While this hero's identity remains a mystery, he has the thanks of the people of Eastwyck for his loyal service these past months.



# Hightown Rag

LOOVEE is in the air.. Or should we say in the heir? Rumor has it that the giant masked ball is a romantic gesture by the Duke to snare himself a particular girl. Our sources haven't told us who the lucky girl is yet, but we'll bring you more on that as the drama unfolds.

So who's gettin' hitched? No one. Bugger. Oh well... But we did hear about a romantic development between two of the town's more prominent Quentari. We're not naming names, but let's just say that one has white hair and the other has a white sword..

Oh, and LADIES! Check out that Thorondar! Newly knighted and everything! We heard he had a wife at one point, but between absences and possession being nine tenths of the law, you might have a chance! And speaking of Ducal nobles, we've heard a rumor that whoever sent Dame Quin that illicit Vallengine this year is thinking of making a move this year!

Oh, and on the Capulan front, we've heard Squire Martimus has an interest and is closing in. We won't say who, but keep an eye on that one for the future.

Love is in the air! Don't forget to read the Vallengines section!



## Lowdown on Lowtown

Never fear, love is in the air in Lowtown too! Let's just say that we can definitely count on some weddings this year. Our sources tell us there's some romance going on in the Healer's Guild, but no one's telling, and you can't tell from the outside. Maybe it's that dashing yet grumpy guard leader and one of the guildmistresses? Who knows?

Equinox is a whole other seat of mystery and intrigue. Everyone knows that Dougan Steelforge hasn't found the love of his life yet, but some of the rumors flying around are ridiculous! Dougan obviously has an unrequited passion that he carefully hides, waiting for the time to make his love known to his one true lady! There are true gallants left in the world! And speaking of gallants, how about that Maris? He helped Equinox win the tourney this year ladies, and sources say he's still single!

Dasha Morbihan is still umm.. them. They have a lot of... Polearms. And one girl. They must be importing the ladies or something. Who knows, maybe they'll have some good romance luck this year.

The Parlor is back in full swing, and dang, is it good to have them! Ravenholt just hasn't been the same without that level of sardonic wit and morbid humor. Coloring hour invitations are reputedly much sought after in Ravenholt, for those wishing to get away from the daily hellgrind.

# Letters to the Editor

Greetings Editors of the Raven's Herald,

Recently this winter I have been avidly reading past Raven's Heralds of both Duke Roderick's time and of Duke Greystone's. I noticed something very strange. Perhaps you could help clear this up for me. In the April 597 edition of the Duke Greystone's time. I was written in the "Lioncourt Lost" article, stating that I was killed in the line of duty during the battle of Elveswood. Later in the August 597 edition of the Duke Greystone's time I had posted a Public notice with Tristemere Mirabad calling attention to all Sarr. It also mentioned me as part of the Healer's guild.

Another Question I have is the article about "Major Maximilian Greystone Knighted and Made Warlord", were printed in both the August 597 and December 597 of the Duke Greystone's time. When was the date that he was made a knight and warlord?

Thank you in advance for your time and effort in answering my questions. I would also like to thank you for your dedication in writing the Raven's Herald.

Sincerely,  
Chastity Valdeguard  
Wizardess of Strength and Light

*The Editor Replies:*

*Dearest Lady Valdeguard,*

*We at the Herald are enormously pleased to hear of our mis-reporting of your death during the Sessuar War. This is the kind of error we are happy to discover.*

*As for His Grace's appointment, it did indeed happen in early August of 597. It was a decision by His Grace, Duke Alaric Malinruin, made after then-Major Greystone was the sole survivor in our battle against a being known as the Revenant King, in addition to his other heroic war efforts.*

*Our only explanation for the repetition of the reporting in the latter case is that it was wartime and access to our presses was limited and often rushed to get an issue published. As for the mis-reporting of your death (and of several others who have contacted us to assure us of their wellbeing), we can only go on those lists provided us by eyewitnesses at the time of various battles, and cannot prove with a certainty that ANY individual death reported is less than permanent.*

*My apologies for our errors, and again, my best wishes for your continued good health.*

Sincerely,  
Holly Castleton  
Editor in Chief  
Raven's Herald

To the Editors:

I've been hearing a lot of talk about how cowardly the spellsingers of this town are and how it's all their fault that we've been plagued with this nightmare thing called Insomnia for so long. Well it seems to me that we're all overlooking some of the facts here. First off, it was the spellsingers who headed up the expeditions to get the things we need to get rid of Insomnia, taking part in the risks in the process. Second, they've been standing up to Insomnia out in the field. I understand that Insomnia even killed one of them for it. Did it ever occur to anyone that he might be able to tell that those tuners are near him? He may be reacting to what he perceives as a real threat. Third, from what I overheard, there were as many ritual casters as there were spellsingers and they have to take part in the ritual to get rid of him too. How come no one is picking on them for not getting off their back sides and doing something about Insomnia? I'm not involved in this, other than facing Insomnia with everyone else, but these are my humble observations.

-A Concerned Citizen

## Unicorn from page 3

warriors, all of whom sought to destroy Tarlov many centuries before. Many of Lazurus' kind were lost to this great battle that lasted for over a month before Tarlov was quelled but not destroyed. The wizards then fashioned a prison over which Lazurus and the unicorns presided, keeping vigil over the imprisoned form. Several years ago, Tarlov reawoke and began working to unravel the circles in which he was held. The final circle was held by Lazurus and several other strong life warriors who were overtaken by Tarlov's incredible powers. Lazurus was saved by a number of brave warriors, including several skilled warriors of Ravenholt. Indebted for his timely rescue before certain destruction, Lazurus recently traveled to again express his gratitude to his saviors, including former members of the then

court of Eastwyck, Delahr and Bailiwick Stormhaven, Dougan Steelforge, Arricor Stormhaven and Forest Lord Ehawk of Anvil.

As the sun began to set upon the land of Eastwyck, Lazurus bade Ashley and myself good-bye before he returned to the Wood. He foretold of my once again hearing his named mentioned, once Spring arrived upon the lands, but did not answer my question as to what he meant by this. He merely waved again before the Wood itself seemed to close about him, removing him from our sight as if protecting one who, in turn, was protecting it as well. Ashley and I returned to Elveswood that evening where I slept and dreamt of a great battle of men and unicorns in which they stood the next day victoriously in the morning's sun with the banners of Ravenholt's brave warriors flowing in the breeze.

Continued from page 4

To Kendrick von Brumbach  
I know not where you are my  
friend, but I miss you and your  
sage advice.

May the fates guide you in  
your travels and may you suc-  
ceed in your quest.

Gwyneth

---

---

Curyll,  
Storm to the Earth,  
Sand to the Sea.  
One strike of lightning  
A new hope born free.  
Willow

Celeste-  
If I were truly a tree, I would  
hope to be a tall tree

To better see your light in the  
sky

I love you, still and forever.  
It's been a wonderful 3 years.

Willow

---

---

Gail,  
You're cute.  
-Your secret admirer

Beloved M,  
Know again that  
my world and all  
I have to give is  
ever yours. As  
since the day  
we met, my  
heart beats,  
my breath  
flows, my  
dreams speak  
for none but  
you, as it shall  
ever be.

-S



**Death Knight from page 1**  
feeling a sense of uneasiness  
that evening, when questioned.  
This feeling returned the fol-  
lowing evening as well despite  
the fact that there were no fur-  
ther sighting of the undead re-  
ported.

Dame Grey asks that anyone  
with information concerning  
this event contact her at Wells  
Castle or inform any member  
of Duke Roderick  
Ravenhurst's court, or any  
Noble of the lands or member  
of either the Mage's or Healer's  
Guilds within Ravenholt City.

# the signpost

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

February

## Library Appeal

The Flutterblinks' Library is  
looking for people to contrib-  
ute information to Grove's  
compilation. They also ask for  
anyone who can write to send  
in a history of the last year.

These books, when received  
will be bound into the Library.

"We just want to have the  
books available for other  
people to read and learn from,"  
said Polly Flutterblink.

The Library has been a much-  
used resource in the town. This  
last year has seen an incred-  
ible increase in interest. The

only problem is the loss of a  
book that had not been bound  
into the Library before its dis-  
appearance. This missing book  
has also been of interest to sev-  
eral other strange visitors to the  
area. The Captain, among oth-  
ers, has expressed concern for

this violation of the former  
sanctity of the Library.

No one who was interviewed  
knew where the missing book  
has gone. In fact, most claim  
not to know about the book  
that was being asked about.

The mystery deepens.

## Notes found on the Signpost

Old books bought - see Polly Flutterblink

Why did the tattooist leave town? Ask around and see who  
you believe.

Sharpen thy wits and thy swords. There shall be challenges,  
and should thee keep strong, victory shall be thine.

If y'all find where Thisilie went, let me know. She still has some  
answers to give.

- The Captain

Valentine's Grove - buy it, drink it, buy it again!

Another lost thought, an actor's worst role  
With all refuse sent to the hiding home hole  
An anthill is kicked by a childish toe  
Now the ant is a giant and running you go

The troubles ago have been lost from day's view  
Horrible night tales are soon passing true  
A few hours work all to stop being bugged  
Sleep still under guard or be the one mugged

Twixt my dark covers are secrets sublime  
Ignorance always the commonest crime  
Ask how it is that we all have come here  
But warned are you all that the truth should be feared

# out-of-game information

## 2002 Events Schedule

<u>EVENT</u>	<u>DATES</u>	<u>REGISTRATION BEGINS</u>
Ravenholt Revel - Landsend	3/8 - 3/10/02	open now
Ravenholt Revel - Ironvale	3/29 - 3/31/02	open now
Site Work Wknd	4/14 - 4/15/02	N/A
Ravenholt Season Opener	4/19 - 4/21/02	open now
Crossroads Season Opener	5/3 - 5/5/02	open now
Ravenholt Long Wknd	5/24 - 5/27/02	4/6/02
Crossroads Wknd	6/7 - 6/9/02	4/6/02
Ravenholt Wknd	6/21 - 6/23/02	4/27/02
Ravenholt Long Wknd	8/30 - 9/2/02	6/1/02
Lovecraftian Style Revel	9/13 - 9/15/02	TBD
Ravenholt Wknd	9/27 - 9/29/02	6/29/02
Dark Legends	10/4 - 10/6/02	open now
Crossroads Closer Wknd*	10/11 - 10/14/02	6/29/02
Ravenholt Season Closer	10/25 - 10/27/02	9/7/02

\* May be 2 Day OR Long Wknd

## Website Graphics Contest

We're working on a major cleanup/redesign of the NERO Mass website in the upcoming season, in order to provide easier access to even more information. As such, we need some slick new graphics for the design. Notably, we're looking for a frontispiece in the form of a town/cityscape, with a medieval "feel" to it. It should look good as about a 4"x6"-ish .jpg file and can be stylized as you see fit - could be a completely computer generated graphic, could be pen and ink, could be watercolor...you choose. What I'm imagining for the site look we want is something akin to those town maps you sometimes see local storeowners buying into that show certain little shops and buildings more emphasized (the guys that paid the bucks to advertise their shops) in a sort of 3-D angle-on/from slightly above look at Ravenholt City. We need some basic buildings included, such as:

- Raven's Herald Pressroom
- Ravenholt Historical Society
- Cartographer's Guild
- Ember's Library
- Bookstore
- Tavern
- Town Crier
- Bureau of Licenses, Permits, and Registration

..but others can be added at your discretion.

Entries are due Monday, March 25th, and can be emailed, snail mailed, or handed to me at the revel at end of game. Please do NOT provide the original unless I ask you for it - color photocopies will do as an entry! The winner will receive a free event and credit on the website, along w/ tons o' gobbies. If interested, you may be asked to do some additional graphics for other portions of the site for additional bennies.

Contact me if you have questions!

- Rachel

## Site Work Days

April 14-15

We need help reopening the camp before season begins! We have module space to set up and paths to make safer, as well as some minor fix-up projects around the camp, and what with the change in revel dates, we're on a tight schedule. Site days will be Friday, April 14th, starting at 7 pm, going through Saturday night, April 15th. If you have time to help out, please call or email if possible, so we can plan for enough food for everyone. Even if you can only swing by for a few hours, it'll be a big help. Come up to Monster Camp when you arrive to see what needs doing.

## Paper Goblin Stamps Recall

If you have outstanding NERO Mass goblin stamps in paper form, they must be turned in directly to Bob Hawkins or mailed to Rachel to be turned into virtual goblin in the system by the end of the Labor Day, 2002, Ravenholt event. After that date, we will no longer accept paper goblin. If you want to know how much goblin you currently have on file, or wish to convert the goblin to blankets, please contact Bob at: [update@neromass.com](mailto:update@neromass.com).

# NERO Mass/Ravenholt Play Tests & Rules Clarifications 2002 Season

## Monster Abilities

**Essence Drain** - A monster may only use the power of Essence Drain on an unconscious, immobile or willing target. The Undead must “touch” the target, using a claw, or holding a hand about an inch from the target, and say, “Essence Drain 1, Essence Drain 2, Essence Drain 3”. Essence Drain is interruptible as per killing blow. The only effect on the target is that they cannot be drained again until sunrise (6 a.m.) or until they have received a life spell. If you have been Essence Drained earlier, tell the NPC who just drained you. On a roleplaying level, the drained player should feel tired and weak. The creature has its daily abilities restored once it has finished an Essence Drain. Skill is times per day, and does not reset itself.

**Physical <spell>** - Some monsters have the natural ability to physically create an equivalent spell effect. For example, spiders would do a *Physical Web*. Some monsters with inhuman strength may have the ability *Physical Shatter*: this represents a crushing blow directed at a weapon, which will destroy it like a Shatter spell. The ability is a times per day skill. The skill should have some relationship to the creature using it as a natural ability. The monster must strike the targeted weapon and announce “Physical <spell>”. The attack is unusual in that it is a “one shot” attack, like a Spell Strike - if the monster misses the targeted weapon, the attack is expended. However, it otherwise follows the rules of a physical attack: it may be blocked by a Magic Armor spell protective, and may be stopped by a Critical Parry, Dodge, or Phase. Each spell so used as a natural ability can potentially unbalance a monster and should be considered carefully before being put into play.

**Return Magic** - A creature with the ability to Return Magic will cause a spell directed at it to be returned to its point of origin. It functions like the Resist skill in that the creature can choose when to use Return Magic. Returned magic is instantly restored to the caster’s memory, although they will not be able to cast the Returned spell until they concentrate for sixty (60) seconds per spell returned. The spell slot is restored; the caster is not limited to using the same spell for that slot.

**Shadow Walk** - Creature forms from the shadows of an inanimate object. Shadow must be large enough to encompass the being coming out of it. Creature must form with the phrase “I emerge from the shadows” (does not require a three count). May come out within wards and circles (must be on card to do so). Return on “I return to the shadows.”

## Spells

**Elemental Fury (Fire, Earth, Air, Water, Ice, Lightning, Stone)** (9th Level Celestial)\* - Duration: Special

When this spell is cast, the caster gains the ability to throw packets for “1 Elemental <element>”. The element must be chosen at the time of casting and must remain constant for the duration of the spell. For every additional Elemental Fury on the caster, the damage call for the Elemental <element> increases by one. If the spell is cast three times the caster would be able to throw “Three Elemental <element>”, there is no upper limit to the number of active Elemental Fury spells a recipient can have on him/her, but all must be the same “flavor.” Casting a different Elemental Fury upon oneself negates the existing Elemental Fury (thereby losing the “stored” casting value.) The caster must be the recipient of the ability to throw the elemental attack, you can not cast this spell on another person to give them the ability to throw elemental damage. The duration of this spell is until sunset (6:00pm local time); at sunset the spell fades. If the recipient of Elemental Fury is hit by Dispel Magic or Banish and has no protection from these spells, the Elemental Fury spell expires. Also if the recipient of Elemental Fury dies and resurrects or dies and receives a Life spell the Elemental Fury expires. Note: The spell Elemental Fury can no longer be made into a focus/foci.

\* New elements must be learned IG.

**Purify/Putrefy** (9th Level Earth)

*Purify (Elana’s Healing Peace)* - This spell will restore up to 45 body points of damage but never more than a character’s maximum. It will restore an unconscious character but will not resurrect a dead character. This spell will also remove the following necromantic effects: Disease, Poisoned blood, and Wither Limbs. This spell will also remove Weakness, and Paralysis. If cast on an Undead, lesser Undead will be destroyed, while Greater Undead take will take 45 points of body damage. This spell can be Phased and Resisted. Putrefy is the necromantic reverse of Purify. “I call upon the Earth to Purify this form.”

*Putrefy (Vladoric’s Chaos Storm)* - This spell causes the target to take 45 body points of damage, and be under the effects

# NERO Mass/Ravenholt Play Tests & Rules Clarifications 2002 Season (cont'd)

## Spells (Cont'd)

of Cause Disease, Poison Blood, and Wither Limb - the caster chooses the limb which will be Withered. Undead are "cured" for 45 body points. Purify is the Earth reverse of Putrefy. "I call upon Chaos and decay to Putrefy your flesh."

**Detect Magic** - ADD THE FOLLOWING: A Detect Magic spell, along with Formal ability, will reveal whether a Circle is One Hour, Temporary, or Permanent. The Detect Magic spell will reveal whether the target is of Earth, Celestial, Harmonics or Other.

**Elemental Blade** (4th level Celestial) - Replaces the spell Flame Blade and is identical in all respects but allows the recipient to swing an additional 4 points of damage and the carrier attack of choice: flame, ice, lightning, or stone for one swing. "I grant you the power of an Elemental Blade."

**Stone Bolt** (5th level Celestial) - This spell delivers 20 points of eldritch stone damage. "I call forth a Stone Bolt."

**Eldritch Blast** (9th level Celestial) - Replaces the ninth level celestial spell of same name and gives the caster the option to use stone as well as flame, ice, and lightning. "I call forth a (Flame, Ice, Lightning, Stone) Blast."

**Continual Light (Peldin's Improved Illuminator)** (2nd Level Earth and Celestial) Duration: 5 Days. This spell is similar to a Light spell except that a diffuser is not needed. This spell does not work outside. If cast in a room with an electric light the light can be turned on. Note that an amber or "Candle" light bulb is preferred. "I grant you the power of a Continual Light."

**Puzzle Ward** - Same as regular Ward or Greater Ward, except that a puzzle is built in as the "lock" mechanism instead of a key rep.

**Spell Crossovers** - Endow, Delayed Endow, and Light are available in both Earth and Celestial books.

**Spells NOT Available for Use in Ravenholt** - Wall of Force (cannot be brought in or made as a scroll, either), Sanctuary/Desecrate

## Base 5 Damage/Healing Spell Effect Play-Test

National Version 1.2 6/70700 (available on website and at events) with the following addendum

\* Harmonics will use the Base Five multiplier.

\* Alchemy will use the Base Five multiplier on all healing/harms with equivalent spells (i.e., Cure Wounds behaves as per Heal Wounds, etc)

## Spell Focii

A *Spell Focus* is an object that contains the energy and form of a spell in such a way as to act as page of a spell book and as a "one-shot" magical item. The Spell Focus can be almost anything: a spell book page, a wand, a crystal, et cetera... The Spell Focus acts as a spell book in that if you have the prerequisites for the particular spell then you can cast that spell as per normal rules. (Full details of Focii available on website or at events.)

## Racial Abilities

**Hobling Dodge** - Hobblings may purchase a racial Dodge. This Dodge is identical to the Stealth Skill of the same name. May only be purchased once. Cost: 10

**Strong-arm** - This skill can be purchased by Barbarians, Half-Orcs and Half-Ogres one time only for a cost of 10 Build Points. It allows the buyer to swing an additional point of damage with every swing of a weapon in which they are Proficient. It DOES NOT confer the Monstrous equivalent of Strength.

# NERO Mass/Ravenholt Play Tests & Rules Clarifications 2002 Season (cont'd)

## Weapon Abilities

**Critical Parry Modification** - Anyone with multiple Critical Slays/Parrys can use a parry while they have an active slay without expending the active slay.

**Critical Slay and Assassinate Modification** - Critical Slays and Assassinate will always do full damage to a creature with a threshold or a damage cap if the creature is affected by the damage call type (Normal, Magic, Silver, etc.).

**Blade Fury** - Blade Fury can be purchased for the build cost of the fourth Critical Slay, as a replacement for said Critical Slay (not in addition to the Slay). It does not cost additional extra build, however, it does require that the skill be taught by another character that knows the skill. It enables the character to kill most creatures with a strike of the weapon (effectively a killing blow upon contact). There are some powerful (NPC) creatures that may just take damage from this attack. Blade Fury follows all the rules per Critical Slay/Parry. Blade spells (such as Enchant Blade) may be added to the attack so that it may be a magical attack. The attacker must announce that they will be using the skill by stating "Prepare to meet your doom!" in a loud voice to their opponent and calling out "Blade Fury!" when the strike lands true. A Magic Armor protects against a Blade Fury, as will a Dodge, Critical Parry or Phase. This skill uses the same handiness rules and specific weapon rules as Critical Attack, Weapon Proficiency, and Critical Slay.

**Two Blades** - Allows the player to use two long swords in melee. Requires Plot or Monster Master approval to purchase, pending safety check of player, and, as per any skill, can be rescinded if player safety complaints are made. Cost: 3/4/4/5

**Paired Proficiencies** - This skill allows the user to apply the highest total number of proficiencies purchased in one hand to be applied in each hand. This skill works for normal and Master proficiencies. The base cost is 15.

**Two-Handed Weapon Single Hand Block** - This skill allows the user to block incoming attacks with a two-handed weapon, while only having one hand on the weapon. The wielder of the weapon must still physically block the attack as per normal rules, except that they only need to have one hand on the weapon to do so. You can not block attacks using a two-handed weapon in one hand, while fighting with another weapon in the other hand. Cost: 3/4/4/5

## Stealth Skills

**Antidote: Intoxicant** - Cures the target of an Intoxicant Poison. 4 production points to make.

**Concussion Trap** - Cost and effect as per Explosive trap, except does not destroy items. This trap only does damage.

**The following poisons do NOT transfer in and cannot be made in Ravenholt** - Nausea Gas, Laughing Gas

## Archery

Version 4.1 (complete package available online and at events)

## Harmonics

NERO International Harmonics Version 13b (complete package available online and at events)

## Transfer of Magic Items

Don't forget to see the website or check with plot for the current transfer policy limiting transfer of magic items, ritual scrolls, etc.



## Gobbies for Stuff!

- √ Solid colors of cloth in 3 yards or more lengths
- √ **Claws (max length red short sword)!!!**
- √ **Other weapons, especially long sword reps!!!!**
- √ Costume pieces
  - Hoods/Cloaks
  - Tabards
  - Pants
  - Vests
  - Shirts
  - Pouches/Bags
  - Belts
  - Hats
- √ Leather Armor
- √ Printers (especially Laser)
- √ Computers (ask before bringing in, please!)
- √ Foam Masks (ask for patterns)
- √ Glowsticks (all sizes/colors)
- √ "Old" books (antique-y looking bound books)
- √ Tarps
- √ Lamps and cool looking lighting reps

Not sure if we can use what you've got? Call or email to check.



## Event Reg/Payment for the 2002 Season (Summary)

Due to some long wait lists we've accrued throughout the 2001 season, I've had to modify both pricing and registration policies a bit:

**Advance Registration:** I will only be taking preregistration for each campaign's next 2 events at a time. (See event calendar for registration dates.)

**Unpaid Preregistration:** If you are registering yourself or someone else as unpaid pre-reg (i.e., without using PayPal, cash, or via credit card), you must get me payment within seven days of having registered in order to hold your position. As with last season, I will not deposit checks or charge cards until 3 weeks prior to the event, at the earliest.

**Contact Information:** If you are registering someone else, I **must** have contact information for that person in order to add them to the list. It is also in your best interest to make sure I have a current phone number and/or email address for you in case I need to reach you about your registration.

**New Pricing:** Event fees for the regular 2002 season will be \$55 preregistrations (money received at least one week prior to the event), and \$70 week-of/at-the-door for weekend events, and \$65/80 for long weekends.

## Staff Contact Info

**Owner:** — [owner@neromass.com](mailto:owner@neromass.com)  
Rachel Morris (203) 426-7729  
NERO Mass, 25 Aunt Park Lane, Newtown, CT 06470

**Event Registration:** — [registration@neromass.com](mailto:registration@neromass.com)  
Phone: (203) 426-7729  
Mail: NERO Mass, 25 Aunt Park Lane, Newtown, CT 06470

**Character Update:** — [update@neromass.com](mailto:update@neromass.com)  
Bob Hawkins (508) 229-0836

**Ravenholt NPC Camp:** — [npc@neromass.com](mailto:npc@neromass.com)  
Gary Strong (603) 595-8894

**Crossroads NPCs:** — [crossroadsnpc@yahoogroups.com](mailto:crossroadsnpc@yahoogroups.com)  
Mike Holdorf

**Newsletter:** — [newsletter@neromass.com](mailto:newsletter@neromass.com)  
Mail: NERO Mass, 25 Aunt Park Lane, Newtown, CT 06470

**Adjudication:** — [adjudication@neromass.com](mailto:adjudication@neromass.com)  
Jeff Collins (508) 261-8842  
Chris Herbert (508) 835-4393

**EMT Coordinator:** — [emt@neromass.com](mailto:emt@neromass.com) (preferred)  
Jai Wolfe (978) 772-4443

**Plot:**  
Ravenholt: — [ravenholt@neromass.com](mailto:ravenholt@neromass.com)  
Dark Legends: — [dlsr@neromass.com](mailto:dlsr@neromass.com)  
Mail: 248 Main Street #2, Malden, MA 02148  
Crossroads: — [crossroads@neromass.com](mailto:crossroads@neromass.com)

**Websites:**  
Ravenholt: [www.neromass.com](http://www.neromass.com)  
Crossroads: [www.neromass.com/crossroads.html](http://www.neromass.com/crossroads.html)  
DLSR: [www.larp.com/darklegends/](http://www.larp.com/darklegends/)

Also see: — [www.neromass.com/staff.html](http://www.neromass.com/staff.html)



## Internships Available

If you're either a high school or college student and you're studying theatre, business, public relations, administration, or some other field for which we can come up with a creative connection to NERO, and you'd like to design an internship, please contact me to discuss the matter. If possible, we'll work with your school to get you independent study or work credit of some kind. - Rachel



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

PRESORTED  
 STANDARD  
 U.S. POSTAGE PAID  
 MONROE, CT  
 PERMIT NO. 66

*Register for Ravenholt and Crossroads Openers!  
 Come NPC!*

## the back page

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

**LarpWare.com** - Your one-stop shopping center for all your Live Action Role Playing needs: 139 Maple St, Manchester, CT 06040, <http://www.larpware.com>, Email: [sam@larpware.com](mailto:sam@larpware.com)



**NERO Mass Web Page**  
[www.neromass.com](http://www.neromass.com)  
**Ravenholt Campaign Plot Web Page**  
[www.neromass.com/ravenholt.html](http://www.neromass.com/ravenholt.html)  
**Crossroads Campaign Web Page**  
[www.neromass.com/crossroads.html](http://www.neromass.com/crossroads.html)  
**Dark Legends of the Shadow Realms Webpage**  
[www.larp.com/darklegends](http://www.larp.com/darklegends)

**8th Edition Rule Books Available Online**  
 NERO 8th Edition Rule Books and DLSR 3rd Edition Books are now available via our on-line registration and ordering screens at <http://www.neromass.com/registration/register.html>. Rule books are \$10 plus \$3.50 S&H. Please allow 5 to 7 business days for shipping.

### *nero international chapters*

- NERO Aldra \* NERO Atlanta \* NERO Austin/San Antonio \* NERO Avendale \* NERO Central Florida \*
- NERO Central Illinois \* NERO Chicago \* NERO Colorado \* NERO Dallas/Fort Worth \* NERO Kalamazoo \* NERO Las Vegas
- NERO Massachusetts/Ravenholt (Founding Chapter) \* NERO Metro/DC \* NERO Midwest \* NERO N.E.C.R.O \* NERO NB, Canada \*
- NERO Neridia \* NERO New Hampshire \* NERO North Texas \* NERO Northwest PA \* NERO Northeast \* NERO Ohio \*
- NERO Oklahoma \* NERO Pro \* NERO VALOR \* NERO Vermont \* NERO West Virginia \* NERO West CA