

Raven's Herald

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Courage and Honor

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Raid in Capulus Releases 200 Captives

A raid lead by Lt. Maximilian Greystone of the Ducal Army into the enemy held Barony of Capulus provided a much needed morale boost to the war effort so far. Having just returned to friendly lines after the bloody Battle of Ironvale, Lt. Greystone's scouts reported much needed information on the enemy's strength and possible war plans.

The raid began on March the 1st with Lt. Greystone and a small contingent of volunteers made up of remaining Skyguard Scouts and Capulan regulars, slipping through Ses-

suar lines with orders to scout the enemy's troop movements and supply caravans. After a week of watching endless caravans traveling to their front lines, the hidden scouts traveled as far as Sercia, detailing many troop dispositions, defense preparations, and other enemy activities along the way. Upon reaching Sercia, they discovered that the city was undergoing a colossal rebuilding of its torn down fortifications, as well as discovering over a dozen ships at anchor within the harbor. Aside the city was also a newly built detention area

where over 200 citizens of the Duchy were being held under armed guard.

Under cover of darkness on the evening of March the 8th, Lt. Greystone and company silently crept through various patrols until they reached the gates of the holding compound. With surprise on their side, the scouts attacked key entrance points and within minutes had secured the area. Overtaking a nearby weapons storage building, Lt. Greystone was able to arm most of the now freed captives. Before an alarm could be sounded the released cap-

tives, following Lt. Greystone, slipped back into the night's cover.

As the small army proceeded back towards the front lines over the following two days, several un-escorted caravans were overtaken, stripped of all materials and the wagons rendered unusable. On March the 11th, though, it had appeared that the scouts luck had run out as a Sessuar patrol with a contingent of Mages was spotted tracking the fleeing band. With little magic protection amongst their group, Lt. Greystone saw

art'dnrf

Kragen Helm Falls

The elusive Northern Army of the Sessuar Imperium dispelled the myth they were running from battle with the forces of Ravenholt recently in a terrible conflict surrounding Kragen Helm. Combined armies of the Baronies of Cumberland and Eastwyck inflicted great losses upon the invaders, yet suffered heavy casualties in return and were effectively driven out of the northern lands of Cumberland. The last stronghold to the north, Longhope Castle, is reported to be under siege. The town of Glen Farclis was also sacked earlier this month with most citizens there fleeing into the surrounding countryside.

Reports of the defeat of Ravenholt's armies in the north, in its first major engagement with the Sessuar Northern Army since the start of the war, have been slow to come in. Until recently it had appeared that the Sessuar General called 'The Red Hand,' for his distinctive sword hand glove, was only intent on brief skirmishes, avoiding a major clash with the pursuing Cumberland forces. The Northern Army had raced north from its initial beachhead of Valdis Keep, confusing several of the Duke's military advisors and catching most of the Duchy's defenders

art'dnrf

Ironvale Falls to Sessuar Advances

The heart of Westmarch, the proud city of Ironvale, was leveled in a week-long siege which began on March 15th of this year, by the invading forces of the Sessuar Imperium. The Raven's Herald has learned of this latest setback as Ducal and Baronial forces once again fall back before the onslaught of the Southern Sessuar Army.

At dawn on March 15th, the much-anticipated attack upon Ironvale commenced, as the enemy forces threw themselves against the fortified walls of the city. The air about the city was charged with magics as over 500 battle mages of the Imperium Army rained damage unhindered upon the dug in troops and citizens of the city. The storm of magical destruction not only fell upon the brave defenders, but also against the very masonry and fabric of the city. Many warriors' first deaths were attributed to this seemingly limitless hail of magical energies. In an attempt to lessen these strikes, the last mounted unit of the Ducal Skyguard, the Fifth Lancers, raced from their protective positions to challenge the unhindered mages upon the open field.

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Baron Victdar of Eastwyck Falls at Longhope

It is with great sadness that we report on the loss of yet another leader of the much-besieged Eastwyck Barony. Earlier this month, shortly after Sessuar attacks on Glen Farclis and Valdis Keep, the Northern Sessuar Army continued its siege into the northern reaches of Cumberland, heading at last report towards the much embattled Longhope Castle. Baron Victdar, son of Vorik, led a force of valiant Cumberland and Eastwyck citizens in an attempt to hold back the enemy and maintain this last major stronghold on behalf of the Duchy. At last report, while the castle still stands strong, only a few remaining citizens are believed to be alive and ensconced within its walls. The keep itself is surrounded by a portion of the Northern army, whose companies repeatedly attack the battlements of the castle, and a number of the Army's Black Robed Mages appear to be performing unrecognizable rituals at the base of the castle walls. In spite of this twofold attack, the walls appear to be holding, but no scouts have reported in for nearly a week and a half with any kind of update.

Spotty reports of the initial assault allow us to speculate that Baron Victdar led a hand-picked force of combatants towards the front gate of the castle, as other troops prepared to attack from several well-wooded areas should Victdar's distraction succeed. While a small group of the initial force are reported to have made it inside the gate, Baron Victdar was struck down while holding back at least half a dozen enemy swordsmen single-handedly. His men were unable to reach his body in time, and it is believed they were under strict orders to retake the castle, no matter the cost. Baron Victdar was known as a commander who demanded nothing but absolute adherence to his commands, so it is certain that, had he ordered it thus, no one in his elite force would have risked further losses on Victdar's behalf.

Later reports claim that Victdar did not resurrect, and his body was hung from a pike in front of the main gate to the castle. At first, Sessuar forces abused the body and defamed his proud Eastwyck court colors in an attempt to provoke those inside the castle to come out, but it became apparent that doing so only made the good Baron's remaining troops fight that much more valiantly.

It is unknown at this time what the condition of Longhope Castle is, nor if the men and women inside still survive; what is certain is that they cannot exist for much longer without replenishing supplies. His Grace has added the Eastwyck flag at half mast for Baron Victdar and all those lost from Eastwyck, flying alongside the already lowered banner of the Duchy.

Spell Ink Formula Discovered

T.F. Arcevol's research into the flux in magic in Ravenholt has led to the discovery of a way to distill enchanted plant oils into spell ink. Arcevol's research shown that the normal process of boiling various herbs and plants for potions and scrolls can be enhanced and refined so as to create a stable spell ink for use in recreating spell books. So far, the refining process takes one dose of a distilled mixture and concentrates it into a substance that can be used for two doses of spell ink. Arcevol has found that certain spells cannot be duplicated using this spell ink, and some spells and incantations are missing from every book he has viewed.

Along a similar path of magic, Arcevol has discovered that certain objects have become imbued with mystical energies that seem to work similar to the pages of spell books no matter what form they take. Arcevol stated that these ob-

jects are "Spell Foci," and reports that information about them has been found at the Royal Academy. Arcevol demonstrated a spell focus by casting Ward spells on several buildings without his spellbook but only using a spell focus in the form of a wooden stick that he called a Ward stick. After expending all of his energies to cast ninth circle spells, Arcevol invoked the mystical power of the spell focus itself giving him the energy to immediately cast one more ward spell. This not only allowed Arcevol to cast one more ward than he normally could, but it also caused the ward stick to crumble to dust.

Arcevol later explained that the spell focus allowed him to cast an additional spell similar to a singly enchanted object, but that he burned out or "overcast" the last ward spell because the ward stick's power was failing and would have expired within a couple of days.

Nightmare Creature Haunts Heroes

When the forces of Ravenholt came to take Port Jara back from the Sessuar, they faced not only human foes, but a strange creature that fed on fear.

On the night of their arrival, they discovered that there were about a half a dozen prisoners from the siege being held nearby by the Sessuar. The rescue party arrived to find the prisoners unconscious, save

for one old man. Despite many efforts to help them, the unconscious prisoners slowly wasted away and died within about an hour. Later it was discovered that their condition was part of the backlash of a ritual that the old man had attempted to try to create a vengeance spirit to fight the Sessuar. His ritual went horribly awry, killing many of the townsfolk and creating a

Unicorn Saved by Spell singers

On the 28th of February the peace of Ravenholt was disturbed by a quarrel between the Marquessa and the Duchess of the Unfey over the severed horn of a unicorn. The explosion of magical energy released in the fight created a glamour around Ravenholt which somehow made the part of the town caught up in it inaccessible to the rest of Ravenholt. Most of those caught in the glamour believed for some time that they had been transported to the realm of the Folke. Particular study has been made as to how such extensive magicks were possible within the boundaries of the Magical Barrier in its current state, but the current consensus is that the powers of the Unfey are so vast as to be oblivious to such limiting factors.

Azimar, of the former Anvil, discovered the discarded horn after the battle, and the spell-singers in the vicinity found that they were able to hear a strange voice singing that others could not. Amadeus identified the song as a song of Tarry, a powerful harmonics spell which holds the spirit of a dead person within their body for more than five minutes. Amadeus did a song of vision and saw a man standing over the body of a unicorn and singing.

The forces of Ravenholt were able to follow the song and the horn to the body of the unicorn

where they discovered a spell-singer holding the spirit of the unicorn with his song. Apparently the unicorn's magical nature warped the spellsong, because the other harmonicists were puzzled to find that the spell-singer was not only casting his spell without a tuner, but he was able to start and stop singing without losing the spell, which is not the way a song of Tarry normally works. The spell-singer told them that the spell had been warped by the magic of the unfey battle, and that he would need his tuner if they were to save the unicorn.

Ezariah, Houlie, and Amadeus stayed with the unicorn for the night to help it as they could.

Other heroes went in search of the various pieces of the tuner, which were scattered by the unfey and other agencies. One group spoke with a being called Father Tree, who told Lady Bailiwick Stormhaven of Eastwyck how to use a variety of magicks in concert to encase the unicorn in amber and trap its spirit in place. Michaela Bronwyn, Amadeus Baljar, Anastasia, and the spell-singer who originally found the unicorn all sang the song of Tarry in a round, which restored the unicorn to a degree. Finally the broken pieces of the tuner were reunited and Azimar was able to Life the unicorn, which gave its thanks and went on its way in full health.

Public Notices

My thanks go out to all those who helped me in my return to Ravenholt three months past. I apologize in taking so long to write this but things have been so up-in-the-air since my return. I will never forget what you've done for me. I am in your debt. -Chrysalys.



Volunteers needed for alchemical research. Don't find us, we'll find you.-The Guild.



Seeking assistance from someone with prior experience removing unwanted spirit marks. Traveling through Ravenholt area on or around March 28th. Will pay well. -U.F.



I cannot get to my love, if I were free: The circle of the Tyne stands between him and me.



Rash of Trap Activity

Small but deadly devices have been showing up in unexpected locations at area farms and outlying Ravenholt hamlets. Traps have been found in places ranging from the middle of a grazing field, to a tavern's kitchen, proving particularly deadly due to their unusual shapes and structures. The device found in the kitchen resembled a simple child's toy, while the remains of the item in the field appear to have been in some kind of basket. The

only other item discovered so far that may be of similar nature seems to have been left in mid-arming at the door to an orphanage, perhaps by someone evading capture.

After much inspection by specialists it is generally agreed that the caliber of device is such that only a master craftsman could have built it. The Raven's Herald suggests that all suspicious devices be handled with the utmost care.

Kragen...cont'd from p1

out of position. It is rumored that the local magistrate on charges of spying for the Imperium had arrested several citizens of Greytree. The Raven's Herald has been unable to confirm this report.

Further reports indicate that the enemy's Northern Army is much stronger than initial estimates. Revised figures before the battle of Kragen Helm suggest that the enemy's army consists of close to fifteen thousand troops and several hundred mages. Scouts report that unlike the Sessuar Southern Army, there appears to be no resupply caravans committed to assisting this army. As the army continues to advance, the Sessuar are pillaging each town or city and the surrounding countryside for supplies. With the main force continuing forward, a large garrison troop has been stationed at each of the captured cities of Tara, Mikon and Redbrook, effectively closing the northern portion of the Barony of Cumberland.

The commoner militia of Lioncourt, and surviving members of the former commoner teams, Anvil and Stormwatch, under the leadership Tempus Lioncourt, were ordered by His Grace, Duke Alaric, to march north along with the remaining Ducal forces in surrounding the Capitol City. His Grace has further ordered the evacuation of all towns and cities in the northern areas of the Barony of Eastwyck. Refugees from throughout the Duchy continue to arrive at Ravenholt City in ever increasing numbers. A large tent city has been erected outside the west wall to house all those who have been made homeless thus far.

Nightmare...cont'd from p2

being of fear and nightmare that he called "the Haunt."

This creature had been feeding off of the spirits of the villagers, but it became distracted when the heroes arrived. Thus the spirits gained enough strength to seek help, and one by one they came to the gathered folk of Ravenholt, and were laid to rest.

This angered the Haunt, who then sought new victims from among the forces of Ravenholt. It appeared among them and caused them to fade away into it's own nightmarish realm where it and its minions sought to terrorize them and feed off

of their fear.

However, acting under the old man's advice, the heroes were able to gather some strange stones while they were there which the old man could use in a ritual to banish it once more. Finally, late in the night of February 1, a large force went to the Haunt's realm to defend the old man and those who assisted him while the ritual was completed. When it ended, the Haunt became vulnerable, while before, it had only reappeared whenever it was cut down, this time, it was hunted through its own realm and destroyed for good.

Ironvale...cont'd from p1

With little protection, as their mounts raced across the land, they were quickly and devastatingly cut down, and their mounts lost.

Shortly before noon, the deadly magic appeared to lessen. The main thrust of the enemy began.

Completely encircling the city boundaries, the Imperium General lay siege to the embattled defenders. Waves of the enemy crashed in from all points around the city, as the attack continued for several days. Slowly the walls began to crumble, and the exhaustion of those trapped within began to take its toll.

On the evening of March the 18th, the defensive walls of the southern corner of the city were finally breached, and the wholesale battle for the city itself was begun. Knowing that the permanent earth circle within the city was the key point of his defense, Baron Derek Northridge, supported by Baron Johann of Capulus, fell back to a second line of defense within the interior of the city. Sniping from the rooftops, windows, and remaining battlements, the deadly archers of Westmarch felled many waves of the enemy troops as they encroached, taking up positions that had been abandoned by the defenders. The commoner force of the Ironvale Militia fought fiercely to defend their homes, bravely throwing themselves into the battle in the trenches, the fields, and the homes of Ironvale.

Raid...cont'd from p1

no need to give fight and redoubled their march back towards the front lines when a light snow began to fall. By evening the snow had become quite heavy and pursuit was lost. Lt. Greystone and the scouts again crossed over the enemy front lines but not before ambushing a last caravan rumored to be transporting several high ranking military leaders of the Sessuar Southern Army command group. This last encounter again proved almost luckless but for the good fortune and valiant courage of their leader who proved quite skillful with his sword when the caravans guards surrounded him. Personally dispatching over a dozen of the hated enemy, Lt. Greystone showed true leadership throughout his mission.

The scouts' mission was a remarkable success with no losses sustained and releasing many captive prisoners who have sworn to help to again defend our fair lands. His Grace, Duke Alaric, sent grateful thanks for the scouts brave efforts behind enemy lines. It is indeed welcome news in these trying times.

Known Lost... (cont'd from p6)

	Clodagh Zeu
Sigi Yuribone	Moro Zoe
Felx Zenon	Than Zoia
Nausicaa Zenon	Cyril Zora
Zerak	Seoirse Zotic

Known Lost in Battle in Cumberland and Eastwyck

Walid Achates	Chumbo Benitt	Ginn Elftheria	Ridley Howard
Edwin Achattle	Elanna Black	Vernon Eliana	Kian Hugues
Wild Adorján	Hiroshi Blumii	Jakob Elijh	Silver Idaca
Zinovia Aeete	Bogumil Bosch	Elisha	Vilm Idesta
Kasia Aimel	Gunnar Brandi	Mihangel Enu	Zane Ignats
Kyle Ajit	Priam Brisa	Filana Eumelu	Robin Ilan
Stream Akilinar	Zesiro Britson	Yumi Eustorr	Genie Ioll
Battle Alaina	Enod Brock	Malcolm Evan	Jyotsna Iphid
Aleks	Jenn Bryant	Marcel Evangor	Ishido
Alax Aleksandar	Aryonna Bucketbearer	Teofil Ezra	Cheek Ismini
Cetus Alesson	Harpalion Cait	Toin Fannie	Gulmakai Jafet
Kendall Alex	Caleb	Tero Federigo	Derrick Jannah
Elexa Allaistar	Calstaria	Bryn Fern	Ion Jaquelyn
September Alphonzo	Lion Casaurr	Eras'm Fern	Belen Jeni
Eurysthios Alseia	Lempi Casemaker	Osbert Filip	Mithra Jewelcutter
Altha Of Arion	Aristagoras Cassy	Phoena Foevos	Jurgis Jonah
Damian Alykzandar	Zenana Cat-Thy	Satish Foodbringer	Tamsen Joyce
Bálint Amilcar	Ceyote	Lynds Fowz	Finder Judyi
Iora Amymone	Mar Chesley	Sidonius Francher	Espiridion Jul'l
Taylee Anass	Taggy Cinth	Gervais Gabriela	Noorzia Junia
Salal Andrian	Midnight Cisse	Zsofia Gage	Anton Jurgis
Vonones Andriel	Charilaus Cleon	Romulus Gavin	Coen Kai
Lloyd Angia	Odelet Cynd	Bryant Gennar	Bob Kali
Cook Anglin	Kalley Cyro	Morgan George	Kalleigh
Meriwether Aniboddi	Leoprepes Cyrul	Aliyacia Geranium	Shantae Kalysta
Bellanca Anteia	Daoud Damon	Pindari Giuseppe	Adria Kam
Alan Antono	Victor Daoud	Poppy Gorya	Winnie Kari
Dakarai Arden	Lysis Daphan	Milo Gost	Barnabas Karol
Nova Arkana-Darkholm	Theren Demett	Ionessa Grave	Thaumas Karry
Ling Arsallah	Ryszard Demitt	Ignacy Gravedigger	Maja Katelyn
Lior Artemis	Terel Demitt	Kean Gregor	Hemer Katharn
Shir'n Athyna	Willow Dire	Griogair Grogswiller	Fog Katte
Saffire Augustug	Keturah Dirkendotter	Gurgos	Lareyn Kayleen
Gen Axel	Takeshi Dominick	Halaia	Sachiko Kayli
Gia Ayn	Echo Doroth	Spur Harrison	Ayal Kendall
Nadir Bahman	Drew Eagle	Beryle Hava	Krieger
Sage Báirbre	Seema Eger	Patryk Hazel	Mandu Krisn
Ginn Balfour	Uthman Elan	Séarlas Heiner	Lari
Trese Baradine	Daugh'r Eleonora	Fox Henryk	Margalit Lascar
Phorcys Barbarit	Radulf Elfa	Kryst'n Holder	
Lind Basile	Yahya Elfa	Keon Holger	

Known Lost... (cont'd from p5)	Elf Mitz	Petunia	Taliy Tadhg
Hillock Laton	Monima Of Kragen's Helm	Gellért Piteon	Mujahida Taidgh
Jezeel Lazar	Orel Moon	Arkady Pocahr	Correy Talaos
Lindsey Leaver	Basha Mora	Pyotr Alexyevich Prokofiev	Calink Tapani
Drew Leon	Gretch Mudjidell	Cordul Ptolema	Tavak
Coset Léon	Charish Munro	Balun Quintin	Graig Tennell
Mabel Leonor	Borus Mygdon	Raj Raban	Shiro Tere
Bloz'ej Lexx	Filida Myles	Philmon Rainer	Pandorrah Tereese
Griffith Ligia	Wirrin Myles	Rasylka	Zerlinda Thedrick
Rock Liouba	Alba Myst	Dale Rawya	Macaros Thyme
Frey Lolta	Flavo Nadezhda	Ignatius Rebeck	Nathaniel Tifny
Dancer Lorinda	Cresho Nadim	Zalmai Renatus	Lute Tilter
Romol Lucin	Shell Nadir	Bonit Riccard	Ovid Timot
Konol Lucjan	Tarr Naveed	Royal Roald	Laisi Tinwetari
Seek Lyndsea	Narrah Nawal	Daryn Rodger	Sonit Titian
Irayn Lysnis	Lailo Nereida	Eshe Rowen	Domin Toini
Stride Mac	Antehe Nereyd	Rog'r Rupert	Naamah Toireasa
Labhrainn Macdolley	Moirai Nica	Ayfar Sahar	Vladimir Toivo
Moyna Macfannie	Nothon Nichel	Bane Sammson	Juozas Tomer
Corynn Macwade	Timothy Nicklebearer	Zahrah Sandwalker	Tomyn
Seeker Maggot	Trud Nilofar	Saoirse	Egbert Tona
Bertram Mahatma	Gund Nixx	Isidor Sarh	Gold Tresh
Chremo Maia	Ari Nolan	Seb	Aireon Tyro
Charla Maksimilian	Mauro Norbert	Xuan Senga	Jouni Uliss
Trin Malvin	Norfolk	Lech Sera	Aridolis Ultan
Giovan Maple	Ekkehardt Novia	Irien Sharp	Soni Uriel
Sidonius Marcel	Hamon Numa	Tanio Shawn	Sayeda Verity
Aldo Mariam	Adra Oceanus	Isaiah Shea	Karll Vernon
Marikk	Sib Odette	Levi Shelby	Zotikos Victor
Inez Marin	Thedo Of Shireham	Liann Shorn	Cleto Vinal
Jaysson Martin	Alef Ops	Damara Shreengul	Carill Viola
Shahla Massood	Melan Orcwilder	Jhon Siboe	Victdar, Son Of Vorik
Mateus	Sarosh Oreanna	Giann Sidony	Melan Wanderer
Orion Maur	Pandi Oswin	Andraya Sirina	Kunegunda Wickerwalker
Seppel Maxime	Kondrat Pallas	Ghafoor Slugslinger	Illion Wilder
Nanno Maynard	Serenity Pamm	Stars Sohila	Chels Willow
Mandu Meike	Wool Pamm	Muirne Spring	Trevor Wubugwubuk
Aran Melan	Gaard Paragon	Fravardin Steelforger	Resi Xyleena
Ion Meliza	Matari Parvati	Elias Steffan	Gace Xylon
Kayode Mercury	Zor Patr	Telaodo Stepn	Silver Yelen
Nomusa Metts	Melvyn Pavlo	Lorro Steven	Dilbez Yent
Marc Mirja	Georg Peigi	Jasmine Süleyman	Federig Yent
	Hooda Pelgia	Alcon Swordbearer	Gilvain Yund