

Tournament of Heroes

Be it known that during the Gather of August 30th through September 2nd, His Grace has announced that there will be a Tournament of Heroes held in Ravenholt City. This Tournament is to benefit the Griswold Orphanage in Eastwyck. Each year the town of Griswold has a Lost Children's Faire to raise money, and while the Faire has been quite successful in recent years, the coffers haven't been the same since the end of the Sessuar War. Please note that several contests have an entry fee that will be donated directly

to the orphanage, while the entertainment competition will have an additional prize awarded for the performance which best brings in donations for the orphans.

Tournament Details

(Please check with the judges on the onset of the Gather for updated and expanded rules, which will also be posted in the tavern.)

Teams shall consist of no

more than six (6) participants each. Noble teams may include Commoner members of the Court, but all Noble teams must have at least two Titled court members participating in one or more events. Commoner teams may not include any Titled members. There is no limitation to the number of teams a court or group can sponsor. Aside from those competitions so noted, Nobles and Commoners will compete against one another in all areas. In acknowledgment of the fact that many of the heroes of

Ravenholt are oft called to duty, a single permanent replacement by an additional member of the team may be made during the course of competition. No individual may participate as a member of more than one team. Teams may enter any or all of the events, and prizes will be awarded for each event, but an overall Tournament Champions award will also be given based on total points earned by the team.

The order of events shall be

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Excavations Continue

The recent encounter with the Brood in Ravenholt City showed us the importance of our buried history when a key component for the cure was brought forth (along with various hard-to-find ritual scrolls, apparently) from the depths of what had once been Ravenholt's Mage's Guild hall. This invaluable treasure has spurred an interest in one of the most ancient of lores: archaeology. Archaeology is, quite literally, the study of *antiquarian lore*.



Notably, it includes careful unearthing of

clues to our past from the earth. Ravenholt has been built layer upon layer over hundreds and hundred of years, but much can be learned about both our ancestors in Evendarr, and those who came many generations prior. As such, much has been made of the various "digs" or sites, which seem to be rich in buried goods. With the earthquakes in recent years, antiquarians have found that layers are not always unearthed in logical succession – they have found evidence of ancient civilization above items of more recent making.

The most recent surprise to be unearthed was a fairly recent piece of history – a historical

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Order Restored

By Baldor Inglorian

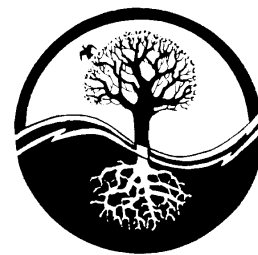
At the June Ravenholt gathering a blow was dealt to an undead force calling themselves the Order of Izra. This group of undead had amassed a great deal of power by aligning themselves with the elements of Darkness, Death, and Chaos. An Order elemental revealed that the undead group had gained the support of Chaos by destroying an artifact of Order. Chaos had granted them the ability to hurl arcane chaos as their payment.

I beseeched the travelers in Ravenholt to restore the artifact in an attempt to invalidate

the undead group's deal with Chaos. The artifact was an incredibly difficult puzzle that many of the heroes of Ravenholt dubbed "impossible".

However, three undaunted travelers, two of whom were so new to Ravenholt that the Herald has been unable to determine their names, along with Chastity Valdeguard successfully repaired the artifact. It was then returned to

its Order elemental guardians, which sent their gratitude by providing exceptional protection to the three.





Dark Rider Sighting in Quentari

(Ed. Note: This article was intended for publication in the June Herald, but due to unforeseen press problems was mistakenly left out.)

I own a shop in Tirannon, far away from you all, in Quentari. It's an apothecary by the name of Jobbin's Alchemy Goods. My two daughters run the shop for me in front while I work in back, mixing solutions and testing in my lab. One evening, about a week ago, I had the lab closed off (which I do to keep from fumes hurting anyone). I heard a scream, so I grabbed a few gas globes, and I opened the lab door, wondering what had gone wrong.

My daughter, Melody, was hiding behind the front counter throwing things at an assailant who was trying to come over the counter after her. She was grabbing whatever came to hand, but for safety I don't leave particularly dangerous things behind the counter-too easy to trip over. So she wasn't making much of an impact on the attacker - he just kept coming. I yelled something, don't remember what, and threw a Paralysis Gas at him. His Poison Shield blew, but he kept going, and suddenly a cloud of gas set my Poison Shield off. I turned, and found the attacker's partner coming at me from the other side of the shop where he'd been looting.

I shouted for help, and fumbled with my gasses, but he was quicker, and a noxious blast of fumes went off in my face. I felt my lungs burn, I couldn't breathe, and I dropped. Next thing I knew, I woke up on the floor with someone leaning over me. I couldn't see her face because she had this veil thing covering it. It was a woman though, I could tell, because I heard her voice when she cast some healing on me, and then she ran to Melody, who was crumpled behind the counter. I heard her cast a Life spell on Melody, and I sat up and crawled over, still feeling kind of woozy from the fumes in the place, to make sure Melody was all right, and then I realized those thieves must still have been around somewhere.

I found them in the other side of the shop in a heap - one looked like he was sleeping, and the other had some bits of glass embedded in his clothing- I guessed he'd been felled by some poisons. I turned back, and Melody was standing up, looking shaky. The woman in the veil was also wearing a long black cloak, and she helped

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Grist from the Mill

We're all wondering if those elegant new elves in town, led by the ever-mysterious Valamar are up for grabs. They fairly glow with elven goodness!

How about the rapid resurgence of the once-weakened Funeral Parlor? Though there's little sign of their ostensible leader, Shatter, of late, it seems the Dark Elves are returning in droves. Or is that Graves?

We can't confirm it for sure, but the handsome Baron Gabriel is rumored to be sporting a new fashion statement - somewhere near the center of his forehead! And is that the ever-appealing Celeste nee Soleil who seems destined to wear white and follow in his hoof-err-footsteps? We can't keep track of the rest of his court to save a life - perhaps it has something to do with Tristemere - she's forever rifting out without warning!

Anyone else notice how quickly the Weasel population is growing? Like rabbits! Westmarch has never looked healthier and, well, furry-er.

Speaking of furry, we hear that Ryker had a near-death experience. Is it just us, or ever since, does it seem like he's going back to his badgery roots?

We've heard news of long-presumed dead heroes of Ravenholt returning, too, much to everyone who knew and loved former Duke Greystone's consternation. Alaric, known and beloved by many as our valiant leader struck down by the Sessai, has

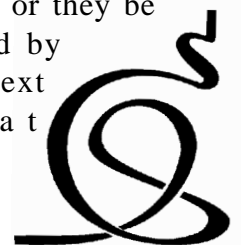
returned to life through the magics of the timeline shifts. Arracor, Forestlord Ehawk, and Aleena have also recently been spotted, thankfully being quite as heroic as we remember.

Eastwyck, under recently appointed Baron Daramor, seems to be growing almost as quickly as Westmarch. It's been so long since Ravenholt had four full noble courts, we wonder where they're all coming from!

One group that seems to be ever shrinking is House Northridge. Their illustrious leader gets himself a title (we're told he's now Sir Derrick Northridge, Knight to the King), and the team goes to pieces - we're seeing splinter groups all over the place, and just can't keep track. Something about metal tigers, we think.

The Healers' Guild was shy its usual contingent this last gather, and Guildmistress Ember was sorely missed, although we hear Koshi and the Watchers (sounds like a bardic group, doesn't it?) did an admirable job.

Finally, with the ever growing group of visitors to Ravenholt, we're looking forward to an interesting competition at the upcoming Tourney. Will last year's up-and-comers, Team Glyph, move further up the ranks, or they be ousted by the next great team?



Tournament Continued from page 1

posted in the Tavern at Ravenholt City on Friday of the Gather, with an opening ceremony with His Grace, and the Presentation of Colors starting off the festivities at 12 pm on Saturday morning.

Combat Competitions (Elimination Rounds Format):

- 3 Person Team Melee (Padded) - Non-ranged weapons only

No exceptional blows will be allowed, but all defensive activities are permissible.

- 3 Person Team Casting Competition

Skill and Dexterity:

- Traps and Locks – Setting and Releasing (1 entrant per team)

Activation devices and materials to be supplied by participants, but internal mechanisms will be provided by a local guild. Participants will receive a number of “points” to spend on mechanism types of their choosing. Each participant will be assigned a token color and will have one hour to set as many traps as possible in a designated area. The representative tokens must be protected within the trap zone. No Instant Death Gas traps may be used, but all other materials are acceptable. Once traps have been armed, each participant will pick from a bag of tokens to determine which traps they must disarm. They will have a limited time to gather as many of that participant’s tokens as possible.

- Agility (1 entrant per team)

A test of balance, grace, and fortitude that represents the physical challenges our brave heroes undertake every day.

- Races

- o Short Sprint (1 entrant per team)

- o Race for Freedom

- o “Waylay” Stealth (1 entrant per team)

Entrant will receive an armband and must collect the most armbands from other participants in the allotted time (no waylay training required)

Colors, Chivalry, and Presentation:

- Court and Team Colors Presentation

Judging will be based not only on overall appearance, but presentation of a theme pertaining to honor, chivalry, and/or Ravenholt’s history.

- Cabin Colors Presentation

Judging will be based on overall presentation in addition to how well the décor represents the group housed therein.

- Court Heraldry Presentation (Nobles Only)

His Grace respectfully Requests and Requires that, in or-

der to show a more unified Duchy now that our time of political turmoil has passed, each Barony Shall Provide Suitable Colors for Permanent Display in the Hall. Any Commoner Team wishing to provide colors representation for the Hall may do so as well, but shall not be judged for merit by so doing. Please note that this will not be a judged event, and therefore will not count towards the overall winner.

Entertainment and Feats of Knowledge:

- Puns and Insults

A Round-Robin format shall be held for the Puns and Insults contest (both to be incorporated into one).

- Best Tale with a Moral

May be told or enacted as the team sees fit.

- The Hunt

- o Scavenger

- o Superlatives

- o Riddles, Decryption, and Anagrams

- Entertainment Competition to Benefit the Griswold Orphanage

The Entertainment Entries can take any form, but shall be presented in such a manner as to provide income to the performers, which shall be donated to the Orphanage. The amount of donation shall be a factor in judging the winners of this contest.

- Baking Competition to Benefit the Griswold Orphanage (all items must be prepared in advance of the Gather – the tavern keep has muttered something about “too many cooks” and “not in my kitchen!” while waving a large iron pan. As such, this competition shall be held on Saturday evening after dinner, so as to avoid spoilage. Space in a chest with a tame ice elemental will be made available as needed.)

After portions of entries have been parceled out to judges for tasting, the remaining goods shall be sold to benefit the fund. Additional points will be awarded to the baker bringing in the most money for the orphanage.

Non-Team Competitions:

The following competitions are for individual honors and can be entered by anyone, regardless of participation in team events. They will be awarded prizes independent of the overall tournament and do not affect the outcome of overall Tournament Champion.

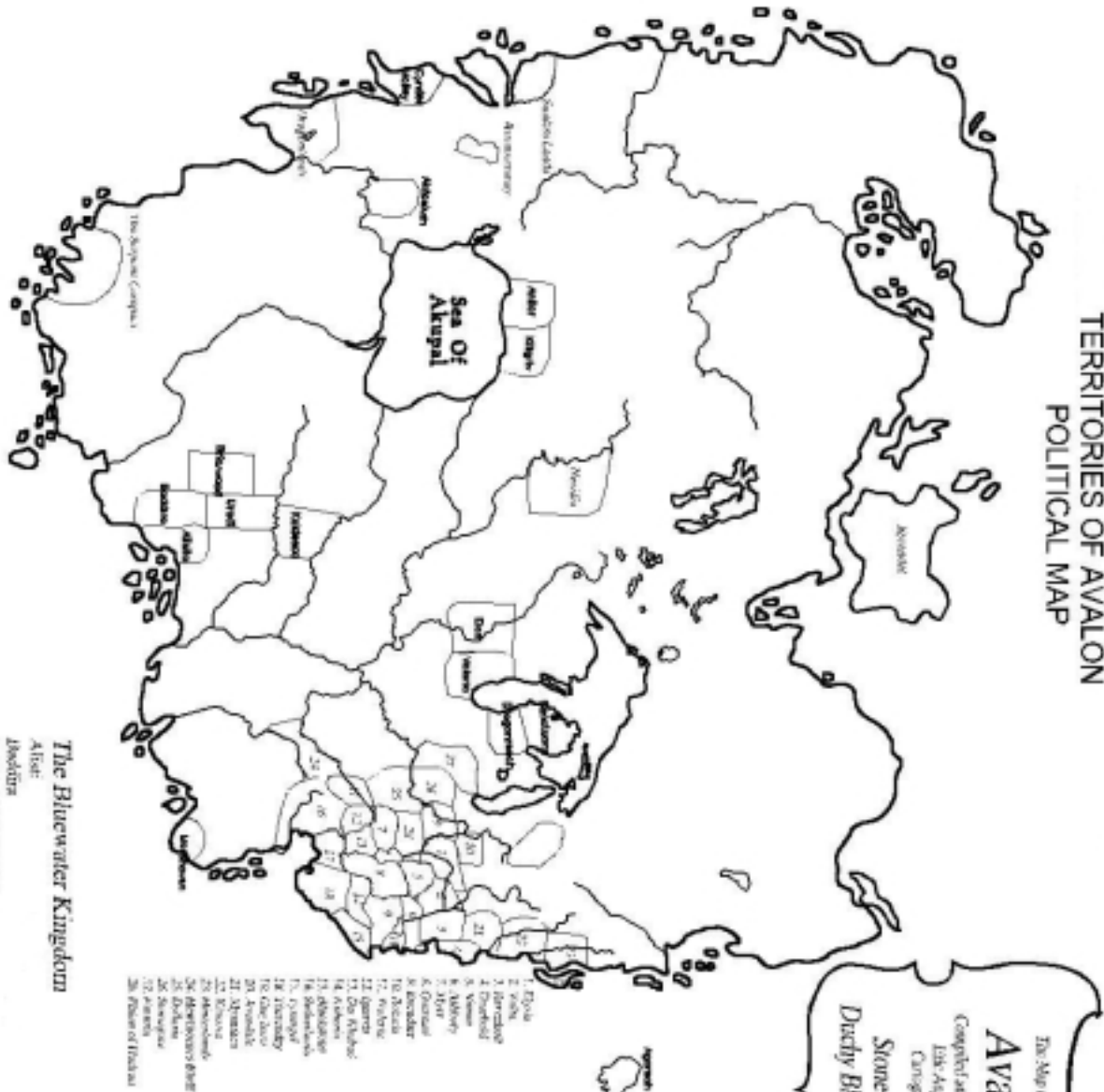
- Hero’s Combat – one-on-one (Live Steel) – 5 Gold Orphanage Entry fee

This contest will be to the Death or Disablement, with curatives and Life Spells made available by His Grace’s court healers

Continued on page 5

a rough map of the known territories of the continent of Avalon as of e.v. 602

TERRITORIES OF AVALON POLITICAL MAP



The Map of Avalon
Avalon
 Comptel and Poshkov
 Lake Angassee
 Oungapher
 Stonerach
 Duchy Blackstone

The Three Kingdoms
 Ignavis
 Mhor
 Quertori

The Middle Kingdoms

Avalon
 Anlar
 Berakath
 Drogomrach
 Lador Guroth
 Elae
 Jaden Lands
 Kirilov
 Kyr
 Abovri
 Merku
 Principality of Tarnoo

Sengorite
 Dyllara
 Amurri
 Tordah
 Hachon Valeria
 Salskany
 Vasylic Confederations
 Madvira

The Kingdoms of Everdeair

Duchy of Ashbury
 Duchy of Blackstone
 Duchy of Dar Khebad
 Duchy of Ebsa
 Duchy of Ev-raker
 Duchy of Greythen
 Duchy of Kiharia
 Duchy of Nuhau
 Duchy of Ravachit
 Duchy of Rokera
 Duchy of Sontalok
 Duchy of Tharady
 Duchy of Tyongel
 Duchy of Vola

Howdons Muff Territories
 Mardara Territories

The Northern Kingdoms

Agorah
 Avarable
 Drendale
 Hriv-lands
 Kirovri
 Kyranod
 Myardfir
 Nerdir
 Sembrary
 Sembrari's Pass

The Bluewater Kingdom

Alice
 Jbedira
 Bearwood Territories
 Kallaser
 Urafi

The Sunward Kingdoms

Alkhorin
 Aemoumny
 Ithekenshore
 Dugrolands
 Highlonesr Quonaw
 Skypet Carnouf
 Surook Lands
 Jyma Confederation

news from around tyrra

from elysia

Magical Barrier/Doom spell goes away: Celestial scholars have recently reported a flux in the Elysian crystal barrier. It appears that the barrier is weakening. The net result of this is that the unique magics in Elysia are fading. The immediate effect of this weakening is that the Doom spell is no longer effective in Elysia.
- Elysian Ducal Mage's Guild



from darkenwald

Hinterlanders were ordered by their King to leave the lands of Darkenwald due to the impending invasion of what was initially thought to be an army of Necromancers led by a long-time nemesis, Xerenel. The area was put under quarantine until it was determined that the armies were actually some kind of side-effect of a local archmage attempting to create unusually powerful ritual scrolls. Apparently the undead have been dispatched and the ashy remains of the foolish archmage are now in custody of a Lord Durin.



from anilar

The Rangers of the Anilarian Army were not completely destroyed in the battle of Oslendale. They have gone in to hiding and work as an elite hit squad for hire.

A group of Westmarchers (*Ed. Note: Westmarch of Anillar, not of Ravenholt*) was seen heading for Aden, intent on kidnapping the children of one of the leading merchants.

Golden Snakes have been seen on the extreme southeastern border of Anilar.



from the outlands

People have seen many giant insects start to move into the area of Mandrake's Landing. None have attacked anyone as of yet.

Known as a friend to the common man, Baronet Nelson Wellington died in what was reportedly an encounter with an evil enchanter.

Duke Enik True-Cougar has withdrawn all his knights from Hightower back to Tasin. He has also ordered all of his vassals to return as well. What is so important to create such an unprecedented incident? Many are talking that he plans to challenge the king for title.



from barnacus

Recent attacks on the western province of Westvale came in the form of winged beasts, which have been ravaging small surrounding settlements around West Haven and Covington. The southern most attacks have hampered mining in the dwarven regions. Entire caravans of ore and iron have been plundered. There seem to be two variants of such monsters. One is a giant winged bird, flightless. The other looks more like a man with great billowing black wings. The plundered wagons were seen being driven off into the mountains with the flightless birds harnessed like horses.



Tournament Continued from page 3

· Hero's Combat – one-on-one (Live Spells) – 5 Gold Orphanage Entry fee

This contest will be to the Death or Disablement, with curatives and Life Spells made available by His Grace's court healers. No Ninth Circle spells will be permitted.

A Sampling of the Prizes to be Awarded:

- Coin and Treasures of the Realm
- Training
- The honor of retaining His Grace's Golden Shield award for the year
- It is rumored that several nobles are scouting for Squires and candidates for other court positions (*Ed. Note: It is noted that His Grace currently has no Champion of Ravenholt!*)
- Efforts are being made to acquire a Formal Copy Unlimited Scroll, among other useful items.

Dark Rider Seen in Ironvale

I read in your paper about how the Dark Rider be a woman, but I know that can't be, because the Dark Rider is most definitely a man. He saved a woman outside my shop a few weeks ago, and I heard him speak to her. So here's what happened.

I run a tavern, and next door over is a massage parlor, Madam C's by the name. It was late-almost closing time for me, and Julia Wyrin, one of the masseuses there, was just closing up and leaving. I heard a scream from the back alley. Problem is, there's a fence dividing our properties in that alley, so I couldn't get to her side. But I heard her screaming so I tried calling for help, but it was so late there was barely anyone about.

I started trying to break away part of the fence, but it wasn't budging, so I tried climbing it. No luck there either, though standing on some barrels I could see what was happening. She was being attacked by two men and they had ripped her cloak and gown trying to get at her money purse. She was trying to get away, and they were discussing whether to kill her or not when one of them stopped talking with this funny gurgling noise.

He looked really confused at

the sword sticking out of his chest and then he dropped. There he was, the Dark Rider, standing right behind him. The other robber raised a dagger and shortsword and looked kind of frightened. Well to be honest, so was I. He was pretty intimidating in a long black cloak with ragged edges and this strange mask on his face-it almost looked like a theatre mask, the kind with the happy and sad faces on them.

Anyway so the Rider raised his sword and said, "Drop your weapons and flee. Or die." Now the villain looked like he wasn't sure whether to run or pass out, but his weapons hit with a clatter and he ran, and damn fast. The Rider's sword was gone in a flash, tucked under a shield on his arm, and he reached down, offering his gloved hand to Julia. She was crying and no bit scared, but she slowly took it. Gentle as a kitten he helped her to her feet and began to gather her belongings for her.

At that point I spoke up and asked who he was, and I said I'd walk Julia home now, so she didn't find any more trouble. He looked up at us, kinda spooky the way his face turned, and said, "I am the Dark Rider. Be well, both of

you." He reached into the folds of his cloak and pulled out a purse that clinked with coin, and handed it to her. "To replace your gown and cloak, m'lady." She tried to protest but he placed it gently in her hands and wouldn't take it back.

He stayed for a moment more while I made my way through the front of the shop and met them around the alley. Then he turned to go, looking all mysterious. Julia shouted after him, "Thank you! Is their anything I

can do to repay you?" And he half turned so we could only see the profile of that mask of his... Then he nodded, and said quietly, "You are welcome. Do well for others, that will be repayment enough for me. Then he was gone around the corner, and she and I stood there looking kind of stunned. I walked her home and made sure she got in all right, and then I went to bed myself.

Quite a night!

Insight Into the Mysterious Alphas

It seems that for quite some time now we've had beings known as Alphas running around Ravenholt taking some of the townsfolk under their wings. It appears that these few were the only ones interacting with these Alphas. Now it seems that the rest of us are beginning to be in-



involved, whether we want to or not. Since the two Dukes came on the scene, it seems that there's been some sort of threat that works not only against the Alphas but against all of our kind as well. I managed to chase down one of these Alphas

at the last gathering, one Renard the Fox Alpha. He was a total gentleman who agreed to give me a few minutes to answer some questions, in between talking to the ladies and apparently trying to convince some of the technically inclined townsfolk to take a little test he had.

Renard indicated that most folks are seeing the reemergence of a group of Alphas that have been missing for untold years. None of the Alphas can clearly remember it, it's been so long. These are the Alphas that are causing all

Continued on page 8



Rider Cont'd from page 2bbb

Melody stand, and looked around, a sword still drawn in her hand. She asked in a low voice, 'Are you both well now? Do you need anything else?'

I shook my head, and she turned and walked toward the door, saying, 'I'm going to fetch the Watch. If they move, you can gas them down.' I looked down and in my hands were a slew of gasses, all neatly labeled. I looked back up and shouted, 'Wait, who are you?' She paused, and looked back. 'I am a traveler who heard cries and shouts for help, and came to render aid. Some call me the Dark Rider. Be well.' Then she slipped through the door and I saw her mount a huge bay gelding, and then she was gone.

Now, the guard showed up, and they took them off, and I heard one saying they'd been hitting alchemy shops all over

the city for weeks. I told them about the Rider, and they seemed to think she was some hallucination from the gasses, but I knew she was real.

So I talked to a friend of a friend, and he said he'd read in the Raven's Herald about this Rider woman, and got me a copy, which took a while. Here's the funny part- I wrote to the woman in the article, the one who runs the orphanage, and she gave me the date that it had happened. I looked at a calendar and realized, there's no way someone could've traveled that far that quickly! Makes it seem like magic to me. Maybe this Dark Rider is a ghost, or something else.

Well, I can say this: My thanks to the Dark Rider, whoever you are.



Death Notice

Two months ago, the permanently dead body of the Archmage Oberon formed in the Ravenholt jail. It is believed that he failed to resurrect following his most recent execution at the hand of the Magistrate, Dame Sekat.

Jonathan Morband, Captain of the Watch

Letters to the Editor

To Whom It May Concern – I am writing to voice my concern that the People are being kept from researching one of our land's most important resources, the artifact known to most as "the Barrier" or "the Magic Barrier." As far as I understand, it was created in part due to the ignorance of Primus when he tried to make use of a device he knew little about. It was that very ignorance that has put us in such a difficult spot today. I'm told "the nobles" (I know not which ones) have ordered the investigations into this magical protectorate to cease, stopping even honorable Guildmistress Keylandra Dirath from passing through to garner further knowledge about it. If we cannot learn more about it, how can we hope to make wise decisions about its protection or removal as we see fit? Whichever side of the argument you're on, it only makes sense that we'd want to know as much as possible before making decisions. I don't know about you, but I don't want to see a repeat of Primus' mistakes, as I remember both the troublesome time before and the equally difficult time after the barrier was created. Frankly, I think it arrogant of us to assume that we are the only ones with access to the portals (or, in fact, even that these are the only means by which we can get information about the barrier). Who's to say there aren't dozens or even hundreds of people, both inside *and out* of the barrier, working to take it down, no matter what may befall. Still others may be fighting to make it stronger and take away what little magics we have gathered up for our protection. This radical fringe group calling themselves the "Iron Circle" seems a trifle too militant for my tastes. I don't know them, and I don't know their means and methods, but just as much as it is wrong for "the nobles" to shut us out from our work, I don't want a self-important, "all knowing" group such as this to control the destiny of magics in *my Ravenholt*.

Sincerely,
A Concerned Scholar

In the latest issue of the Raven's Herald .. the article about finding the cure for the brood taint... I'm identified as "Marina of Westmarch" I am not now, nor have I ever been a member of Westmarch. I am in fact a Baroness in the lands of Northguard and I feel it's inappropriate to be identified with another noble court. I would greatly appreciate if not a correction, then the understanding that this misrepresentation not be repeated in the future.

Thank you for your attention,

Baroness Marina Farren of Northguard, Myanthea

Editor's Note: Our deepest, most heartfelt apologies to Baroness Farren for our failure. If we have failed to accurately title any other Noble personages, we hope to be informed as soon as possible so we can rectify our mistakes.

Excavation cont'd from page 1

artifact believed lost only recently, known as the "Golden Shield." This shield was last believed to be in the hands of members of Eastwyck's court, some time in 593 or 594. It had been a token granted by His Grace as an award for excellence in annual Tournaments, to be hung in the hall of the winning court for one year, until it was passed on to the following year's winner.

It is uncertain how the Golden Shield came to be in what ap-

pears to have been some kind of storage shed, relatively far away from what used to be Eastwyck Hall, but further information on the item's history and use would be welcomed. Those interested in participating in further digs should contact Hubert Trowelmaker or Lydia Evenstorm. The two advise that such digs tend to be lengthy stretches of oft-tedious and back-breaking work for few rewards, and they ask that only those who are truly interested in the historical aspects offer their help.

Alphas cont'd from page 2

the trouble. Renard was talking with some of the "Aspect warriors" (the townsfolk who work with the Alphas, for those who don't know) and they started putting together some of the stranger occurrences of the past few gatherings. There was some sort of plague a few gatherings back that targeted all of the animals associated with the Alphas and the Aspect warriors themselves. Upon reflection, this was clearly the work of the "anti"-Alphas (for lack of a better term).

While most of us have seen the Alpha fox, bear (a former Ravenholt citizen), lynx, mountain lion, cougar, raccoon, spider, shark and crocodile, we've only heard rumors of the others: wasp, scorpion, skunk, snake, wolverine, mole, owl, tiger and rhinoceros. Recently the owl Alpha appeared, intent on killing one of the Ravenholt town folk who follows Renard. It seems that the Aspect warriors were able to persuade her otherwise and have even won

her over to "our" side. Renard didn't have any details on how this happened but seemed quite pleased that Ardanna (his follower) had escaped unscathed.

Several townsfolk had a run-in with a feisty Alpha wolverine. I have not yet been able to track down these folk, but rumor has it that they were able to successfully overpower him. We can only hope that all of them can be defeated so easily.

The last thing I was able to get from Renard before he disappeared into the woods was word of a plan to repopulate the Alphas' people. They apparently had some way of doing this, but only for three of the Alphas. Based on the ritual I observed on Sunday they had apparently chosen bear, raccoon and owl (to try and completely win her over to their side). The ritual was attacked constantly by spiders trying to disrupt it, but thanks to the concerted effort of the townsfolk, the ritual was completed successfully.

Public Notices

To the Court of Eastwyck,

A little over a year ago now, I left a black journal, and a cork covered book of notes with you. They contain my thoughts and opinions on what happened in Shandlin's after the mists fell. At the time I asked you to keep them till I came to get them back or give them into Ember's keeping till that time. I hope my musings were able to give you some insight into the happenings at the Ferry. I will be in town briefly at the tourney weekend at summer's end. I would like to reclaim my notes at that time. I know there have been some changes to the court since that time, but I believe Squire Culain is still on the court, and it was to him and the young lady who was the court scribe that I gave the journals to. If you could have the journals at either you're dwellings in Ravenholt or with Ember I would greatly appreciate it.

With humble thanks,

Linus Morgenstern, Token of Tribe



To Curyll, the Seeker – My apologies for missing you repeatedly in my travels. Others distract me far too readily with fascinating questions and more fascinating answers! I hope to meet up with you during the Fall gather.

Of breath come all things,

- Cybele



I write this letter to you all in hopes that you have begun to practice your crafting.. I will endeavor to make a trip into town next gathering, if the weather holds. I will be doing so to check upon your progress, and possibly to teach a few more people rune magic..

Till then my students..

Albrecht.



Missing: Adrianna Di' Aviti Ferdinando L'Chara Shaydann, age 8, last seen the evening of July 30, playing near Bromley field. Reward for her return. Please contact any member of the clan Di' Aviti.



Home furnishings available for sale, including useful cookware, cleaning tools, and decor such as curtains, draperies, and wall hangings. Contact T. Bowdler, Merchant-At-Large

the signpost

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

August

REVOLT!

The people of the town under Bramble Mountain have violently cast off the leadership of the Captain. Reports from various sources indicate the swift coup was undertaken last July.

The town quickly replaced the Captain with a town council.

One traveler noted that it seemed as if "They was looking to do this fer some time. They had no sooner slaughtered the crew that they had their council takin over stuff," said Cubble Stolifier, a local potato farmer and distiller.

A hunter for the O'Keefe

Clan expressed concerns. "I dae know if tha clan ken hol ta tha treaty from last year. Tha's likely ta be a row."

Hogarth carried the words of the Goblin King. "I don't know who this council is, or what they will do, but the goblins stand ready for any foolishness"

All that is known for sure is that the Hurricane has left from its dock, taking nearly the whole crew aboard. The new Captain has left Mari, the stone elf cook, behind which could indicate a desire to return to power some day.

Notes from the Signpost

For each side, calm abounds. I was who Cameron saw. A geas when you fought that which gave you pain. Don't deny such I had said because unknown sleep befell.

A cosmic sense, that which became clearer apace, I possess. A growing fear above, a last revenge near. More worry, October's rift sure for dismay. -D

For my fellow neighbors I atone. We missed the brewers' competition last June. We have a good reason! We couldn't find the way. Shall we try again this fall? Please ask Walentine to post a message.

There are rumors of a College of healers forming in the town. All clues point to house Xel'Naga.

To all that travel the CrossRoads: If you see any undead with blood upon their form, please make it known to the council or at least me. Perhaps they will take form again and we may yet get the chance to right what has happened and free them. If any have additional information on this tragedy, please come forward to aide those in need.

=> Fletcher

What's up with Ruckus?

To the Townsfolk of Crossroads... As some of you know, I have been studying Tattooing under Thistly's supervision. As of the last gather, she determined that my studies had advanced far enough and has allowed me to start tattooing people. This spring and summer I have been collecting various herbs and supplies so that I might be able to tattoo those that are interested. Supplies are limited so I will have to ask people to provide the items needed plus something for my services. Please contact me and tell me what tattoos you are interested in having and I will tell you what you need to find. You may leave a note for me at the Velvet Claw Tavern or a message at my room and I will try to set up an appointment. I can do both the Earth and Sky Magic schools up to 5th level.

Sharra Wolfson
Tattoo Artist



Gypsies Genuinely Missed

For reasons unknown, the VanGelt gypsies did not show up for their usual bonfire session. All was in readiness, and anticipation was high, but as time passed, and the hour grew late, the fire lay cold upon the stones.

Maggie, a new resident of the town, had some theories, "Could they have been waylaid on their way to town by some of the creatures that have been plaguing us? Is it possible they need help?" Jaron and Angus, also of the town, have expressed concern as well.

Speculations abound as to the reason for their delinquency, but the only fact remains is that there are no answers yet. Lind-El has searched the surrounding area and has not seen or heard any sign of their passing.

Three different auguries read by Polly Flutterblink have all revealed an orange face with a hideous grin, and a sense of being imprisoned. Anyone with theories about this is asked to write them on the tavern wall, or to ask someone else to do so.

From The Gnome

HousE of madnEss lockeD up tight
StilL thE cause rEmains of Plight
Wonder wHY the blOod burns bright
Seek the oNes with lAck of sPite

The New York Times

August 10, 1955

Public Notices

Be it known that on the night of September 13, 1955, in the town of Monroe, Berkshire County, Massachusetts, that a public auction of the estate of the late Col. Rupert J. Armitage, Ret., shall be held.

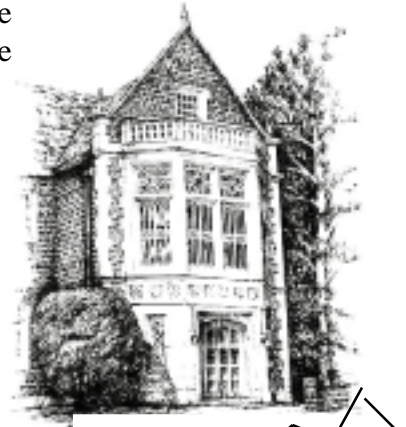
The auction shall include his 100 acre retreat property, and all buildings there in. Also included shall be an auction of

unique and occult related art objects from the Armitage Private Collection.

Train service is available to Clarksburg Station, Clarksburg, Massachusetts. Ample parking for vehicles is available at Clarksburg Station. A chartered bus will be provided to transport interested parties from the station to the

Estate in Monroe. No private vehicles will be allowed into the Estate.

Overnight accommodations will be available, and food is planned for your stay. Please respond to the Times, Box 145, for reservations, and to receive the catalog of the Estate items to be offered.



Lovecraft out-of-game: rules

THE LOVECRAFT LEGACIES - FALL 2002

Rules v.1.0 - 7/25/02

General Information

References to NERO rules are referring to the 8th edition rulebook.

Hold Rule

When "HOLD!" is called: Stop what you are doing, drop to one knee, and **CLOSE YOUR EYES!**

Injuries, Death and Dying

One of the more difficult aspects of Live Roleplaying is character death. In a game like *The Lovecraft Legacies*, characters will die more often than in a fantasy game where healing is so common and so powerful. In this game, Death is just that: Dead. No resurrections or miracles, so expect a short character life, and be ready to move on. Now, that said, here is how we deal with character death: We will give the player a choice of bringing in another character or joining the ranks of NPC's for the balance of the weekend, or a combination of the two: NPC for a while, then bring in the new PC at the dramatically appropriate moment. You will have to work with the director of the event on this, and be prepared with variations in costumes and props. At a certain point in the event the event director(s) may determine that no new PC characters may be introduced into game play. Your option then is to NPC. This will normally only occur late on the last evening of the event.

So, how do you die? To die, you must lose a lot more hit points than you have or bleed to death. You are bleeding to death when you are at a negative number of hit points, but not enough to be outright dead. There are several different levels of health: Healthy, Wounded, Incapacitated, Unconscious, Dying, and Dead.

THE LOVECRAFT LEGACIES

Healthy: Character is un-diseased and at full hit points.

Wounded: Character is wounded if at less than full hit points, but at least 3 hit points.

Incapacitated: Character is incapacitated if at 1 or 2 hit points. If he is incapacitated, he must sit whenever possible, can move no faster than a slow walk and cannot fight with anything other than firearms.

Unconscious: Character is Unconscious if at 0 hit points. He will wake up and be at 1 hit point (incapacitated) after 10 minutes of Unconsciousness.

Dying: Character is dying if below 0 hit points (unless dead: see below). If below 0, you are bleeding to death at the rate of 1 hit point per thirty seconds. You should keep track of the total damage in case you go to such an extreme number below 0 that you are Dead.

Dead: Character is dead if he reaches a negative number of hit points greater than his total hit points when Healthy.

First Aid: First Aid at level 1 will stabilize a character after 5 minutes of administration. Each level of First Aid reduces the time it takes to stabilize someone by 30 seconds (minimum time is 30 seconds). To stabilize means to get someone from negative hit points to 0 (unconscious). They will then wake up in 10 minutes at 1 hit point even if treated with the skill Medicine. Bleeding to Death is interrupted while First Aid is performed. If First Aid is interrupted, the Death count continues from where it left off, if First Aid is incomplete.

Medicine: Medicine is the only way characters actually recover hit points above one. Medicine at level 1 takes 5 minutes to perform. Performing Medicine gives that character back hit points based on the wound and Medicine skill level. The total healed is per wound, up to half (rounded in the character's favor) as many points as the wound inflicted (i.e.: a 14 point wound may be healed for up to 7 points, and it would take Medicine 7 or greater to do that). Each wound treated must be done separately, and each one will take five minutes. If there are more skill levels than points being restored, (such as a skill level of 6 trying to heal a wound of 4 points) Healing time can be reduced like First Aid. In the previous example, 2 levels of the skill go towards healing (Max hit points that can be restored for that wound), and the other four levels reduce the time by 2 minutes, and therefore it takes 3 minutes to heal the 4 point wound (restoring 2 points). Minimum time to use the skill is 30 seconds. If the person treated is bleeding to death while the wound(s) are being treated, the Medicine skill will stabilize the person as per First Aid. The ten minute count starts from the completion of the first wound being treated with Medicine.

First Aid / Medicine Chart

Levels	Minutes	Levels	Minutes
Level 1	5 Min.	Level 6	2 Min. 30 Sec.
Level 2	4 Min. 30 Sec.	Level 7	2 Min.
Level 3	4 Min.	Level 8	1 Min. 30 Sec.
Level 4	3 Min. 30 Sec.	Level 9	1 Min.
Level 5	3 Min.	Level 10	30 Sec.

Example 1: Stan has 12 hit points, in combat, Stan takes three wounds very quickly. The first is a shot from a pistol that does 8 points of damage. He can take this and keep on fighting. The next wound is from a sword cane that does 3 points of damage. This puts Stan at 1 hit point: incapacitated. Stan, trying to get out of the fight, takes another hit from a shotgun aimed at someone else that does 15 points of damage. This puts poor Stan at -14. He is dead.

Example 2: Stu's friend, Fred, also has 12 hit points. He takes one 12 point shot from a shotgun. He falls to the ground, unconscious. He will wake up again in ten minutes at one hit point and be incapacitated. Unfortunately, Fred is hit again by the mad sword cane wielder for 3 points, and drops to -3. He is now bleeding to death and will die in 5 minutes when he reaches a negative total in excess of his hit points if untreated. Dr Muldoon (who has a First Aid of 5 and a Medicine of 7) rushes to his side and begins to administer Medicine. Dr Muldoon has two wounds to work and chooses the larger of the two first. In four and a half minutes he is able to return 6 points to Fred. Since the Doctor had 7 levels of Medicine and could only return 6 points, he could use the other level to reduce the time by 30 seconds. He will be able to return 2 points to the other wound, and it will take 2 ½ minutes, as he can apply 5 levels of his skill to reduce the time. Stu must still wait ten minutes from the completion of the treatment of the first wound before he is conscious again.

THE LOVECRAFT LEGACIES

Weapons and Weapon Damage

For simplicity, we will generalize the damage done by weapons into various weapon classes. The general classes of weapons are: Melee weapons and Firearms.

Melee Weapons

Any person can pick up and use a melee weapon even if he has no skill in the weapon as long as his health is Wounded or Healthy. Unskilled weapon use does base 1 damage with **no** other modifiers. Weapon construction is per NERO rules. Base weapon damage for skilled use in a weapon is per NERO rules.

Firearms

Any person can pick up and use firearms even if he has no skill in the firearms as long as his health is Incapacitated, Wounded or Healthy. Unskilled firearm use does base damage with **no** other modifiers. Firearms are Pistol, Automatic, Rifle and Shotgun. The general type of weapon being used for firearms in this game are the nerf-type or dart weapons. There are several different manufacturers that make these type of weapons but we will generically refer to them this way. They will have to be checked for safety, and will also have to be checked for appropriateness to the category. A sticker will be attached to a weapon to indicate the base damage. Each category is defined as follows:

Pistol/Automatic: A handgun should be operable with one hand and do moderate damage (9 Points) at most. A handgun has: a high rate of fire, no more than six shots, short to medium range and moderate accuracy.

Rifle: Takes both hands to hold, load, and fire. May have long range, high accuracy and high damage.

Shotgun: May have high rate of fire and high damage, but must have deplorable accuracy.

Damage

Pistol	3 points + skill level
Automatic	4 points + skill level
Rifle	5 points + skill level
Shotgun	6 points + skill level

SAN

MAX SAN is the highest level of Sanity the character may have, even with the best of Psychotherapy.

Sanity: Sanity is the current state of the characters mind. It goes down with exposure to vile things, and up with Psychotherapy.

Income: The yearly income of the character is figured by the following formula: EDU times Credit rating (to be found under POW) times \$1,500. The Event Organizer may give a particular player with an appropriate character background more, and may allow somewhat less for similar reasons.

Skills

Note: All Skills marked with a(*) **MUST** be used with the appropriate prop. For instance, when using first aid, the character must have bandages and other first aid type stuff; a Doctor must have a medical bag and a few instruments, someone doing electrical repair must have a few tools, and so on. This list is a typical list of skills. Please contact an event director if you wish to have a skill not on this list.

Knowledge Skills

The Lovecraft Legacies is based to a great extent on knowledge that a character has rather than on his ability to kill things (although that ability has it's uses, as well). Knowledge skill represents a study of some body of lore, academic or scientific. Here's how Knowledge-based skills work:

A player finds an envelope or slip of paper with a skill and value listed. The player must have that skill at the minimum skill level to read the information. Luck (EDU or INT skills only) points may be spent on a one for one basis to increase the skill level for that singular instance.

For example: A player has Anthropology 4 and History 6. During the course of an event, he finds occasion to do research on something, and finds a book that could have information in it. The character looks through the book and finds four envelopes in it.

THE LOVECRAFT LEGACIES

The 1st has written on the outside "History 2, Anthropology 2, Archaeology 2". The 2nd envelope says "History 4, Anthropology 4, Archaeology 4". The 3rd envelope says "Anthropology 6, Archaeology 6" The 4th says Archaeology 8". There is also a slip of paper that says "There are one or more pages torn out of this book," in a separate envelope. The player may open envelopes number 1 and 2, but may open the others only if he uses sufficient luck points. After opening these envelopes, he may note the information separately, and return them to the book, take the envelopes and leave the note about the torn pages, or take the book altogether.

EDU Based Skills

These are a sampling of EDU based skills: Accounting, Anthropology, Archaeology, Astronomy, Biology, Chemistry, Geology, History, Law, Pharmacy, Physics, Psychology.

Note: A college graduate must have an EDU of 4, 5, or 6; a masters or PHD must have an EDU of 5 or 6; to be an MD, you must have an EDU of 6

The following skills have specific definitions for game use:

Medicine*: As described earlier. Minimum time to use is thirty seconds.

Read Other Language: The character has the ability to read whatever language written in the blank next to the skill level. If the player has the ability to actually speak the language, so much the better.

Psychoanalysis: The character may recover, in sanity points, the skill level of the analyst per half hour of roleplaying therapy. If therapy is applied to a group, then the therapist can spread the points amongst those in the group (up to his skill level). So if you have Psychoanalysis 5, then a player can gain back 5 sanity points or 5 players can gain back 1 point each in a group session etc..

INT Based Skills

Art: The ability to appreciate and evaluate works of art.

First Aid*: As described above. Minimum time to use is thirty seconds.

Library Use: May work as a general ability to locate specify books in a library or library-like collection of books. May also act as a sort of general knowledge skill. To do research or read a book, use the following chart:

<u>Skill</u>	<u>Base Time</u>	<u>Adj. Time per level (+ or -)</u>	<u>Minimum Time</u>
Library Use	30 minutes	5 Minutes	5 Minutes

If you do not have Library use (and can read), the default time to find information in a given book is: number of minutes = number of pages in the book.

Natural History: This skill gives knowledge of Natural History.

Navigate: This gives a knowledge of navigating and may help prevent you from getting lost (Marshal's discretion).

Photography: Creatures will have a rating which indicates how difficult it is to capture on film. The character must equal or surpass this number or the film just doesn't work.

Track: This skill is used per event. To use Track, find a Marshal and search the ground in an appropriate area, then ask the Marshal if you find anything. If the answer is "Yes" then you have used a Track skill, and will be given a direction. If the trail is particularly difficult, you may be asked to use more than One Track.

Players should note that we do not guarantee that use of this skill will yield any useful information. It should also be noted that it is an extremely Marshal-intensive skill, and if the Marshal does not know where the quarry went, there is no way he can lead you to it.

DEX Based Skills

Dodge: Dodge works precisely like the NERO Dodge skill. You may expend it to escape one physical attack. You get one Dodge per event for each level of the skill you buy. For instance, you are shot by a shotgun at short range, you may use one of your Dodges to escape the damage.

Lockmith*: This skill allows you to open a lock.

Mechanical Repair*: This skill allows you to repair a machine.

Electrical Repair*: This skill allows you to repair electronics.

THE LOVECRAFT LEGACIES

Locksmith, Mechanical Repair, Electrical Repair are all similar in that they need props to use and skill level can adjust the time needed to perform the action. See chart for base times and adjustments. For each skill level you have greater than needed, it will reduce the time needed by the Adj Time. For each skill level below the required amount, add the Adj. time to the action.

<u>Skill</u>	<u>Base Time</u>	<u>Adj. Time per level (+ or -)</u>	<u>Minimum Time</u>
Locksmith	2 minutes	30 seconds	30 seconds
Mechanical Repair	30 minutes	5 Minutes	5 Minutes
Electrical Repair	30 minutes	5 Minutes	5 Minutes

Example: A player with a Locksmith skill of 4 finds a chest with a lock on it. The lock is marked indicating it is a level 2 lock. He gets out his tools and gets to work. He has a skill level two higher than the lock and is able to open it in one minute. Inside, he finds a small box with another lock. This lock is marked with a tag with the number 6 on it. This lock, being 2 levels higher than the skill level, will take 3 minutes to open.

Firearms: Each skill level adds one point of damage to the base weapon damage.

STR Based Skills

Melee Weapons : Each level of skill the character acquires in the specific type of weapon is added as a damage bonus to the base weapon damage.

Waylay: For each level of skill you have at Cudgel, you get one Waylay (as per NERO rules) per event. A waylay is a blow aimed at the base of the skull that knocks the unaware victim out with one blow. After ten minutes, the character wakes up with his hit point total reduced by the cudgel damage.

POW Based Skills

Occult: This skill allows for knowledge of the occult.

Credit Rating: A high level here along with some decent role playing will allow the character to cash a check or get a good reference from his bank. It is also used in combination with EDU to determine a character's income per year.

Luck: Luck points are per event and can be used several ways:

1. Increase any EDU or INT based skill on a one for one basis. If you have found, for instance, a book that contains what you believe to be vital information that takes, say, History 2 to read, and you nor anyone in your party do not have the skill History at all, you may spend 2 luck points to gain that skill for that instance only (Apparently, it's an area you happened to pick up some knowledge in while dabbling in school). Once the luck points are used, they are gone for that event.
2. To escape dying. If your character takes a shot that would render him dead or dying, you may take a luck point to raise him to the level of unconscious.
3. As a wild card. Luck points may be used in situations where no other skill or ability seems to apply. This is at the discretion of the Marshal.

Note: This game is to be run by the Event organizers. These rules are not complete, nor do we believe that it is possible to write rules that are. The intent of the rules, however, is clear, and the event will be played to the intent, rather than the letter of the rules. Latitude may be given from time to time, but that latitude should be considered the exception, not the rule. Our intent is for you to have a good time by overcoming the challenges we set for you, not through allowing the player to "win" because they were better at negotiating the rules than the player next to them.



2002 Events Schedule

<u>EVENT</u>	<u>DATES</u>	<u>REGISTRATION BEGINS (10 AM)</u>
Ravenholt Long Wknd	8/30 - 9/2/02	SOLD OUT
The Lovecraft Legacies	9/13 - 9/15/02	8/24/02
Ravenholt Wknd	9/27 - 9/29/02	SOLD OUT
Dark Legends	10/4 - 10/6/02	Open now
Crossroads Long Wknd	10/11 - 10/14/02	Open now
Ravenholt Season Closer	10/25 - 10/27/02	9/7/02



SIGN-UP FOR DLSR AVAILABLE!

With the final event in the current DLSR story-arc fast approaching, now is the time to sign up so the plot committee can plan especially devious things for you and your characters. The event has been on sale since the spring, but we are not yet seeing a surge in registrants. The committee's been working like mad to come up with a spectacular event that would do justice to the many varied and complex plotlines you've come to know and love, so sign up early, sign up often! Er. Ok, so just sign up!

Cabin Decorating Contest

Please be advised that there will be a contest judging the most appropriately decorated cabin (both interior and exterior) at the Labor Day Weekend event. Help promote good IG atmosphere, and do your part, while possibly winning prizes for you and your team! (See tourney article IG)

Change to NPC Food Benefit

In an effort to control spiraling NPC food costs (Memorial Weekend's NPC food bill was over \$2800!), beginning with the Labor Day weekend event, NPCs wishing to drink sodas or bottled water will have to pay for their own. As always, NERO will provide free gatorade, lemonade, or iced tea, and will have coolers of water out as well. All other food costs will still be covered as before.

Advertisers Wanted

Are you a NERO International player who makes garb, armor, boffer weapons, or otherwise makes/sells useful LARPer gear? Advertise for free on the Back Page. We want to make sure our players have access to great equipment! Contact Rachel with the name of your business, contact info (email, phone, website), and the kind of stuff you make.

Receiving Proper Event Credit

Please note that starting with the Labor Day event, you **must** turn in your character card in order to assure you get game credit for playing. This is the only way we can be sure Bob has a record of your blanket for the game. This is doubly important if you are an out-of-chapter character, as he must inform them of your attendance.

Character Updates, Goblin Blanketing, etc.

To request or discontinue the application of goblin blankets, to buy skills, to verify your character or the credit for an event, to have your character forwarded to or from another chapter for an event, to request a permanent transfer to or from this chapter, or any other business regarding your Core campaign or Crossroads character (but NOT Ravenholt character histories, which should go to plot@neromass.com!), contact Bob Hawkins at :

update@neromass.com

or call:

508-786-0643.

Need to know build costs before you update? Check out the build table at:

<http://www.neromass.com/production.html>

LAST CHANCE!! 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.

New Online Production Charts Make Ravenholt Production Pre- Reg Easier!

Players have been getting better and better about sending in requests for production in advance of the events, but we can continue to improve and trim wait time at check in if more of you remember to do so! Please just email your requests by Wednesday before game to logistics@neromass.com. Not sure of production costs? Follow the link on the front page to the new online Production charts at:

<http://www.neromass.com/production.html>

Also note that the build cost chart is there as well, and you can send your build spending requests directly to Bob Hawkins at update@neromass.com. Keep an eye out for online character updates in the coming months, as well (sorry, this will be Mass players only!)

Ravenholt Guest Directors and Plot Writers Wanted!

Do you have ideas for either a full weekend event, a revel, or plotlines, large or small? If so, please submit a proposal to the plot committee for consideration. We're already running a number of PC-created plotlines, but we'd like to see more.

If you're interested in the writing aspects, but have no interest in *running* plotlines, that's OK, too – we'll still consider your ideas for either plot or monster camp to run. If, however, you've got aspirations to run a whole weekend, it might be wise to get a team of people interested in helping you – one person does not a weekend make!

Before you spend sleepless nights writing every detail of your plot idea, please start out by sending Ravenholt Plot (plot@neromass.com) a few-paragraph synopsis of what you're thinking of, so we can review it and make sure it fits with the larger picture for Ravenholt. We'll get back to you within a few weeks of receiving your submission (if you've already sent something but have not heard back from us to at least know we've received it, please check with us again – we may not have gotten it!).

A Reminder of Cabin Cleanup Fees

Penalties for not leaving a clean cabin are as follows:

First offense \$10 per person fee

Second offense \$20 per person fee

Third offense \$20 per person fee + moved to bottom of wait list for next registered event

Fourth offense Suspension of attendance privileges at NERO Mass for 6 months

The Lovecraft Legacies



You are invited to play "The Lovecraft Legacies," a Gothic Horror genre event based upon the works of H.P. Lovecraft and his Cthulhu Mythos writings. It will be held over the weekend of

Sept. 13-15. This is a capped attendance, revel-style event. Meals will be built into the price of the event (price is still being determined with food service as of press time, but we anticipate a total cost of roughly \$85). Register early to insure your place! Registration begins Saturday, August 24, at 10 am.

The Physical Combat system is based on NERO standard rules, with the addition of mock firearms. Firearms must be NERF style, or soft rubber dart type guns. All weapons will be checked for safety. This event is being set in the mid-1950's.

Those interested in PCing or NPCing should contact Carl Thiemer or Chris Herbert thru lovecraft@neromass.com. (PC registration, however, will still be through Rachel, as usual, beginning on 8/24). Rules will be forwarded via e-mail or vial US Postal to those who express interest. We encourage PC's to submit character histories prior to the event so that we may tailor the plotlines more to your characters. Please include any group affiliations that you have (real PC friends, as well as off-board NPC contacts).

REMEMBER!

This is a character deadly game. Dead is dead. We advise that you have a secondary character prepared in the event that you meet some unfortunate demise.....

staff contact info

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

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

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

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

Crossroads NPCs: — crossroadsnpc@yahoo.com
Sean Daniels

Newsletter: — newsletter@neromass.com
Mail: NERO Mass, 25 Aunt Park Lane, Newtown, CT 06470

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

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

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

Websites:
Ravenholt: www.neromass.com
Crossroads: www.neromass.com/crossroads.html
DLSR: www.larp.com/darklegends/

Also see: — www.neromass.com/staff.html

Late Arrival Character Cards and Production

As of the end of last season, along with our earlier start time, we implemented a late-arrivals procedure in which cards (and preregistered production) of late-arrival players can be picked up at Monster Camp. If you arrive later than 10 pm on the first day of the event, your card has probably already been moved to the desk at Monster Camp. If you do not see Dru, Cathy, and Bob in the tavern when you arrive, please go to camp before going in game.

Gobbies for Stuff!

- √ **Baby wipes**
- √ **Packets**
- √ 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
- √ **Did we mention packets and baby wipes?**
- √ Foam Masks (ask for patterns)
- √ Glowsticks (all sizes/colors)
- √ "Old" books (antique-y looking bound books)
- √ Tarps, especially painted ones!
- √ Lamps and cool looking lighting reps
- √ **Oh, by the way...PACKETS AND BABY WIPES!**

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



Rules Calls Reminder

Please remember that marshal calls that are plotline or module specific may not carry over to the other aspects of the week-end, in order to allow more entertaining effects (especially in closed module settings). If you are uncertain, please check with the marshal who made the initial call.



Get Your Name in Print! Articles Needed

Want to earn some goblin stamps? Got a good sense of what's happening in your campaign from a player perspective? Write In-Game articles for the Raven's Herald or Crossroads' The Signpost of a page or less (approximately 600 words) and send them to newsletter@neromass.com or mail to Newsletter, NERO Mass, 25 Aunt Park Lane, Newtown, CT 06470. Submission of an article does not guarantee it will be used, but if it is used you can receive goblin stamps suitable for use in the NERO Mass campaigns. Articles may be edited for space needs or clarity.

Recent events we'd like to see articles/info about:

Alchemy Spring, Alphas, Insomnia's death, Ironvale and the Naming Ceremony, Father, the mysterious table in the Guilds, Politics, Social Scene/High Town/Low Town Gossip...others?



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

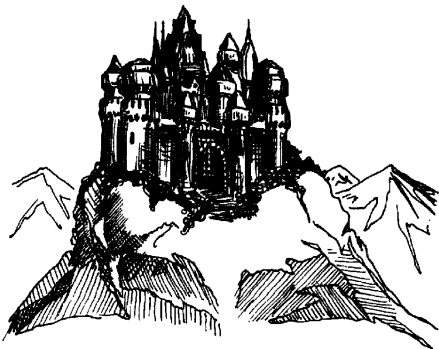
PRESORTED
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 MONROE, CT
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*Sign up to NPC for Labor Day or September Ravenholt
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