



## Ice Elemental Attacks Clanthia

It all started innocently enough, a group of adventurers set into the woods surrounding Clanthia. In search of adventure, they came across a man with strange container. They were duped into opening the container which released an Ice Elemental, those that survived the initial assault retreated to Clanthia to warn the townspeople of the coming danger.

Their warnings fell upon deaf ears and no preparations were made for the coming terror. A chill preceded the approach of the elemental who was accompanied by several yeti's. The town, exhausted by the earlier War Orc and Beast Men raids was not able to mount an effective attack on the elemental. After repeated attacks on the town, the elemental broke off and left the town with a blizzard of ice and snow in it's wake.

Latest reports indicate a blizzard approximately 50 to 60 miles in radius with its center in Clanthia. Other reports indicate that the Long River has frozen solid and been made impassable to river traffic. Sightings of Yetis and Frost Giants have increased since the Ice Elemental's appearance.

When asked for comment concerning the situation, Baron Demna stated that he is seeking information from the members of the party who released the elemental and that he is organizing a party to seek out and destroy the elemental, before it interferes with the growing season.

## Beastmen Bash Barony

Chaos runs rampant in a royal row cause when Baron Mac Cummhail missed the massing of monsters near town due to his marriage to a maiden reputed to have been spurned by Baron Jacques. Masticating monsters mashed maidens and men-at-arms without mercy! Several guilds were ground to guts.

When questioned as to why they assaulted the town, they stated they were searching for the sword of their superior. The boss beast was butchered by a bellicose battler from this burg. Needless to say, the new mayor was unable to handle the situation due to a lack of staff (or sword). The new mayor is currently seeking town guardsmen to bolster the local militia. This may require increased tax collection efforts.

## Honig Hunt Hampered

### Perimal points to poor planning

Organizers reported that the first "Hunt de Honig" was a flop, citing lack of advanced planning and advertising as well as the ongoing campaign against the goblins.

Perimal Darkling, Under-Secretary to Lord Florian, Seneschal to the Baron Jacques of the Isles, was reported as saying, "I guess it is understandable that we had problems. Our only advertising was done on the day of the Hunt, and, if I might add, in a pitched battle on the edge of Clanthia itself. You can see how people might have been otherwise engaged."

When asked about the future of the event, Darkling replied, "Too much has been invested in this project. Just let it drop. I am doing the paperwork now to organize the next Hunt, which should be ready by March."

When asked about items for the next Hunt, Darkling replied only that some of the items might be used, but expect all new and different items on the hunt.

## New Mayor Appointed To Clanthia

Upon the transfer of the capital of La Rochelle to Clanthia from Tyksylvan, Lord Mayor Walker of Winding Paths has been appointed Lord Mayor of Tyksylvan and a new mayor has been appointed to fill his vacancy. This is due to the fact that Baron Demna felt that a Lord should be present in Tyksylvan to dispense justice while the Baron is away.

The new mayor, whose official title will be burgermeister, is Laren Cithelle. When asked for comments on the appointment Baron Demna was quoted as saying "I feel that it is time for a change in Clanthia and Laren is the person to start these changes."

Burgermeister Cithelle will be responsible for appointing a Sheriff, reinstating the Town Guard and dispensing low justice in the town.

## Red Toymaker rescued by brave band of Adventurers; Toymaker thanks Isles de Honig and Lord Mayor

In a daring rescue attempt, Baron Jacques Montagne organized a party of adventurers to rescue that icon of good will, the famed Red Toymaker. Party members included: Baron Jacques Montagne, Lord Mayor Walker, Lord Florian de Corvalle, Dame Quickening, Lt. Shin of the Isles, Atreyu, and Ryselar the Mage.

In a dastardly act of unparalleled villainy, a fiend known as "The Grinch" captured the Red Toymaker and held him against his will. Stating that he hated the holiday of New Year, the Grinch spoke against all good things such as wrapping paper, presents, motherly love, and reindeer.

The first peril that beset the adventurers was the Grinch's hirelings, the dreaded "Grinchlings." These foul beasts shared the Grinch's dislike of all things Bright and Beautiful, and seemed to be metamorphosed humans. As it was soon seen, these creatures could not be bargained with, but only killed like the foul beings that they were.

After several more encounters with the "Grinchlings," the band not only freed one of the Toymaker's reindeer, but also stumbled upon what appeared to be the body of the Red Toymaker at the North Pole. As it was soon evident, however, this was merely another Grinchling in disguise in an attempt to mislead the heroes in their quest.

Following their Magic Compass, the party quickly found the legendary workshop of the Red Toymaker, being guarded by three Grinchlings, one of whom claimed to be the all-mighty "Grinch." His claims turned out to be true, as a terrific battle ensued during which many mighty magics were cast. The foul Grinch was laid low by the skill and might of Lt. Shin and Lord Florian, and was quickly bound and gagged. To our great joy, the Red Toymaker was found alive and the rumors of his death were greatly exaggerated. However, the Grinch had cast mighty magics and encased the Toymaker in an impenetrable web of stickiness. After much debate, it was finally discovered that the Grinch's claws were the only things that could cut the threads of Chaos encasing the Toymaker's Shop.

In his great joy at having been released, the Toymaker restored all the party to full strength and asked them inside his shop for Milk and Cookies. After their repast, each and every member sat on the Toymaker's lap and told them what they wanted for New Years. Happy, the elf, then looked up the past history of each and every adventurer, decided whether or not they had been "naughty or nice." But, each and every party member received something for New Years, and returned to town happy and content.

## Personals/Advertisements

Tall, attractive Rogue about town seeks any non-noble, no-nobility seeking females for fun and frolic. Sado-Nymphs and Social climbers need not apply. See Jon Cerravon.

Tired of that Barbarian look? Tired of chain-mail bikini chafing? Personal grooming tips: Classes forming - Seek out Francis Ratheman. Modest fees, results guaranteed.

Wanted: Any information regarding the whereabouts of one dwarf named "Roikill." Reward. Needed alive only. See L.V.O.C.

Do you like Adventure? Do you love your homeland? Then the Marquisal Army is for you! See your local Recruiter.

Baron needs masculine knight to replace baronial mistress.

Lost: Several explosive traps. Armed and Dangerous. Last seen in Clanthia. Watch your step! Report any traps to the Locksmiths Guild. Reward for any returned un-detonated.

Wanted Town guards -reliable, trustworthy and cheap people only.

Desperately seeking Hrothgar for Fun and More.  
— S. Nymph

Land of Vegas Odds Consortium (L.V.O.C.)

We lay odds on Life, Death, and Baronial Successions. Coming soon to a Barony near you. Satisfaction Guaranteed.

Lost: One apprentice Jester, answers to the name of "Rat." Enjoys Purple-licious Kool-Aid. No tail. Reward. Contact L.V.O.C. with any information.

Wanted: Any and all magical items. No fakes. Pay well. Misplaced items welcomed. Contact L.V.O.C. with any information.

Found: One Lady's lost virtue. Any takers?

Was the new baroness pregnant before or after the wedding?

Wanted: Candidates for the newly founded 'School of Chivalry' in the Isles de Honig. Contact Dame Quickening for information.

Staff reporter needed, Qualifications: Able to work with persons of higher social standing. Must be proficient with pen and sword.

Strange creatures of chaos have been sighted near Clanthia.

There are still no Lycanthropes near Clanthia. There is nothing to fear. Really.

Will the last goblin to leave Sudbyr please blow out the lamp.

# News FLASH!

The reporter, only known as "Staff," was found dead in a small alley in Sutherland today. The Sheriff and Town Guard were nowhere to be found, and when questioned they said, "We know NOTHING! NOTHING!" As for the cause of death, it was difficult to determine due to a distinct lack of vital organs on the part of the corpse.

When asked for comments, several of the Barons were quoted as saying, "I guess the sword was mightier than the pen. He gutted us often enough, I guess he went to his just desserts."

## Out of Play Rules Clarifications

1. You may have a 1 Handed spear at the cost of 1 handed edge skill. Specs on page 57 of rule book.
2. Endowed magical waylay does go through Mage Armor.
3. You cannot break pins with Endows.
4. All non-human races must be role-played properly (Drae, Half-Orks, Half-Ogres, Barbarians, Eldar, etc.).  
Elves and Half-Elves must wear elf ears.
5. Silver weapons may be shattered.
6. Backstab works with both hands.
7. There is a 10% cap on nobility, prefer 7%.
8. You may only marry into nobility as a Baron or above.
9. You must consume at least 1/2 of a potion for it to take effect.
10. Fire/Cold Shield goes first, before your spell protection.
11. No Necro Spellsinger Songs.
12. No In-play rapes or mention of in-play rapes.
13. The following people are allowed to give Goblin Points; *Board of Directors - Rules & Plot Committees - Guildmasters - Tavern Keeper - One of the Armourers - Monster Marshalls - Event Directors*
14. Critical Slays, once activated, last only for 1 minute after original combat.
15. Waylay removes one point of Mage Armour.
16. Resist Charm stops Love Posion.
17. All spell casters **MUST** have their spell book with them to acquire spells.
18. All players should have a white head band with them each game day. If you are not wearing it, you are **IN-PLAY**. Headbands will be for sale at the seamstresses guild for 50¢.
19. A Rogue Marshall must be present at the site of ANY noisoning. The Rogue Marshalls are listed below.

# Field Battle with War-Orcs

As the mid-morning sun shone on the field of battle, it revealed 125 war-orcs, their leader calling for Baron Demna. Along with several townspeople, Baron Demna approached the monsters, who immediately fell upon them, causing a strategic withdraw for reinforcements. Several townspeople joined the pitched melee during which Baron Demna, Lord Fletch, and other less notable but equally valiant commoners perished. Baron Jacques saved the day by organizing the famous "Honig Flying Wedge" to split the charging War Orcs into two, lesser forces. It was during this assault that Lord Florian dropped, but due to the quick ministrations of Baron Jacques, he was restored to fighting prowess. Also during the melee, Lord Fletch's Magic Sword disappeared into the crowd, and there was much astonishment when it was discovered missing from his cold corpse.

20. A Marshall must be present whenever a cabin is entered/searched (other than your own). The Marshall **CANNOT** be In-Play during the entrance/search.

Please bring tags and rings to future events. You can buy rings at OfficeDepot or at Logistics.

All marshall badges will expire on February 16th, 1992. Please see Jay Schneider or Jay Finch to renew your certification. If you are interested in becoming a marshall see Jay Finch or Jay Schneider for information on marshall training days.

### Important Phone Numbers

V=VOICE, B=BEEPER (Number\*priority#),  
M=VOICE MAIL BOX

Brandon Biddy, Pres	B-929-2040
Scott Neeley, Co-Pres, Rules	B-929-2070
Evan Ehrenhalt, Treas	V-445-0497
Charles Bailey, V.Pres	V-564-1253
Jay Finch, Sec (no notes), Rules	M-449-8000 Ext-198
John Bowen, Logistics, Rules	V-659-7260
Jay Schneider, Rules, Rogue	B-729-4586
David Pitts, Rules	V-942-5069

Plot Committee - Contact via the P.O. Box  
Marty Nix, Tim Bishop, Devon Sharkey, Scott Dotson

Rogue Marshalls - Chris Keys, Darren McKecman, Mike Brown

# Out Of Play Advertisements

Armor for Sale: Black Vest (suited for petite girl), Ring-Mail with included Skirt. Asking price: \$125.00 Call Shannon at 445-0497 (before 9pm)

NERO by Computer! If you have a modem you can join us for online discussions on rules, plot, and other subjects of interest for free. You can also talk to the other NERO chapters via WWIV-Net. Call: Center of the Universe (404) 396-8428; or Geeba (404) 447-NERO. The NERO Internet mailing list is "nero-request@xplex.com" or call Bob Stewart at (508) 264-9900 or (508) 448-5105 for more information.

## Character Updating:

Call John Bowen between 8pm and 9pm, Sunday - Thursday. The number is: 659-7260. You can only update the character for the XP's you turn in ON-SITE. If you don't turn them in, John doesn't have them!

## Want to contribute to the Crier?

Send contributions to:  
Sutherland Crier  
P.O. Box 888655 Atlanta, GA 30356-0065

Or submit them to the Logistics table at any event.



N.E.R.O. Southeast  
P.O. Box 888655  
Atlanta, GA 30356-0655

The NERO, SE P.O. Box: (What you can mail there!)

The P.O. Box is your link to every committee in NERO (other than the phone), and we always welcome mail. The following items are REQUIRED to pass through the P.O. Box:

- 1) Character Histories (Plot Committee)
- 2) Reservations for 3-day events (Innkeeper)
- 3) Modules for approval (Plot Committee)
- 4) Rules changes (Rules Committee)
- 5) Address changes (Evan Ehrenhalt)
- 6) Anything else you want a committee or the B.o.D. to see.

—Please include a return name and address for correspondence, and a self-addressed, stamped envelope for a written reply.

## Schedule of Events

Current as of: 1/21/92 - Subject to change.

February 15th — One-day. Wildwood Park - \$5.00

March 6-8th — Three-day at Indian Springs Park. \$15.00 until Feb. 15th, \$16.00 until February 28th, and \$20.00 afterwards.

April 10-12th — 3-day event at Hard Labor Creek. Price to be announced.

May 22-25th — Four-day Memorial Day event at Indian Springs. Price to be announced.

June, July, August 1-day — Sites, Dates and Prices T.B.A.

September 4-7th — Four-day Labor Day event. Hard Labor Creek State Park. Price to be announced.

Oct. 30-Nov. 1st — 3-day event at FDR State Park. Price to be announced.

Nov. 20-22nd — 3-day event at Indian Springs



JON SKOGLUND  
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