

The Fall of Kent

As told by an anonymous deserter

Someone has to tell it. That's the consensus of what's left of the Armies of Eastwyck, so I will. What else am I to do, now a cripple and a deserter? But I have this one good hand, so I will tell it.

I stood on the field during the first raid of Theodorik into the heart of Eastwyck in what is now being called the Phoenix Wars. I gathered the innocents I could find and fled. For this they called me a hero and pinned metals to my chest. I stood and watched the desperate attempts of true heroes to send back what the fires had brought. Foolish, foolish dreams. What is hope against flaming swords and leather wings? What is a sword against skin of Iron? Enough. I will begin.

The Record of the Fall of Kent.

We left the pickets on the northern boarder of Cumberland bound for rest and respite in the heart of Eastwyck, Kent. As we neared our beloved home, news had come



through the Ranger Scouts of a small barbarian horde burning their way through the forest, driving all life before them and pouring out of some form of gate. We arrived at the northern gate of Kent double-time. We had but a hundred exhausted men. Farmers under a bright flag. Boys with pitchforks. Some militia. Some wounded. The rest of the army massed to the north. The Captain of the Kentish Guard, Edward Dane, swore it was no matter. By the mighty dragons we would push back this new threat.

We thought the raid would be easy going. The Eastwyck fleet was in the harbor, sailing under their proud banners and the fleet of Westmarch came towards us, lending support in our struggle. We ran to the wall's southern edge to watch the approach of our foes. Or what was left of the wall's edge. A blackened, twisted wreckage now laid before us, rubble blocking the way snakelike through the once-wide boulevard. We

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Cities Destroyed by Theodorik's Wrath

On the afternoon of June 25th, 606, the citizens and protectors of Ravenholt rushed to the aid of the combined armies and navies of Westmarch and Eastwyck in the city of Kent, along the Silver River, in Eastwyck, when word was received of a massive strike force by Theodorik's barbarian hordes. By the time the large group of adventurers came to reinforce the embattled militia, many ships had been lost and troops were scattered for miles, trying to aid in the harried evacuation of the majority of the population.

As citizens approached, Theodorik himself cast down a massive circle of power in the midst of the last remaining buildings of the city. He bore both the mark of and possibly wings of the Phoenix, which is believed to be his Totem.

The fresh adventurers fought long and hard, in a battle that lasted several hours, as the Barbarian forces appeared to become stronger with each death they took, their spirits being drawn forth to Theodorik as they died, to be annealed

in the bubbling pool of lava at his feet and pushed back out into battle, strengthened once more.

The time was what the area troops needed, however – while many citizens were lost before the arrival of these fresh forces, many more were able to retreat under the watchful eyes of the remaining troops. The victory was meager, however, compared to the losses.

Theodorik is believed to have been performing a ritual or using some other powers of the Phoenix to draw upon the bonds of the land at several points during the battle. In each of several crushing blows against Tyrra, he channeled ferocious energies against cities elsewhere in the Duchy. Fortunately, those with land bonds had a few moments notice to send Whispering Winds and other word to the cities Theodorik was targeting, allowing some evacuations. Those present who bore such land bonds were visibly in agony

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King Mykel Decrees New Laws of the Land for Evendarr Effective September 1, 606



The Laws of Civilized Society - These are the absolute laws of the land of the Kingdom of Evendarr. Individual Principalities, Duchies, Counties, Baronies, and even Estates may have their own additional laws so long as they do not conflict

with any higher law. These are the expected punishments as accepted by the leaders of the Kingdoms and Empires upon the continent of Avalon upon the world of Tyrra. It may be noted that anyone who is foolish enough to merit a third punishment for any crime will find no mercy and receive a punishment consummate with the severity of their crime.

Judgment and sentencing by a Noble or their designee (Magistrate) need not include a trial nor even the presence of the accused, though a trial is encouraged. If a trial is granted, it is the responsibility of the accused to gather any that wish to speak for them. If witnesses are not present at the time of the trial, time will not necessarily be allotted to summon them.

Once sentence has been pronounced, the criminal is often granted a period of time (usually 45 minutes) to gather any fines, surrender to the authorities, or prepare for death. In the event that the criminal cannot pay a fine, he will be required to surrender any property, barring one weapon of the judge's choice, to make up the difference of the fine. If the punishment of a crime includes death, then it is the Noble's decision as to the manner of death unless the law specifies otherwise. Note, a punishment of Death requires that the spirit dissipates to seek resurrection, not merely existing in the state of death prior to receiving a life spell.

Finally, the Noble may increase or decrease the sentence if they believe it is merited. These cases should be the exception instead of the norm.

If an individual is convicted of a crime, and sentenced to 'Public Beating', they will be placed within a circle of the townsfolk, and each is permitted to strike the criminal once.

Traditionally a Noble is tried by their liege lord if such is possible though such a courtesy given to a Noble is not required by law.

To be declared Outlaw is to be stripped of all protections and rights granted under the laws of Evendarr and any additional lower laws. An outlaw must still obey the law and is subject to all strictures and responsibilities of it. If the Outlaw status is made indefinite then it must last at least

one year after which time the Outlaw must gain the sponsorship of a Baron to plead his case to at least the Duke of the lands in which the crime was committed in order for the status to be lifted.

Accomplice: An associate in crime, one who willfully operates, aids or assists in the commission of a crime, Either by action or inaction. The accomplice shall bear the criminal responsibility as if they were the sole participants of said crime.

Arson: The willful destruction of another's property without consent by any means. (The willful destruction or damage by fire to any property of another or of the state. Also the destruction of ones own property by fire if it is done so for profit and or if some collateral damage or destruction to the property of another or of the state ensues.)

First Offense: Death and loss of all property.

Second Offense: Obliteration.

Assassination: While the taking of another's life is covered by the crime of murder, assassination is both the premeditated murder of another for a fee and the hiring of such assassins. It is thus treated, if possible, as a more callous crime.

First Offense: Two Deaths and loss of all property.

Second Offense: Obliteration and Outlaw for One Year.

Assault: The willful attack on another citizen by any means including weapon, spell, alchemy, potion or trap. Use of any of these upon another person without their consent. An unlawful attempt or declaration (written or unwritten) on the part of one or several with force or violence or malice to cause unwanted harm or mischief upon another. An attempt or offer to harm another without touching them, as one lifts their arms in a threatening manner to another or strikes at them and misses. If the assault causes death the charge will become murder.

First Offense: Public Beating and monetary fine.

Second Offense: Death and monetary Fine.

Bribery

The offering, giving or receiving, or solicitation of something of value for the purpose of influencing the action of a person in the responsible discharge of his or her public or legal duties.

First Offense: Public Beating and 50 gold piece fine.

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Second Offense: Death and loss of property.

Burglary: This law covers breaking into another citizens home and consequently stealing property of another while in their home or business.

First Offense: Return of property and loss of all property.

Second Offense: Return of property, Death, and loss of all property.

Conspiracy: This crime is defined as the knowledge and willful cooperation in or planning by more than one person to commit any of the other crimes listed here. (A combination or confederation between two or more willing persons for the purpose of committing by their joint efforts some criminal act or some act which is innocent in itself but becomes criminal when done by the concerted action of the conspirators.) If the conspiracy is against a noble, the charge may be treason.

First Offense: 25 gold piece fine.

Second Offense: Death.

Counterfeiting\Forgery: While the obvious cause of this crime is the use of false monies, it also includes the sale or trade of false formal components represented as real components and the use of a counterfeited signature or writ. If a Noble signature or writ is counterfeited this becomes treason. (Falsely making or materially altering by hand or otherwise with intent to defraud, any document or symbol which if genuine might apparently be of legal efficacy or the foundation of a legal claim.)

First Offense: 25 gold piece fine and branding of the back of the right hand.

Second Offense: Death and loss of all property.

Impersonating a Noble: This involves not only the act of pretending to have noble title when you do not have such but also acting as if a noble has given you authority to act in their name when they have not. If you commit a crime while doing this the charge can be elevated to Treason. (To knowingly present oneself by document, raiment, statement to be of a noble station.)

First Offense: Death and loss of all property.

Second Offense: Obliteration, Declared Outlaw Indefinitely, and loss of property.

Kidnapping: This crime involves the unlawful taking and holding of a citizen against his or her will, and attempts to ransom these captives to friends or family. Also, the forcible and unlawful confinement of an individual.

First offense: Death, loss of property.

Second Offense: Obliteration

Libel: One person or group of persons issuing or presenting a prejudicial or false statement or accusation pertaining to any other by the use of print, writing, pictures, or signs. It is a crime to print, write, etc. knowingly false statements with the intent to injure the character or image of another.

First Offense: Public Beating and 25 gold piece fine.

Second Offense: Death and loss of property.

Mockery of a Noble: This involves the defamation of a Nobles character through insults, lies or mockery. If this is used to incite rebellion the charge becomes treason.

First offense: 10 gold piece fine.

Second Offense: Loss of all property and possible death.

Murder: The willful taking of another citizen's life, premeditated or in the heat of anger is murder. Even if the victim receives a Life spell, you are still held accountable for this crime. (Deliberate action to cause the death of any individual)

First Offense: Death, Loss of all property.

Second Offense: Obliteration, Loss of all property and declared Outlaw for One Year.

Necromancy: Not only is Necromancy a crime in the lands of Avalon, it is a crime against the Land itself. This crime involves casting of spells with the word "chaos" in the verbal, creation and control of undead through Cantrips and Formal Magic Spells, and use of any item necromantic in nature.

(The use of any spell, ability or item that calls upon chaos or causes an effect identical to a necromantic spell. Also, the use of any spell, ability or item that causes the creation or release of undead as well as the use of any spell, ability or item that transforms a living being into undead. The willful and consenting possession of any item that possesses necromantic properties.)

First Offense: Death, Loss of all property and possible Obliteration.

Second Offense: Obliteration, Loss of all Property and Declared Outlaw Indefinitely.

Perjury: To knowingly lie or make false or misleading statements to a noble, magistrate or persons given the power to conduct an official investigation or trial while they are in the course of such an investigation or trial.

First Offense: same punishment as the crime demands.

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Second Offense: Death and loss of property or the same punishment as the crime demands, whichever is more severe.

Slander: The speaking of false or malicious words concerning another whereby injury results to their reputation.

First Offense: Public Beating and 25 gold piece fine.

Second Offense: Death and 50 Gold Fine.

Slavery: The buying, selling or trade of sentient beings as well as the ownership of such is slavery. The use of Enslavement elixirs is also a form of slavery. (The willful buying, selling, or holding of an individual against their will such that said individual shall have no freedom of action and whose person and services are wholly under the control of another.)

First Offense: Death and Loss of all property.

Second Offense: Obliteration, Loss of all property and declared Outlaw for One Year.

Tax Evasion: This is simply the failure to pay any taxes levied by the Kingdom, Principality, County, or any Baronies of which you are a citizen. Note: Visiting adventurers are also subject to some of these taxes.

First Offense: Double Payment of Taxes.

Second Offense: Triple Payment of Taxes and possible loss of property.

Theft: The taking of another citizen's property without permission is theft. Looting another's body is a form of theft and will be treated as such. (To use any portion of or to take possession of the property of another against their will.)

First Offense: Return of property, 25 gold piece fine and wearing of a yellow tabard for six months.

Second Offense: Return of property, Loss of all property and death.

Treason: Treason covers things from disobeying a direct noble order, attempting any form of criminal action on a noble of Evendarr, rendering aid to a sworn enemy of Evendarr and inciting rebellion against the noble and royal courts of Evendarr. (The involvement in any action or assemblage for the purpose of rebelling against the state or its lawful governing body or in aiding any other individual or individuals either foreign or domestic to do the same.) Treason is the most serious crime in Evendarr and should be invoked with due and proper consideration and solemnity.

First Offense: Obliteration.

Second Offense: At least one Obliteration, Declared an Outlaw Permanently, possible Banishment

Trio of Rogue Gypsies Seen Around Eastwyck

There have been several sightings reported of a group of three noisy, rabbleroxing men, in gypsy-style clothing, but with glowing eyes, making a general kaffuffle throughout small towns in Eastwyck over the summer. One is tall and lanky, the other two are shorter and bulkier, and they seem to be well in their cups most of the time, but despite the glowing eyes, have not yet been reported as having caused more than consternation with their boisterousness. Any sightings should be reported to Magistrate Dherran of Eastwyck.

Death Toll for Elves Increases

Unnoticed at first due to the high number of resurrections from the war, a devastating pattern has come to light in the past several months. Of all the races of Evendarr, Elves have been dying their permanent deaths far more frequently than any other over the last several months. While the numbers of those resurrecting in general is on par with the overall racial makeup of the area, as reports come in from Earth Circles throughout the duchy to provide us with the names of the resurrected and the permanently dead during wartime (see "Death Toll Rising" this issue), far too many Elves of all sorts have been on the final roster. Whether Elves are throwing themselves into the war effort in greater numbers than their brethren is unclear at this time.

Reward for Tapestries

A number of historically relevant tapestries and banners, including the retired colors of several barons, baronies, and commoner groups, went missing from their usual display locations in the Ravenholt City tavern earlier this year. His Grace, Duke Stemple, initially declared an amnesty on the matter, so long as the banners were returned in a timely fashion, but they have not been. As of this gath, His Grace has placed a reward of 50 Gold for evidence leading to the arrest of the perpetrators and safe recovery of the works.

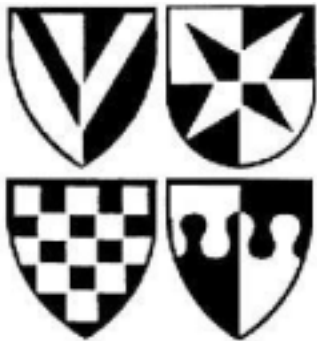
Battles with Minions of Death

This spring, three unusually powerful and potentially corrupted Death Elementals appeared in Ravenholt, leading hordes of minions in an attack against the people of these lands. Known as the "Justicars," each seemed to represent a different aspect of Death, but why they attacked when they did, and what they sought to achieve in doing so is unclear. Any information on the matter would be greatly appreciated.

Child-like Spirits Seen in Northern Ravenholt

With the chaos caused by so many towns being evacuated due to the war, our news sources closer to the front are sporadic, at best. We have been remiss in reporting the news that for some months now, citizens in towns in Cumberland and in Eastwyck have been reporting more and more sightings of small, child-sized, or at least child-like, spirits wandering around the outskirts of their communities, as if looking for something. The spirits have thus far not been noted to respond to any attempts at communication, continuing their wandering even if it took them through buildings and living beings. One person who experienced such a walk-through said it “felt like someone was walkin’ over my grave...so cold, so very cold and lonely, just fer a moment – it made me sad.”

As best the Herald has been able to ascertain, the first sightings were in Northern Cumberland, and more recent ones have been in central and southern Eastwyck. Some speculate that these are children who have been killed during the war, and who search for their parents, who may have successfully resurrected.



Chivalry School

Unto the People of Ravenholt,

I am writing to apologize for the lack of a public Chivalry School at the last gather. My objective going into the gather was to gather people after the nobles meeting. In hindsight, I should have seen the flaws in that plan before I stumbled

onto them. At all future gatherings I will try to start Chivalry School one hour before high noon in the tavern. The focus of the school at the next gather will be to discuss the fifth and sixth tenets of The Code. I would also like to remind people of my offer to discuss matters of The Code or The Laws in a more private setting with any team or court that wishes. I have had as much success with the private discussions as I have with the public school and I would gladly give my time to such endeavors. In troubling times such as these, the pursuit of our duties can make it difficult to find time to study The Code. However, it is in these trying times that I believe we have the most to gain from studying The Code. Please seek me out if you have any questions.

Sir Martimus
Knight of Capulus

Township of Benton Heath in an Uproar

Citizens of the small Eastwyck town of Benton Heath, to the southeast of Rosharryh, are in a bit of an uproar, conflicted as to what to do over a recent incident with some of their children. Three of the town’s kids, Catalina and Umbolt Cravert and Jeremiah Wigglesworth, were playing in a small field near the woods behind the Cravert home when they were attacked by a small band of the grey-skinned Lizardmen which have been moving southward ahead of the lava river. The children yelled for help and tried to run, but were quickly surrounded by these creatures, who are much more aggressive than their green-scaled kin.

According to the children’s report, the Lizardmen had just grabbed Umbolt and were preparing to make off with him, when a “big furry animal man” (according to Catalina, aged 10, this is how Jeremiah, aged 4, describes all Scaven), came rushing in to fight the Lizardmen.

Says Catalina of the Scaven’s appearance: “He was swinging a sword back and forth and he made the lizards drop Umbolt, but Umbolt just lay there and wouldn’t get up! He was fighting and fighting - I never seen one person fight so hard! He killed two of those ugly lizards right away, but the other three were pushing him back into the woods and he was

bleeding a whole lot. I ran over to Umbie to try and wake him up, and when I looked back at the Scavenger and he looked different. Maybe it was because of all the fighting but it looked like some of his face was missing. Then he started casting spells - the ones Mama said I should never, ever, say, because it would make me a bad person, and those spells made two of the lizards fall down dead, and the other one run away. It was very scary!”

After chasing off the Lizardmen, the Scaven apparently healed Umbolt and told the children to run back home in case there were more Lizardmen in the woods, and to never, ever play by themselves so close to the trees. The children did so, and went to find Bolo Wigglesworth, Jeremiah’s father, who went in search of the man who saved the children, but could not find him.

Since that time, the Benton Heath population has had a raging debate about whether this man who, clearly, by the children’s description, was casting necromancy, is a hero or a villain for his actions in rescuing the children. Those with children lean towards hero, while those without tend towards wanting him captured and tried for necromancy.



Public Notices

Seaman Seeks Letters of Mark:

Captain Pinch of Pinch's Wrath is looking for any and all nobles of coastal nations that are in need of protection for their coastal territory. My ship right now is a simple adventuring ship but I was serving as a privateer with one of my Admirals other ships and it would be an honor for my very own ship to serve to protect as well.

Captain Pinch,
Captain of Pinch's Wrath

RAVENHOLT CHESS TOURNAMENT

All are welcome to try their skill in a tournament sponsored by Dak Honeydew Ahora! Winner is guaranteed at least half the proceeds, and can win the entire pot!

Time: 6:00 Sunday Evening, September 3rd, 606

To the editor of the Raven's Herald.

Greetings. I am Torin HammerFist, The Baron of Westmarch. First I wish to commend you and your staff on a fine product, and to thank you for keeping the citizens abreast of current happenings in and around the duchy.

I wish it to be noted That Sir Sidney Timmons is a knight of Eastwyck and as such should be addressed and referred to by his Title. Look to "Siege of Kester Broken" Vol 19. Number 4. June 606 Thank you for your attention to this matter.

By my hand,
Torin HammerFist,
Baron of Westmarch

Missing Person

Bonatifka! If dere is anyone what has news ow de huntsman named Weshengo what has been traweling wid de Rue de Fortuna for several seasons now, I would appreciate word ow his whereabouts. I hawe not seen him since de spring gadder in Rawenholt City, and he is usually wery good about letting us know if he is on an extended hunt.

May fortune smile,
Lady Bashian de la Rue de Fortuna

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with each strike of force, but seemed to gain greater strength of will to fight back against Theodorik and his Barbarian forces, as their anger grew.

The town of Copper was devastated by a massive torrent of fireballs, burning every wooden structure and acres of trees and fields. The majority of Copper's citizens were successfully removed to Dwarven-made mining tunnels. The survivors are being relocated throughout Westmarch with the aid of the militia.

Coombe was also hit by fire, burning the city and several acres of Falconrest Forest. Many citizens fled deep into the woods in the hopes of escaping the fires, but the worst loss was the Coombe orphanage, which was hit early on in the strike, killing many of the children living there.

Shandlins Ferry had the least warning of the communities attacked, when vines and various toxic plants suddenly began growing at an unimaginable rate, with roots pushing up through walls and buildings, and covering roadways in and out of the city. Several were suffocated as they were unable to climb out of the growth before they were overcome. Plants boiled up in every stream and well, blighting the waters and killing fish in the area. Just as these growths seemed to settle, hordes of zombies rose up out of the town's graveyards, attacking anyone who could successfully crawl out.

Theodorik threatened a blast against Ironvale, in which a massive crushing force, believed to be an Order Elemental strike, was directed at the city. Strangely, however, this strike failed to hit the city directly, seemingly pushed off course by a ferocious wind. The blow landed to the east of the city, crushing the earth in a wide swath, causing severe damage to the underground tunnel that runs between Ironvale and Traders Rest. The impact appeared similar to some of the damage seen at the outskirts of Kent, and by accounts of those present, may have been what took out many of the naval forces prior to the arrival of the heroes and adventurers who held the final line.

As Theodorik's force showed little signs of waning, even the heroes of Ravenholt wearied. When area citizens were well clear of the region, a lull in the battle gave the nobles on the field the opportunity to call a careful retreat, as Theodorik disappeared amidst the destruction.



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passed a dog that had been left for the carrion birds, its body half twisted, burned and blackened. The man next to me swore childish vengeance on whatever had dared harm the innocent pup. He did not understand the scope of the thing. His world was filled with small loses. He saw things in small terms. Quietly we took position in the nooks of the decimated wall, now broken down to the ground. The men said the stone could be salvaged to make fine houses. Fools.

I was in the middle, with the main body, covering the breach in the southern wall and so did not hear the first encounter until the horns sounded and we were rushed into broader lines. From tell later on, it would seem our outriders, most of whom rode on thin horses, caught the attention of the main force of the enemy. The only sound that came back to those on the wall was the high and eerie screaming of the horses. Some men say horses cannot scream. They did this day.

The Captain and his Militia pushed us into a good line, eight men deep and spanning the southern gap. They sent handfuls of the stout woodsman, local hunters keen of eye and bow, off to the left and right to secure the flanks, although they assessed the east and west walls as being too stout for an enemy force to come to grips with us from there. It was then that we began to see and smell the smoke pouring from the harbor. The fleet was under attack.

We moved forward. No one cheered now. Now we were grim faced men. Boys aged before my eyes, faces going pale and stern. Each man knew his weapon well, be it a pitted sword or a rusted fork or scythe.

We swept up a small rise in the burned rubble, Dane in the front with his sword up high and his fine armor polished.

We reached the rise.

Know now by these words I do not exaggerate. And I do not lie. This is no purpled prose designed to frighten children in their beds. Something loomed out ahead, and the sky fell dark like the dusk. Gleaming eyes could be seen from the shadows. The Captain turned, as if to call a charge forward. His words did not reach us, but his left arm did. It was all of him we were able to take from this battle. I, for one, believe he was calling for retreat, but I am told I am a hero, so I cannot say as such.

From around us came the strange sound of a thick wind ripped through the trees. More blood, some bodies. Those stout woodsmen, who had altogether confronted more of the darker nights in wild lands, were simply no more. Something whipped over the front lines, but I cannot say what. It was huge, it burned, and where it reached, men came apart.

The battle, if it could be called that, was over in seconds.

Somewhere our line collapsed, perhaps the middle, I do not know. Men ran, tripped, fell. Uncertain weapons became dangerous tools as they were flung aside, or, worse yet, used in panicky hands to make a path through the backs of men in front of their wielders. By the time our turn came to flee the rout was complete.

As I turned from the field of battle a second gate of magic opened below me. I watched to my left as the enemy laid forth a foul circle of power. I watched to my right as relief troops poured in, led by the Baron of Eastwyck himself. I glanced behind me as I saw the fields burn.

“Give us one hour” I whispered to myself. “Give us one hour to get away from the deadly fires of Theodorik. The fires of the Phoenix”. As the heroes of Ravenholt fought that creature, I went home. There I found my wife’s burned body. She was gone. In despair I watched from afar as the fight played out.

I watched as a large knight from Capulus cleaved his enemies in two with his greatsword. I watched as a knight from the ducal household fought left and right, ever dogging the heels of the enemy leader. I watched as a woman with long black claws destroyed an infiltrator who was trying to assassinate Eastwyck’s beloved baron. I watched as the land bond of Westmarch was successfully stolen away. I watched as these true heroes fought for every passing moment so their people could flee the enemy horde.

As the Baron of Eastwyck called his retreat, I gathered the innocents together, those that I could find, and we simply walked away. For this, I was called a hero. I “held the line.” I “defended the innocent.” I “did not join the rout.” I would have, had there been any place at all to run that was not strewn with downed men, covered in ash.

For running away I was given a fine suit of armor, a fine distinction, and a fine command which I never led. But what is all that now? The reward of Glory is betrayal. And with this one strong hand remaining to me I will curse Theodorik until my death.



Darkhorse Demolitions Available to Ravenholt City

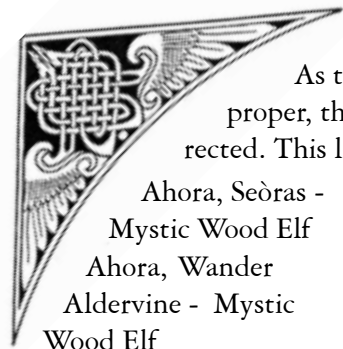
Salutations!

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!

Death Toll Rising

As troops are sent north and as the front slowly but steadily moves southward into Ravenholt proper, the death toll climbs. We do not have room to print a full tally of those who have died and resurrected. This list is only those who have been determined to have died their final deaths.



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|---|--------------------------------------|------------------------------------|----------------------------------|
| Ahora, Seòras - Mystic Wood Elf | Eamonn, Apollonios - Scavenger | Kazimeras, Raeburn - Human | Rhonda, Delbert - Human |
| Ahora, Wander | Earthtracer, Narelohn - Dark Elf | Keegan, Gilah - Human | Rick, Nahid - Human |
| Aldervine - Mystic Wood Elf | Eideard, Rainstorm - Human | Kellie, Rodrigo - Human | Rogério, Fowzia - Human |
| Alaberaxick, Toby - Wild Elf | Elcheytaar, Sauda - Sarr | Leena, Ithildur - Quentari Elf | Sartosa, Xazireke - Stone Elf |
| Algar, Nehemiah - Human | Elisabett, Kiara - Human | Leland, Hercules - Human | Seòras, T'charr - Human |
| Apphia, Beatrix - Human | Emon, Zdenek - Human | Leonius, Guglielmo - Human | Sergio, Kauser - Human |
| Ari, Shookria - Wild Elf | Estee, Jack - Human | Lesley, Adrianna - Hobling | Shaleingot, Caler - Sarr |
| Arienne, Wajjmah - Scavenger | Eveling, Wynon - Human | Lesley, Spoon - Hobling | Sheard, Ferris - Dwarf |
| Astrithr, Norwood - Dwarf | Fabien, Mateusz - Human | Liadan, Gerolamo - Human | Shelena, Macgregor - Human |
| Athanasius, Fingers - Scavenger | Faircat, Gansanl - Scavenger | Liadan, Horst - Human | Sheri, Doron - Human |
| Bearcaster, Anilald - Wild Elf | Farday, Caters - Human | Lonecarver, Dira - Human | Shortwolf, Nisead - Scavenger |
| Benjamine, Fionn - Human | Feangren, Kaelea - Quentari Elf | Lonehunt, Badruhc - Scavenger | Sophonio, Perttu - Human |
| Blackstaff, Enanirr - Sarr | Firecutter, Tunir - Human | Lowbuilder, Shih - Dwarf | Stella, Ned - Human |
| Bloodslayer, Aiva - Barbarian | Gaila, Keely - Human | Lucian, Herbert - Human | Stonehunter, Rivam - Dwarf |
| Blowstealer, Atunill - Half Orc | Gawaeron, Iribirom - Quentari Elf | Maciej, Jolanda - Human | Summer, Nelson - Human |
| Boguslaw, Glyn - Human | Gith'riss, Kunigunde - Human | Maguswanderer, Irelcarr - Wild Elf | Swiftwater, Terri - Wild Elf |
| Bravejaguar, Berbb - Sarr | Glitterfist, Rolig - Half Ogre | Mancrusher, Eadi - Half Ogre | Terenzio, Myall - Human |
| Bronzetracker, Tadde - Hobling | Gogglesworth, Emeric - Hobling | Mathias, Raniero - Human | Tgog - Half Ogre |
| Bryn, Quanna - Human | Goldenfang, Ganxigr - Half Orc | Miquel, Amedea - Human | Thorninshield, Duran - Wild Elf |
| Carolus, Indigo - Human | Grete, Valdis - Dwarf | Moon, Nolia - Scavenger | Timo, Nir - Human |
| Celiatt, Raven - Human | Grimcairn, Ioha - Sarr | Odette, Burton - Human | Timoteus, Zsófia - Scavenger |
| Chaosghost, Teborod - Human | Gwyn, Lempi - Human | Oldrich, Kaylee - Human | Timoteus, Zsófia - Human |
| Conrad, Suzume - Dwarf | Harlan, Finn - Human | Orminya, Asanier - Quentari Elf | Toini, Gilah - Human |
| Coreen, Eliezer - Dwarf | Harshita, Markéta - Human | Orsolya, Josh - Human | Travis, Kelsey - Human |
| Czeslaw, Oren - Human | Highhand, Mante - Human | Oscar, Laurent - Human | Trina, Alban - Human |
| Damiazz, Ibrahim - Human | Highleap, Ihasees - Wild Elf | Paddy, Carpenter - Human | Trini, Geoff - Human |
| Dan, Marwa - Scavenger | Hitelp - Scavenger | Paradox, Cherish - Human | Trista, Joshua - Human |
| Darkpelt, Atthig - Half Orc | Iceclub, Tehreen - Biata | Patience, Chanda - Wild Elf | Trixie, János - Human |
| Dayeye, Cathial - Human | Ivanneth, Jeptha - Quentari Elf | Pawcarver, Lalibl - Sarr | Ulrike, Moons - Human |
| Daygleam, Atabtioç - Sarr | Jacenty, Luce - Human | Perry, Laban - Human | Urania, Vaclav - Human |
| Deathhunter, Kacassh - Human | Jekaterina, Ezekiel - Wild Elf | Pound, Gatjil - Human | Vilecutter, Ceka - Dwarf |
| Deloris, Shelena - Human | Jekaterina, Raishma - Wild Elf | Preysmelter, Tofrer - Scavenger | Weaselseer, Ehiro - Scavenger |
| Demonae, Singer Birchfoot - Mystic Wood Elf | Jennif, Saul - Human | Purfeelo, Gernot - Stone Elf | Whipshooter, Docaclar - Hobling |
| Dimturion, Nowra - Quentari Elf | Jerry, Marijon - Human | Randall, Chesley - Human | Willow, Brand - Human |
| | Joachim, Asher - Human | Reene, Donelle - Human | Wilytear, Dicu - Sarr |
| | Jongleur, Herbfury - Mystic Wood Elf | Ren, Edrafennas - Quentari Elf | Wind, Chang - Wild Elf |
| | | Renatus, Marion - Human | Xosé, Fritz - Human |
| | | Rhoda, Oonagh - Dwarf | Yelena, Venceslás - Human |
| | | | Zebulun, Adumagil - Quentari Elf |
| | | | Zemvolos, Gennaro - Stone Elf |

Vampires Returning to Ravenholt?

At the May gather this spring, a particularly difficult to kill Vampire apparently made himself known to the town, while trying to feed. Although he was hunted by many, and seemed to have been killed on several occasions, he kept returning within a few minutes, clearly revitalized and strong, but needing to feed further. He seemed willing to talk to those few who dared walk the fine line of consorting, but any he took down, he would try to raise. He also seemed fearful of coming too close to certain citizens. It was finally determined that there was some connection between this Vampire and members of the Capulan nobility, although to what degree is unknown. After several attempts to trap him, despite his ability to go gaseous at times, he is believed to have been killed by Sir Martimus Wilder.

At the more recent June gather along the Draelonde border, two other sightings are believed to have occurred. Rumors of a cave within the hills of the Dragonsteeth Mountains in which a small group of lesser and at least one greater Vampire lived have not been solidly confirmed, but it is believed

that a band of adventurers were unable to roust them from their lair.

Some time later in the gather, a very powerful and enigmatic female Vampire, who also appeared to know several people in town, came in looking for something or someone. She appeared to have been a Gorbe when living, with black fur and white striped markings, and she seemed confident in her own abilities, ultimately managing to trap Vladdimir Darkforge and one other in her circle of power while many townsfolk surrounded her in an attempt to take her down. In the end, she was killed, but her parting words to another Gorbe, Ramses Blackclaw, implied that her death would not be final, and that she would return in time.

Given all the other enemies of Ravenholt our heroes are currently dealing with, the Herald sincerely hopes these encounters are not indicative of a larger problem, and that we will not see more Vampires in the near future.

Vicious Bands of Orcs Attack

Attacks by a particularly brutal and powerful tribe of Orcs have been on the rise in the woods outside Ravenholt City in recent weeks. Several caravans have been taken as they head in from around Lake Ardynn. Those who survived expressed concern at the particularly brutal killings of those who did not, wherein the Orcs seemed to take particular glee at mutilating and desecrating their bodies. Said one terrorized victim, "No one should ever have to watch a friend die like that!"



House Rue de Fortuna Sponsors Entertainment Competition

Given the success of the May gather's

Entertainment Competition, Lady Bashian de la Rue de Fortuna has opted to sponsor another contest on Sunday evening of the upcoming gather. Performers should sign up in the tavern or with Lady Bashian herself, and should be prepared to perform starting at 9 pm. All those who enjoy such artistry are encouraged to attend and bring coin to shower upon the brave performers. Said Lady Bashian when asked why she would be so generous a second time, "De performances dat I heard at de last gadder were some ow de most beautiful I have ewer heard. I t'ink it is a poignant counterpoint to de trawesty ow de war here, dat dere are still people what can bring fort' dat kind ow beauty. I t'ink I will have a special prize for de performer what can most beautifully express how dey feel about de war and all its terrible impacts here."

Fortunes Told! Adventures Gleaned! Goods Bought, Bartered, and Sold!

Lady Bashian de la Rue de Fortuna and members of the House Rue de Fortuna bring trade and sage fortunes to Ravenholt City. Speak to a member of the Household if we can be of aid, or see Lady Bashian to spin the Wheel and hear her words of wisdom.



Pearls of Wisdom

Dear Pearl,

I have recently finished some renovations to my tavern, turning it into a respectable wayfarer's inn. Business is starting to pick up, but something unexpected has happened. My new wraparound porch attracted a small family of skunk scavengers. They have made a home for themselves underneath it. Now, I don't want to seem unneighborly, and they have offered good trade and some coin for rent, but, well, they are easily spooked by the other patrons. As you've probably guessed, this causes some rather noxious encounters. What should I do?

Sincerely,
Stinky Pete

Dear Stinky - The essence of neighborliness is good behavior. You started off well and have the best of intentions. If they are otherwise inoffensive, I would recommend talking to both the family and your guests. Warn your guests that they need to be a little more careful around that area, and introduce them to the Scaven when they register in the hopes that everyone will be more at ease. If this doesn't work then maybe you'll have to discuss other housing arrangements with your new tenants. Maybe they could help you build a separate building a little way off from the tavern? As a furrier-than-usual being, I took this question quite seriously and I sincerely hope that you can make this situation successful for everyone. If not, send 'em my way. Unless, of course, they mind raw oysters.

Love, Pearl



Dear Pearl,

A lovely lass, clad only in what appeared to be a mismatched collection of handkerchiefs, caught my eye one day as I strolled through Low Town. As I casually sauntered over to her to engage her in polite conversation, she called me what sounded like "gah-jay" and stalked off. Not knowing whether to be offended or excited, I'm wondering if you can help. What did she call me and how do I appeal to the fair maid?

-Confused in Ravenholt

Dear Confused,

While I am not one of the gypsy folk, I do recognize that

term. I believe it refers to an outsider; one who is not a member of her clan or kin. At this point you have several options, some of them much more fun than others. Those of the traveling folk always appreciate the finer things in life—wine, jewels, excellent food, wine, clothes, wine—you could just send her presents, but this choice depends entirely on the size of your purse. If you are lucky, you have a talent—singing, dancing, poetry, underwater frog charming, you get the picture. Gypsies always value talent (or so I'm told). Just show her what you can do, without making a production of it, of course. Seduction, thy name can be subtlety. Finally, you can take the effective, yet sneaky, tactic of making up to her friends and family. Find out what she likes, prove your mettle, and wheedle out of them where she parks her wagon; then proceed with steps one and two. Don't take offense at her exclamation and don't be offensive in your pursuit of the fair lady. No one likes a boor, especially one that juggles while he is telling you about his latest Panthergast slaying or expensive spirit-linked magic sword. Good luck!

Love, Pearl



Dear Pearl,

How do I attract the attentions of that handsome Ranger who spends all of his time in the woods?

Desperately yours,
Jealous of an Oak

Dear Jealous,

Despite your clear yearning to pick up a potion or three of weed killer to knock off those leafy rivals for your affections, wait and listen to my suggestion. Ask yourself, why does the object of your desire spend all of his time in the greeny deeps? Could it be he wants to commune with the trees? Is he having a torrid affair with a nymph (which amounts to pretty much the same thing as choice 1, I'll admit)? Maybe he's protecting Ravenholt's borders? More importantly, can you find common interests that would take you into the woods with him? He'll know if you are faking your curiosity, so be sincere. Have you always meant to learn about herbs? Perhaps you want to be able to track things, or observe the changing seasons in detail? Ask him to take you out for a lesson or two. I think if you find common ground, you'll be climbing trees together in no time.

Love, Pearl

The Herald of Eastwyck – Friend or Foe?

The Herald received these two satirical pieces by someone calling himself “Y-Not” and hope that they bring a moment’s lightness to these war-torn times.

Some know him as Forscythe of Brighton, some know him as the Herald of Eastwyck, some only know him as “that guy plays a lot of cards” or “that guy who follows Baron Shoshoto around”. Who is he really, you may ask? Where did the good Baron find someone to follow him around all day? Why does he stand in the shadows unnoticed, yet aware of every movement like a spider lurking in the darkness?

I’d like to postulate a theory, if I may. Please consider the facts, and only the facts, before coming to your own conclusion.

Fact one: No one I have spoken with has seen the Herald wield his weapon but he is known to carry gasses. When asked his profession, he claims to be “but a simple Herald”.

Fact two: The name “Forscythe can be broken into two words. “For” and “Scythe” where a scythe is the traditional tool of death.

Fact three: Forscythe claims no family name, choosing instead to be known as “Forscythe of Brighton”. Perhaps you could say, “of Bright Town”. Perhaps you could say “For Death of Bright Town”

Fact four: Just prior to his service with the Court of Eastwyck, the jailer’s log in Kent records the name “Forscythe of Brighton” as a detainee “released by noble order”.

Fact five: A recent escalation of activity with Life and Death elementals in Ravenholt has been observed in the form of a new Icon of Death and a new Life Elemental recruiting throughout the town. Just which side would “For Death of Bright Town” be on?

Fact six: A strange birthmark in the shape of a skull has been noted on the lower right hip of the aforementioned Herald.

Fact seven: Absolute loyalty is one of the prime requirements of a Baron known to be as ruthless and uncompromising as the Herald’s current liege.

Fact eight: The Baron of Eastwyck, until recently, was strongly linked to the forces of Death.

Fact nine: The Herald was recently seen nibbling on the ear of the current Lady of Death, Arraglyn. A most compromising moment, I assure you. He is rumored to be quite the lady’s man.

Fact ten: In the recent attack of the forces of Death, the Herald was seen to have resisted the effects of the minions of

death at least a half-score times.

Fact eleven: The Herald is extremely intelligent, quick-witted, and can wield a piercing glare.

An assassin with a questionable past wielding the powers of the realm of Death, bound in devoted service to a ruthless overlord perhaps? Perhaps. You decide.

The Code of Reality

Thou shalt respect the weak, thou shalt constitute thyself the defender of them except when you are better served by dragging their bleeding bodies up a hill and into the woods to steal their stuff, thereby getting another noble kicked off his court so you can recruit him onto your team.

Thou shalt love the land to which thou hast sworn fealty unless stealing resources from another area of thy land will grant thee more power within thy domain.

Thou shalt not recoil before thine enemy unless thy enemy bears noble title in which case, thou shall place thy head between thy knees and say “your will my liege”.

Thou shalt make war against evil without cessation unless the evil is attacking someone you don’t really care about and you just took your boots off.

Thou shalt scrupulously perform thy noble duties be they not contrary to the laws of the land or the laws of thy own self-interest, and by noble duties we mean administering meaningless instructions to thy minions in a self-important manner and, of course, napping.

Thou shalt never lie and thou shalt remain faithful to thy word though withholding information shalt not be considered lying if it serves thy best interests and remaining faithful to thy word does not necessarily include remaining faithful to thy friendships.

Thou shalt be generous and thou shalt give freely to everyone and by thou we mean you and by everyone we mean our court treasurer. Thou shalt ensure that your court also give freely to the court treasurer and when people foolishly try to leave thy court thou shalt remind them it is chivalrous to give to the court treasurer. According to the code of chivalry, there should be no need for the return of former possessions.

Thou shalt everywhere and always be the champions of the good and the right against injustice and evil unless of course thou art willingly marked by a power being which can control you to do its bidding.

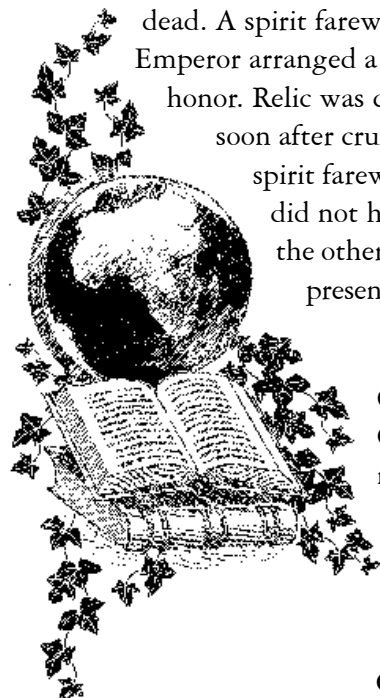
news from around tyrra

Avendale - The Nightspear Trolls and the city of Ashen-Ra have joined the dead in their effort to burn Avendale to the ground. Archwizard Johan Tandrake has been kidnapped by Goliath's black-key mercenaries. The Saidu Garrison has scouted monsters marching in formation, preparing for a war.

Tyrangel - A stallion of the blackest night has been seen walking on the edge of the woods along one small town in Tyrangel. Upon inspection, following in its wake, the trees that were once healthy now had trunks twisted, oozing a black ichor, leaves wilting and falling to the ground. It appears that anywhere the creature walks becomes tainted, and the woods are dying at a rapid rate.

Blackwell - Early on the date of June 18th 606, Squire Seneca Desertmoon died defending the lands of Blackstone against evil. A vile creature that has been corrupting area satyrs and treants was embattled, and the group fighting became scattered, leaving Squire Desertmoon to die. Upon his Spirit Farewell, Squire Seneca Desertmoon was posthumously knighted to Sir Seneca Desertmoon Knight of The Kingdom of Evendarr, by Sir Thorne Darkstrider with leave by his liege at the time, Sir Corvus Darkstrider.

Hadran - Relic Loresbane permanently died during a battle with a vampire and various other undead. A spirit farewell was conducted and the Emperor arranged a large funeral pyre in his honor. Relic was created as a vampire and soon after crumbled. As he stated in his spirit farewell, it was for the best. He did not hold his death against any of the other adventurers that were present.



Great Plains of Galerus - Galerus Great Plain Mercenary Mining Company

Now recruiting bold mercenaries to follow Tiberius Tuccius Calvus into the Spider Wood of the Great Plain where riches in

silver and copper await. You will provide security under his leadership and will be required to investigate and deal with any threat to the mine's success. All types who can contribute are needed and welcomed. The Century of the Condemned will help deal with major military threats from the local barbarians. This contract has no period; anyone who hires on to work will be paid by the day that they are present and actively promoting the interests of the mining project at the sole discretion of Tiberius Tuccius. Applicants need not be citizens of Galerus.

Kilbar - Large groups of undead have been seen leaving the Necropolis heading to the region. It is recommended that citizens remain indoors at night and avoid traveling alone or in heavily forested areas. One Pheelyks Killashandra, calling himself the "Lord of the Necropolis" has been threatening to lead more undead troops against the Kingdom of Elan.

Willowdark - Rumors have swept throughout the Territory of Willowdark that there has been significant internal fighting in the Nannell region. A "bandit-lord" named Lycor has been creating a stir, and escaped unscathed himself from the latest battles, in which citizens recovered the "Gem of Light," which aided in the breaking of Lycor's army of shadow-rogues

Therendry - A celebratory feast will be held in Exeter, the new capitol of Lyoness, in early September on the anniversary of a great victory of Therendry. One year ago we lived in the shadow of the Great Dark Swamp's evil. A year ago the forces of Therendry, Blackstone and Evendarr tested their mettle against evil's hordes and in the fire of that conflagration heroes were made. At this feast, a Champion's Tournament will be held, wherein a new champion of Therendry will be chosen from amongst the elite.

Nastrova and Stonethrow - *Wanted Alive* - Unknown Human, last seen in the company of "The Black Sun," skills unknown. He is to be questioned about the Murder of Military Officer. Reward: 100 levels of production items from any of our shops. Word should be sent to Deputy Vergon, Magistrate of the Royal Court.

Noble Decree - Goodwoman Quodar Nag'Raza was found to

Continued on page 13

News from Tyrra from page 12

be guilty of endangering the lands of Stonethrow by use of Planar Time Magic. Goodwoman Nag'Raza was executed for her crimes and banished from the lands of Stonethrow. Quodar Nag'Raza is considered an enemy of the land, and as such any Noble, Guard or Adventurer is within their legal rights to execute her on sight.

Oasis - Goblins, bugbears, hobgoblins and now Orcs are digging holes or climbing into caves in fear – what is scaring them is as yet unknown. Sprites in the area are complaining of friends going missing, and strange floating fires have been seen at night.

Elysia - Let it be known,

Drake Iron're, of the Ironfist Forge, is a Squire of Elysia under my tutorship. Once a squire under Baroness Alora Van Dier, he has once again taken up his training to become a knight of the realm. I ask for the help of the people, to teach him to serve and protect the land and the people there within.

Sir Ekhimo Galanodel, Ducal Knight of Elysia
Katalgar Kyr, Shadow Dragons

Greyhelm - The Rat Scavenger tribe used to be a thriving civilization, but their cities were destroyed in a terrible war with the Dwarves. It is unknown what the repercussions of this will be in the future. Several Hobblings in the region are having difficulties, as one, Bianca, is on a quest to find her long-lost brother, and one Merek has been humiliating Hobblings in the area of late.

Mydian Valley/Darkwater - Cyrus Al Ta'rik and Xan of the Black Company were killed in the line of duty, defending other members of the Black Company in a ferocious battle.

Stonereach - Trask, Zimmie and Haven have all reported having their Earth and Celestial circles destroyed earlier this month. The news from Braughm-Roar and Cleast is that their earth circles were gone the morning of the 7th. Investigations are proceeding apace.

Darkenwald - Extensive investigations into area nobles and citizens have provided an extensive list of crimes committed

and recommended punishments. It seems a housecleaning is in order:

- Baron Louis, extensive time spent away from Gatherings – Recommended Penalties: risk of loss of title
- Baron Rolan - Contempt towards fellow nobility, of equal or higher rank - Recommended Penalties: Fine, 15 gold
- Sir Argyle - Contempt towards fellow nobility, of equal or higher rank, Contempt towards those of higher station, Contempt towards the word of the Queen, Treason for unlawful interactions with the Outlaw Kaelin (Granting him noble protection against lawful citizens, and otherwise not attempting to bring him to justice), Desertion & Conspiracy in regards to his refusal to properly carry out sentences surrounding the assassination of Baron Gustav, Misappropriation of lawful evidence surrounding the stolen Investiture scroll (Conspiracy to Theft), Negligence in understand the Queen's law surrounding the substance of Peppermint (Possession of illegal substances). Recommended Penalties: Noble Honor Combat with Baron Rolan, or traditionally one of his Knights for restitution, To procure one formal scroll of the Darkenwald Healer's guild's choosing, to be arranged in advance with their guild master and is to become guild property, Death, unless he can bring the Outlaw Kaelin to Justice, Loss of Title, Fine, 20 gold.
- Sir Kashgar - Necromancy, for casting spells against the creature called "Tyrannus" with the incants of Chaos, additional charges for each caster he so ordered, Necromancy & Conspiracy for so ordering those witnesses to remain silent of the castings, Contempt, for lying to a Justicar, - Recommended Penalties: Death, Quest, should he survive, for the White Hart – unless he is remorseless in his actions for casting Necromancy, then Death again. (Either this, or an obliteration), Loss of Title, Spirit Marked as a Necromancer, Fine, 15 gold
- Sir Kurhan - Contempt towards fellow nobility, of equal or higher rank, Conspiracy to assassinate a fellow Knight, Duration away from Gatherings. - Recommended Penalties: Loss of title, pending investigation for the solicitations to assassinate Sir Kashgar, Some equally repentant deed to benefit Kashgar if the solicitations are true, Fine, 15 gold.
- Sir Magius - Treason, in attempting to plot and overthrow the Barony of Shinndale by having Baron Nathan assassinated, Misappropriation of lawful evidence surrounding the stolen Investiture scroll (Conspiracy to Theft), Contempt towards the Code of Chivalry, in regards to giving his word, then ordering others to break it, Conspiracy to assassinate a

Continued on page 14

News from Tyrra from page 13

guild master possibly further inciting Civil War, Duration away from Gatherings. - Recommended Penalties: Loss of title, Death, Donation of Brynnkale's library and all acquired knowledge and literacy documents to Divad and the Darkenwald Healer's guild, To procure one formal scroll of the Darkenwald Healer's guild's choosing, to be arranged in advance with their guild master and is to become guild property, Fine, 20 gold.

· Sir William - Contempt towards fellow nobility, of equal or higher rank, Duration away from Gatherings. - Recommended Penalties: Fine, 15 gold

· Squire Crazion - Accomplice, for his involvement in the premeditation of the assault on Baron Gustav. Inability to become a Squire/Noble. - Recommended Penalties: Fine, 10 gold (Possibly already turned in), Restitution, 10 gold to Baron Gustav

· Squire Draco - 2 counts Treason, attempts at assassination of Baron Gustav, Conspiracy to assassinate a noble of the Hinterlands, Kashgar, Mockery of Nobility. - Recommended Penalties: Inability to become a Squire/Noble, Obliteration, (1 death is plot adjudicate-able), Fine, 50 gold, Restitution, 25 gold to Gustav, 15 gold to Azure, Further involvement in crimes against the Hinterlands will result in Outlawry

· Squire Nobanion - Accomplice, for his involvement in the premeditation of the assault on Baron Gustav. Aiding and Abetting a Fugitive, for his involvement in ordering another to life the criminal Draco. Assault for attacking Kaltessa. Aiding and Abetting a Fugitive, for his involvement in interrupting a Noble carrying out sentencing. Desertion towards his duties as a Squire, by again breaking Hinterland Law. - Recommended Penalties: Inability to become a Squire/Noble, Fine, 50 gold (Or 25 gold and a Death), (Possibly already turned in 20 gold), Restitution, 10 gold to Kaltessa, Restitution, 10 gold to Baron Gustav.



· Squire Yume - Treason for unlawful interactions with the Outlaw Kaelin. Theft of a sword. Recommended Penalties: Death, unless she can bring the Outlaw Kaelin to Justice (matter is settled), Inability to become a Squire/Noble, unless she can bring the Outlaw Kaelin to Justice (matter is settled, will be keeping her Squirehood). Fine, 15 gold to be paid to Vel.

· Commoners Akemi, Chester, Isaac, Kaltessa, Lester, Matthias,

Puck, Sym, some members of the Wyldpack, and Guildmaster Tira – Crimes of varying degrees, penalties suited to crimes.

Veldaria - Many of the merchants in the Heinton area are feeling the sting of a shortage of supplies. Many metal based items are on backorder with suppliers. Those who have managed to maintain or protect their stock are making out like bandits. Sightings of eerie looking silhouettes have been reported along the roads leading from Heinton to out-of-country destinations. No one has yet to report an attack, but some claim that the figures were clearly armed and did not appear to have legs. Most have noticed that the amount of undead wandering around during the evening has been reduced for some reason. Some believe that this is due to the fading of magical powers that Mariss has placed on the Bog. Strange whistling sounds have been heard in the Bracken Ford area in the last few weeks. They seem to have moved out into the Hollowind Plains. Vearin the Black has been seen in the Heinton area. It is said that he was in Vayhest a few moons ago.

Public Notices from page 6

New Management

The Mage's Guild Basement is under new management. We are currently working to categorize and inventory all items that are currently in our possession or should be. We have found that there are many items that are not readily identifiable, are of a nature that makes proper identification difficult, have been altered by the merging timelines or are temporarily misplaced. We are looking for general information regarding any and all items that are believed to be currently residing in the Mage's Guild Basement. If you have any information about such an item, please take the time to write a brief letter describing the item and its characteristics, and place it in the Mage's Guild Suggestion and Donation Box, conveniently located next to the Mages Guild. We thank you in advance for your support and cooperation.

Land Bought and Sold – Longo Investments

We realize in these trying times, people are seeking to relocate. We're currently seeking property in and around Ravenholt for eventual expansion of our business. If you have, or have knowledge of, such properties, please get in touch via Fleet of Foot.

Yours in Service,
Julian Longo

Out-of-Game Information

2006 NERO Mass Schedule

| Event | Location | Dates | On Sale |
|-----------------------------|-----------|--------------------|---------|
| 2006 Ravenholt Long Weekend | Brimfield | 9/1 - 9/4/2006 | NOW |
| 2006 Ravenholt Event | Brimfield | 9/29 - 10/1/2006 | NOW |
| 2006 Ravenholt Closer | Brimfield | 10/27 - 10/29/2006 | NOW |

NERO Mass Needs List

- √ Packets
- √ Orange Packets
- √ Arrow Packets
- √ Longswords
- √ Max Length Claws
- √ Short Swords
- √ Two Handed Weapons
- √ Lightweight Shields
- √ Large Plastic Tarp (ideally brown, black preferred)

Staff Contact Info

Owner:

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

Event Registration:

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

Character Update:

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

Ravenholt Plot: plot@neromass.com

Logistics: logistics@neromass.com
(Cathy Robinton)

NPCs: npc@neromass.com

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

NERO Mass VERY VERY TENTATIVE 2007 Schedule

Ravenholt March Revel 3/9 - 3/11/2007
(at Ye Olde Commons Camp)

On-Season Events Scheduled for Springfield Boys Club Camp (Brimfield)

Ravenholt Opener 4/20 - 4/22/2007

Possible Secondary Campaign Fri 5/4 - 5/6/2007

Ravenholt May Event 5/18-5/21/2007

Possible Secondary Campaign 6/8 - 6/10/2007

Ravenholt Late June 6/22-6/24/2007

Ravenholt Long Weekend 8/31-9/3/2007

Possible Secondary Campaign 9/14-9/16/2007

Ravenholt Late September 9/28-10/1/2007

Possible Secondary Campaign 10/12-10/14/2007

Ravenholt Halloween Weekend 10/26-10/29/2007

No PC Food Service Available

Please note that there will NOT be a general food service provided during the Fall events. 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 Spring. 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.

NPCs Wanted!

If you're not already signed up to PC the upcoming Fall Season events, 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.



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



SPACES AVAILABLE & NPCs WANTED
All Fall Events

the Back page

8th Edition Rule Books Available Online

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

<http://www.neromass.com>
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