

Siege of Kester Broken!

On the evening of Friday, May 26th, the Siege of Respite Keep within Kester finally reached an end. Witnesses recall seeing a beam of blue light emerge from the dome of fire, causing it to freeze solid and fall inward in a storm of ice and howling winds.

Shortly thereafter, the keep was empty. A few remaining Barbarians were seen carrying their wounded through a fiery gate. Along with them was what appeared to be a member of the Planar Brigade, who was bound in magic that appeared to be an Imprison spell.

During the battle, a dark portal appeared in Ravenholt City. The adventurers previously trapped within Kester, including Knight Commander Trivanus, Baron Shoshoto of Eastwyck, Glaive, Sidney Timmons, Ch'razz, and Rameses of East-

wyck, Videll, and now-Viscount of Magicks, Telaris, all emerged from within it, followed by several Barbarians, including several of the strange lava constructs known as the Annealed, and at least one of the transformed Barbarians, known as the Tempered. After a pitched battle in town, the Tempered Barbarian escaped back through the portal. One Adventurer, who remains anonymous, retold hearing the Tempered Barbarian state that he "knew the way to Ravenholt City" and that he would be back.

Aside from this incursion, Theodorik's troops have not been seen in large numbers within Ravenholt City. The origin of the magic used to break the siege is not known to the Herald at this time.



News from the Front

Although reports are few and far between, it appears that a combination of the encroaching lava river and the insatiable Barbarian hordes that have been attacking at every turn have left our northern border a ragged and desolate mess. With the first attacks occurring in late winter near Lonely, Eastwyck, the battles have continued down to Elveswood, from which our brave warriors were pushed in late April, past the tiny hamlet of Dubois. From there, the Barbarians ran along the mountains of the Northern Downs, decimating Giant's View and Goblinwatch. The town of Gorge Hold was evacuated and used as a supply point for the armies of Ravenholt.

A separate push took the near-empty Quagmire, and left the edges of Kragen Moor, in Cumberland, burning. No communications with Orc Ear have been forthcoming since shortly thereafter – it is believed that city has been taken as well, though they may yet be holed up and fighting. Mansell Creek and Norumbur were both evacuated this week. Galenstone and Farris are both preparing for the worst, and the weak and infirm of Elvestove, any not prepared to fight for their lives, are being moved southward, as well, though harsh rains have made the roads towards Longhope Castle rough going. It does appear that the Barbarian forces are doing nominal damage to structures, except as collateral damage during the fighting. They then make use of the deserted facilities for encampments.

Letter from His Grace, Duke Stemple

Unto the People of Ravenholt,

I am sure that word has spread throughout Ravenholt that Sir Chester Kapel has resigned his title. I wish to offer him my thanks for the service he provided to this Duchy, and to express that I hold him in the highest regard and with the deepest respect for the choice he has made.

The next Noble Council will be held in the town of Elvestove, northeast of Longhope Castle in Cumberland, on our border with Draelonde – and also very near to the front lines. My reasoning to hold the gathering here is based advice. It is likely that Theodorik's forces will begin to push southward into Cumberland. If possible, we must hold them at bay, and without a strong Baronial Court in place at present, the slack left in the defense of Cumberland is the responsibility of all of us who serve Ravenholt and Evendarr. I ask that you join me there immediately.

Yours in service,

Johnas Stemple

Duke of the Lands and the People of Ravenholt

How Not to Move a Table and Other Magical Lessons

On Sunday of the gather, one T'kari Intuneccos, a strapping gypsy whom this reporter would call on for help any day or night, agreed to help Ebon, Alle and Ren "move some furniture." Without any preconception, other than a casual question as to why so many would be needed to carry a single table, T'kari and the party walked through a circle and into a room he described as "heaped everywhere" with formal magic components. They immediately noticed an hourglass, its sands quickly spilling into the lower chamber, sitting in the center of these components, atop a ritual platform. The party quickly surmised that "Mother" (*Ed. Note: See previous issues of the Herald for more information on this individual*) was in the middle of a potentially world-affecting formal magic. Ren, acting quickly, kicked over the hourglass. This stopped the formal from occurring, but it also caused an enormous backlash of magical power. While T'kari told this reporter that they found the table and rifted back to Ravenholt successfully, everything "got fuzzy" after that. He finally awakened to Baron Torin Hammerfist of Westmarch standing over him. T'kari and the others later learned that the backlash branded each of them with "Mother's" mark, sending them out to kill specific town members. Perhaps the Herald's readers can take these words of wisdom to heart: "Moving furniture shouldn't require a rift."

Battle Against the Undead

Saturday night of the past gather Ravenholt witnessed an epic battle. The Prince of the Island of Lost Hope came looking for Ren. The Prince claimed that Ren had insulted the undead for "refusing their gifts." Apparently when Ren's ability to transform into a half-dead being was Destroyed with formal magicks, the Prince took it personally. Sir Trivanus ably commanded the field and enticed the undead and half-dead up the center of a two-pronged attack, anchored at each side by Grolsch of Westmarch and Guildmistress Lilaiethyn casting the cantrip Bane of the Dead. Other fighters in town, including T'Kari—a most able Gypsy—pushed the withering warriors into the attack zone. This reporter heard that the battle was quick, decisive, and extremely well-organized.

Tapestries Still Missing

Per recent reports, several historically relevant tapestries and banners have gone missing from their usual display locations in the Ravenholt City tavern. His Grace, Duke Stemple, has declared an amnesty on the matter, so long as the banners are returned to any noble of Ravenholt by Sunday of the upcoming Gather. Thereafter, the crime shall be punished to the harshest extent of the law..

Voltan Plague – Impending Doom?

Baroness Regent Cynthia Timmons wishes to apprise the townsfolk of Ravenholt that she believes the being on the field Saturday night with glowing eyes that appeared human is part of a developing situation in Volta. This being, his name remains unknown, is a member of the Horde—a group of undead in Volta. He recently created, or takes credit for creating, the plague.

The plague starts off as physical disease but sleep triggers the next progression. It quickly turns the body of the affected person into a zombie, separating the spirit from the body, sending it elsewhere. This plague is easily cured by a cure disease spell or potion but is not easily contained once it begins to spread. Common farmers perish within two days. Adventurers take longer but eventually succumb. This plague is spreading in Anym. Entire towns are zombies.

Despite Anym's valiant efforts to contain the plague, it has shown up in Ravenholt. The court successfully contained it behind a fire wall created by an effective, albeit simple, combination of celestial magics and mundane fire. Unfortunately the plague did break through. The individual affected by the plague was brought down by a cure disease and was cured. The Baroness Regent has replenished the land in Ravenholt that was affected and driven the plague back to the fire wall around Anym. After the Baroness Regent drove the plague back, its creator appeared in Ravenholt, stating "You destroyed my plague, I'm bringing it here." The Baroness believes the creator was making a show of this in attempt to cast dispersion on her handling of the situation. This undead being may be using spirits of the living to change his appearance for some reason. He has gradually become more human in appearance over the past few months.

She and other members of the town "took him down and Destroyed his spirit" but they assume he is bottled somewhere. His body dissipated after the formal magic ended. She is waiting to learn the results of their formal, but surmises that he has probably not been destroyed.

Visitors from around Tyrra

Ravenholt City was honored to receive visitors from several lands this gather. We welcome Raeche Ferenzy, Sir Kellum Vanderhurst, and Ashe Blackfist from the Ducal Court of Ashbury, Algorian, from the Court of Lyonesse in Therendry, Nightshine of Sky Bear, the Court of Anym from Volta: Baroness Regent Cynthia Timmons, Lord Drake Tamarack, Angle, Felix, and Cynnir, and Lord Baylor of Volta. We hope we'll see them all again soon!

Three Elven Corpses at Longhope Castle

On June 7th, the Healer's Guild of Longhope Castle sensed three spirits enter the circle, each roughly one hour apart. On all three occasions, these Elves (one Dark Elf, one Wild Elf, and one Wood Elf) did not return from death, their bodies forming in the circle, lifelessly.

Upon receiving the news, the Guildmaster of Longhope Castle, Khloe Sydney, immediately cast a Dreamvision formal. Though details are sketchy, the garrison at Longhope has issued an advisory to all Elves in the area to use extreme caution while traveling through northern Cumberland. Upon consulting several local elves, none felt the sense that a Pantherghast was near around the time of the deaths. The nature of this threat is not fully known. As we receive more news on this, we will report it.

Charitable Investor

The residents of Elvestove, Cumberland, are singing the praises of one Mistress Catherine Whizbee, respected socialite and philanthropist. Her recent investment interests have given the townsfolk cause to cheer and gossip. Upon her arrival, Mistress Whizbee immediately donated funds for improvements to the local warehouse district, including the construction of a new warehouse for her mercantile firm—Whizbee World Trade Company—an inheritance from her late husband. Consequently, many folks heretofore down on their luck have found new livelihoods in the good woman's employ. Trusted sources report that Mistress Whizbee's generosity extends to those in need of charity and/or patronage. The charming benefactress has been seen visiting orphanages, tending to the sick with local healers, and promoting talented young entertainers. Local inns and taverns benefit as those seeking posts with Whizbee World Trade flock to town. Agents speaking for Mistress Whizbee encourage wandering adventurers to inquire day or night for open posts. As one local put it, however, "She must be crazy, investing in property along the front lines!"

News from the Guilds

Congratulations and a job well done to the Ravenholt Mages and Healers Guilds, who have successfully brought forth the magical knowledge contained in the Books of Anar!

Announcement from Guildmistress Keyla to Baroness Regent Cynthia Timmons of Anym: Ravenholt Mages and Healers Guilds kindly thank her for her gift to the Guilds. Her efforts are much appreciated and her gift has been distributed as she wished.

Announcement: Congratulations to Kumir, who is now an official member of the Healer's Guild of Ravenholt.

An Announcement from Baroness Regent Cynthia Timmons of Anym

Two months ago a group of adventurers, myself included, were forcefully brought to an island for the purposes of magical experimentation by a man who called himself The Administrator. During one of the conflicts with this Administrator and his Biata guard, Ch'razz was seen standing with him. Let it be known that she did so at my behest. She was tasked with infiltrating the Administrator's guard. Her efforts in that battle weakened the enemy forces and saved lives. Any objections to the actions taken by Ch'razz should be brought to me, I will let no harm come to her for this.

By my hand,
Cynthia Timmons
Baroness Regent of Anym

Honoring a Colleague

Greetings from the House of Al-Quadim!

al-Hasan.

I would like to take this time to thank Chester Kapel for his service to the Duchy of Ravenholt. His courage and skill have been an asset against those who would cause us harm. And his decision to step down was admirable and indeed Noble.

Thank you, my friend, for your efforts.

*Al-Hasan,
Sir Amra Asland al-Quadim
of the House of Al-Quadim
Knight Protector of the Barony of Cumberland*

Noble Clarification

Greetings from the House of Al-Quadim!

al-Hasan.

A moment of your time, good people, to clarify a confusion that seems to have arisen.

This past Gathering in Ravenholt, many persons referred to myself as being the Ranking Noble. This is a misunderstanding. After His Grace Duke Stemple, Baron Gabriel would be the Ranking Noble in our Lands. Though I am the Ranking Ducal Knight, I am a Knight.

*Thank you for your time...
Al-Hasan,
Sir Amra Asland al-Quadim
of the House of Al-Quadim
Knight Protector of the Barony of Cumberland*

Pearls of Wisdom

Send your questions to Pearl for her Sage Advice, c/o the Raven's Herald.

Dear Pearl, I've always wanted to be a noble, but I'm not sure where to begin. How do I convince people I'm good enough and that I believe in the Code of Chivalry?

- Social climber

Dear Climber,

While I most definitely am not a noble, I would say that the most important thing you could possibly do is far more than just "believe" in the code. You must LIVE it and prove to everyone who sees you that you do so every day. Convince yourself first, avoid pretense, cultivate humility, and do your best. Good luck!

Love,
Pearl

Dear Pearl, Someone I like very much has an Elemental mark from the Plane of Fire. He likes me too, but I have a Mark from the Plane of Water. Is there any hope?

- All wet

Dear All,

Well, I don't have to be an astrologer to predict a steamy relationship! There's always hope for love. And if not, you could always have that mark removed. At least he wasn't marked by Earth—then you'd just have mud!

Love,
Pearl

Dear Pearl, My Pa always told me girls don't fight, but all I want to be is a warrior. How do I get him and others to take me seriously?

- I ain't no chick

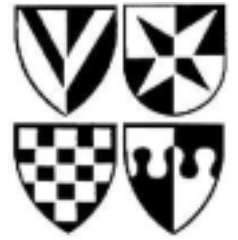
Dear Warrior-maid,

Why does his opinion matter so much? If you want to fight, then get out there with your sword, polearm, club, axe, or bow and wreak havoc. Remember, success always attracts attention.

Love,
Pearl



Chivalry School



This past gather saw an extremely enthusiastic turnout for Chivalry School, as led by Sir Martimus of Capulus.

While reports of the event are scattered, topics included in-depth discussions of the third and fourth tenets of the Chivalric Code. A key point of discussion included the proper chain of command and maintenance of respect for nobility on the field of battle. Baroness Regent Cynthia Timmons of Anym described a Voltan tradition she believed might prove useful for Ravenholt: when in battle the ranking noble on the field is not contradicted. Period. Doing so would weaken the noble structure, a potentially fatal situation when in combat. So what is a commoner to do if confronted with a command situation they find problematic? Both Sir Martimus and Sir Trivanus suggested that the correct action would be to approach the ranking noble and offer oneself as a lieutenant to assist on the field, making suggestions as to what the noble might need without questioning them directly or challenging their authority.

Conversation moved on to the fourth tenet, which reads "Thou shalt make war against evil without cessation." Discussion covered the definition and nature of evil. Viscount Telaris offered the following clarification: Our current enemies are the tribal barbarians following their totem. They are not evil, but they are our enemy.

Sir Amra offered the following point for consideration: The code used to read "Thou shalt make war against the enemies of the land without cessation." This introduced the importance of recognizing your enemy and the need for discussion between members of the populace and nobility to determine common enemies and pool potential resources. Several attendees wondered why the code's wording changed.

Other key discussions included conduct when traveling in other lands whose laws may contradict those of Evendarr. Nobles swear to uphold Evendarrian law. This oath is greater than conforming to local legal systems. Baron Shoshoto suggested canceling a trip if one is aware of a potential conflict between Evendarrian laws and the codes of a place you wish to visit. The discussion ranged from the practical to the esoteric, covering a wide range of interpretations and debates about the nature of evil. Towards the end of the discussion, Princess Alexa suggested that evil is not always fought in a traditional, martial way. The tenet changed to encompass those situations and deal with abstractions. Lord Tamarack suggested that the original tenet allowed nobles to potentially ignore evil actions if they were not directed against the land. The school ended with a challenge to "perform noble duties while striving for noble ideals."

The Populace with Panache: Ravenholt in Review

The Rue de Fortuna clan of gypsies visited Ravenholt this past gather and offered us all a chance to see the many talents of our residents and visitors. Thirteen brave souls ventured onto the impromptu stage to regale us with tales, ballads, and ditties aplenty. First and bravest of them all, Marklin—a new traveler to these lands—immediately got our feet stomping and hands clapping. The upbeat tone continued with Zybediah’s tongue-twisting tale of true times past. Another new visitor to Ravenholt, Lilly Von Ulrick, set us fondly weeping with her song, as we thought of loves long lost. Sister Prudence turned the tables back to the bawdy and bold with a rhyming song-poem. Raeche Ferenzy of Ashbury, masterful juggler, awed the audience with his crystal-smooth maneuvers. Cynnir of Anym provided a most entertaining morality lesson with her song about Good and Evil. Ivan of Myanthea and his adorable assistants, Alle and Aurellia, had us rolling off our chairs and wiping away tears of mirth with their prize-winning reenactment of the epic tale, “The Legendary Bird of Eastwyck.” Nobly stepping into the deafening tinkle of gold and silver that rained onto the stage after Ivan’s performance, Ren quickly took command of the audience with his powerful voice, singing a poignant song in a foreign tongue. After some coercing, Brennie softened our hearts and lightened our purses with her rendition of a favorite drinking song. Wrapping up the evenings’ fantastic competition was Sir Trivanus, whose honeyed tones left us longing for more. None of us envied the judges their task, as they had to choose three from this fine group of entertainers.

Nevertheless, after much wrangling, Chastity—the “uncommon commoner,” Viscount Telaris, Sir Cadoc of Westmarch, Sir Timmons of Eastwyck and Baroness Regent Cynthia of Anym awarded first prize to Ivan, second prize to Zybediah and third prize (a lovely bamboo flute donated by Marklin) to both Cynnir and Brennie. While the judges deliberated, Calvin wrapped us all in a finely woven tale of an idiot and a flying ship. Congratulations and a hearty huzzah to all the contestants, who offered up what Lady Bashian de la Rue de Fortuna called “the finest competition she has ever witnessed.”

The evening ended on a decidedly strange note, as the same gypsy woman, a fortune-teller and singer, began to intone what she called ideas, words and images that had been “coming to her” since she arrived in Ravenholt. While few could hear her words, none could mistake the fervor they caused, as she was quickly engulfed in a ring of avid listeners, some of whom seemed far from pleased with her ballad.

As she completed the tune, chaos seemed to erupt in the tavern as someone slew her guitarist and Chester Kapel angrily confronted her.

This was not the Rue de Fortuna’s first encounter with difficulty since their arrival in Ravenholt. Earlier in the gather, two of the attending gypsies turned themselves in to the town, their wrists bound in chains, for casting necromantic spells. Sir Martimus of Capulus, upon hearing the stories of the two women, sentenced one to death by his sword. The second, who did not cast successfully, was not punished further. The first gypsy faced her death without fear and, much to the relief of her fellow clan members, resurrected successfully.

Nobility Personified

A source who wished to remain anonymous reported “a truly noble deed” by one Sir Cadoc of Westmarch. Saturday night of the past gather Sir Cadoc and a small party journeyed to aid a group of people reportedly trapped and tortured by fire creatures. When the party arrived, they discovered that the only way out of the stone cavern was to hold a lever down at the opposite end of the cavern from the door. After various magical experiments, the party determined that the only way out was for someone to sacrifice themselves. Sir Cadoc ordered the entire party out while he remained behind to hold the door open. The knight, beset by fire creatures spawning from the lava pools surrounding him, died so that others might live. According to the source, the entire situation was a trap, carefully crafted by the Phoenix to mark one of the townsfolk. The Phoenix offered to strengthen the spirit of the one who accepted his mark. Sir Cadoc refused and resurrected. This source believed that Sir Cadoc represented the ideals of nobility in his conduct and wished that the town know the story of Sir Cadoc’s admirable deeds.

Corrections and Additions

- Draknor of the USB was incorrectly identified as “Dragon Fire” in the previous edition of the Herald.
 - Reina and Fayden Kaye, Second in Command of the USB were also inducted in the same ceremony.
 - Baroness Regent Cynthia Timmons wishes to clarify that she accepted the Order of the Rose for Lord Drake Tamarack.
- My sincere apologies to any and all whose names I mangled, misspelled or missed.

Tidbits About Town: The May Ravenholt Gather

(as told to Pearl S. Wine)

Various animals wandered, hopped, scooted and slithered through town this gather. Some proved far more menacing than others. Large numbers of lizards repeatedly plagued townsfolk, including this reporter, by attacking and then carrying off those they rendered unconscious. Luckily a kind traveler awakened and healed this reporter before the Lizards could finish her off. Pearl offers her sincere thanks to members of the USB and Alucard Darkwolf for their kind rescue!

The buzz about the barracks and burrows is that the Throne of Chaos is currently without an icon. This lack of leadership is causing unbalance and elemental unrest. The other elements are currently choosing champions among the populace to potentially influence who will ascend to the throne. Who represents what element? If you know, or think you know, tell Pearl!

Tony Rockwell, "all night long," happy Hobling, suffered a backlash formal and is at present a Sarr. Others caught up in the powerful magic, who also suffered race-altering effects included: Squire Becket, Dherenn Blackclaw, and Tarik, all of Eastwyck.

Zybediah, master wine maker and multi-talented gypsy about town is considering a wine-tasting event so that the Ravenholt populace can sample his inspired creations. If interested, please let him know! For those of you unfamiliar with his brilliant beverages, Zybediah is currently offering three wines:

- The Zybediah Zinfandel: a crowd-pleasing favorite, just like its namesake
- The Capulus Chianti: a subtle, masterful blend of Capulus grapes that highlights the many flavors of this storied land
- The Shoshoto Champagne: made with grapes from Cumberland and named in honor of the many deeds of Eastwyck's new Baron

Plane of Life Sends New Emissary to Ravenholt

At various times over this gathering, a strange Life Knight was seen conversing with many of the citizenry of Ravenholt.

This life elemental, which seemed to be inspired by tales of high adventure made his way through town. According to some of those that spoke with him, he represented a new Order of Life Knights, named the Order of the Vital Bond.

Though it is unclear what the duties of this Order are, the Elemental was overheard recruiting people to serve Life. It is not known whether any accepted the offer or not.

Lizards be Dammed

Sources report that apparently the hordes of lizards slithering through town were driven out because of a dam placed up river from Ravenholt. Following the request of a farmer, an intrepid group of adventurers sallied forth to save the day. Unfortunately the dam broke before the group could get above it. They were washed into an underground chamber, forced to solve frustrating puzzles, and finally had to swim out to escape. While this reporter remains unclear as to the connection between the lizards and the dam in question, Nightshine of Sky Bear, Whisper, Omi of the Healer's Guild and Aurellia certainly appeared to have a soaking-good time. Remember to bring your towels the next time you answer a farmer's call for help!

Unto the People of Traders Rest!

I call upon you for a meeting in the square of the disgraced general on the 4th day of June when the sun has fallen. I, Vladdymir Darkforge Nevoco, see a time of peril spreading across these lands, and will be reorganizing the Rangers of Westmarch under the colors Blue and Grey to protect those that have no protection, and to create ourselves as a first strike military force. We have fought hard together to keep the lands of Westmarch safe from the scourge that spread across our lands, and once again it is **TIME TO GO TO WAR!** I call upon you with loyalty to His Grace, and to the past and present leaders of our lands, that we hold so close to our hearts. We will not allow another army to march through these streets or any other within Ravenholt. It is in our past and in our blood that we fight harder than anyone else to carve the path to victory against the Barbarians. **WE ARE WESTMARCH!** We are survivors.

POWER FOR THE STRONG!

Loyal servant,
Vladdymir Darkforge Nevoco



Darkhorse Demolitions Available to Ravenholt City

Salutations!

Darkhorse Demolitions is pleased to offer all forms of Destruction. If you need something disempowered, disenchanting, destroyed, detonated, devastated, exploded, imploded (my personal favorite!), knocked over, blown up, torn down, sapped, sabotaged or stripped - look no further! Rates are negotiable. For more information, please contact Ezekiel Darkhorse via Fleet of Foot in Ironvale, or via Whispering Wind.

With Darkhorse, destruction is assured - discretion is guaranteed!

Out-of-Game Information

Cool NERO Mass Features You May Not Know About

If you haven't been to our website lately, you may want to check out some of the features you may have missed over the years. Notably, under the In-Game section, we have a few useful tools:

Newsletters: - Every Raven's Herald is now believed to be online (if you have an early edition that's not shown, please let Rachel know immediately!)

Ravenholt's Who's Who: If you attend Ravenholt events, you should add yourself to this list - it's a mini in-game bio (with the option of adding a picture) of many of the regular visitors to these lands

Teams of Ravenholt: Although currently sorely out of date, these are pages devoted to the teams that regularly play Ravenholt. If your team isn't on it, or if it's out of date, please let us know (webmaster@neromass.com)

Under the Player Info section, we have:

Character Development: If you've been having trouble writing or expanding your character concept, here's a page of thought-provoking questions to get you headed in the right direction.

My NERO Mass: For anyone who's a member of NERO Mass (i.e., has their cards maintained in our database), this is the login section you can use to check the current status of your character, gobbies on file with us, and so on. You can also use it to send your own current and up to date card to chapters you're PCing. Using this also lets Rick Pierce at Update know that you're going, so he can help make sure you get your event credit.

NPCs Wanted!

If you're not already signed up to PC the upcoming June event, why not sign up and help out from the other side? If you'll be making it for some or all of an event, please don't forget to register ASAP by emailing register-online@neromass.com or calling 203-426-7729.

No PC Food Service Available

Please note that there will NOT be a general food service provided at the upcoming June event. We will still be feeding the NPCs, but it appears that a majority of PC teams have been handling their own food service of late, so we are continuing our methods from last event. My apologies to those who are inconvenienced by this - please note that several teams have mentioned that they plan on having additional food available, and you may be able to get hot food by donations of cash or coin to their coffers.

Moratorium on Between-Event Actions

Just a reminder that until we manage to get more people on the Ravenholt plot team, there's a moratorium on all between event activities by PCs. We still encourage you to try things live and in game. If you will be attempting a Dream Vision, Spirit Farewell, etc, during a gather, we do still ask for as much notice as possible, however.

Staff Contact Info

Owner:

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

Event Registration:

Phone: (203) 426-7729
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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>

2006 NERO Mass Schedule

Event	Location	Dates	On Sale
2006 Ravenholt June Event	Brimfield	6/23 - 6/25/2006	NOW!!
2006 Ravenholt Long Weekend*	Brimfield	9/1 - 9/4/2006	7/8/06
2006 Ravenholt Event	Brimfield	9/29 - 10/1/2006	7/8/06
2006 Ravenholt Closer	Brimfield	10/27 - 10/29/2006	7/8/06



NERO Mass
 25 Aunt Park Lane
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<http://www.neromass.com>

SPACES AVAILABLE: June Event - NPCs WANTED
Fall Events on Sale July 8th. 10 am



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8th Edition Rule Books Available Online

NERO 8th Edition Rule Books are available on the web at:

<http://www.neromass.com>
 via our Amazon.com link

NERO Mass Web Page
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)