

## **Baron Demna Feyk!**

Sometimes things aren't as they appear. Recently a prominent figure of Clanthia, who shall remain nameless, whose' initials are Baron Demna MacCummhail, was found not to be of the human race as was previously thought. In an intense altercation with Baron Grimli the Dark, an amulet which disguised Baron MacCummhails' true race, was destroyed, revealing a small green creature with long pointed ears and horns. Sounds kind of like a goblin you say! Rumor abound that he could be from a mysterious race called Fay. After intense research by this reporter it has been discovered that Fays don't exist! So what is he? Where did he come from? What does he want? What does the Duke have to say about it?

## **'Rossanoe & Sahde Only Baronies Worth Saving', Says Baroness Tron!**

In a recent letter sent to his lordship Duke Lennon Armand, Baroness Laura Tron, Baroness of Sahde, requested that the Ducal Army be regrouped to protect Rossanoe and Sahde, insisting that Sudbyr, La Rochelle, and the Isle de Honig are inhabited only by thieves, cut throats, and necromancers. The letter went on to say the citizens there were no better than the creature waging war. The lawlessness, disrespect of nobility and blatant disregard of the laws of the realm were an embarrassment to Sutherland and weren't worth saving. When asked to comment on the letter, Baroness Tron claimed no knowledge of it. Saying someone must be trying to disrupt the duchy.

Skilled Workers Needed in Tyksylvan Good Pay. See Lord Mayor Walker.

## **Pirate Kingship Changes Hands** Article written by Panamon Creel.

Something obviously was afoot with the pirates when Pirate King Jozef Darkmoon was seen stalking away from a rather short and heated discussion with first mate Percival du Chat. Darkmoon was heard to say, "Fine, if you want it, take it!". A gathering of all the pirates was called for and it soon became apparent that a formal challenge had been issued buy Percival du Chat.

The duel, which was officiated by Bosun Panamon Creel, began with formal acceptance for the challenge by Jozef Darkmoon and was followed by the two combatants saluting. At Creel's word, the two quickly engaged and it became apparent who the victor would be. In the end, the fight was decided by Jozef's lack of desire to fight a good friend. He threw wide his arms and said "Now, do it now." and reluctantly Percival struck him down. The contest, having been decided, the new king rushed forward and administered a healing potion. As Jozef left, he said, "Take good care of them."

After the formal investiture, all pirates, including Guildmaster Alerian, performed the ritual mingling of blood with Pirate King Percival du Chat. This was followed by the reswearing of fealty to Baron Jacques by the new pirate king.

There is a position open for another spell singer. Must be able to sing, project to 30', give a performance and be a showman. Auditions will be held Friday evening at the three day. Auditions are out of play. Please see Andrea WestMoreland (Susan Hickey). You may call her at 496-0774.

## Visit With the DEAD

Article by Dame Quickening

Last Saturday I was fortunate enough to be allowed inside the Necromancers Guild. Although I was bound and gag, and actually a bit fuzzy on how I had gotten in without dying, I found the visit quite interesting. Baron Grimli and Lady Lann were polite and quite pleasant. The interior guild, which many citizens will never now see now that necromancy has been declared illegal, was very neat and well kept with a few dark corners. The hired help, or created help, Cheeves was well trained and not at all like other wights that I have met. The only drawback to my brief visit was the off color remarks made by Sudbyr's heir apparent, Artemis. Perhaps Baron Grimli could give Artemis a few pointers on how to speak to nobility. And perhaps Lady Lann could explain to Wrothgar, presently in wraith form, that staring at ones guests is not polite.

Overall, the members and supporters of the guild seemed quite friendly. Alho and Fionchadd both offered greetings. I harbor no hard feelings toward Baron Grimli. My visit to his guild was the result of a misunderstanding over Baron Jacques announcement that undead should return to the necromancers guild. I felt that the recommendation had been made in order to protect the once dashing citizens of the town who have become undead abominations, such as Rane. Personally, I was concerned for Rane's well being. Some citizens of Clanthia may see an undead beastman as target practice, especially now that the Duke has declared necromancy illegal.

---

[Editors Note: Was Dame Quickening charmed by the grace of the Necromancers?]

---

Announcing the Second Hunt de Honig! Teams of six or less may compete for cash and prizes up to 5 gold. Inquire of Perinal Darkling at the Lodging de Honig.

## Farmers Show Fear and Relief as Blizzard Wanes

The supernatural blizzard which has enveloped Clanthia and the surrounding regions now shows signs of tapering off almost as quickly as it came. It now appears that the blizzard was merely a cover while the Great Ice Elemental was consolidating his power. The elemental's magical Winter still holds sway in a region a few miles outside of the town of Clanthia. A few investigations have revealed the appearance of a Citadel of Ice which appears to be the base of operations for the elemental and his minions.

While the local farmers were relieved that the coming planting season would not be disrupted, they still are uneasy. Reports of the Cold One's minions looting and pillaging at will are rampant. One anonymous farmer had this to say: "It was bad enough living around here, between the goblins and them that likes to hang around Clanthia. You know what I mean. This used to be a nice place to live. But now, these things come in, and the High-'n'-Mighties in Clanthia don't do nothin' but hide under the skirts of the Healers. Y'know, them Clanthian Healers, they're not like the regular healin' sort of Healers."

Informed sources say that the Great Elemental still grows in power, week by week. If he is not stopped within a month, then he may well become unbeatable. Let us hope that some in Clanthia have the courage to face this monster before that happens.

---

The Ducal (Formerly Marquisal) Army is now recruiting. Fighters and spellcasters are both encouraged to sign up. Benefits include 1 sp/day plus spell defenses commensurate to level. Commissions for nobles and other worthy individuals are likely. Contact Sir Bran Killian, General, Ducal Army for an interview.

## Goblin War

After repeated failures to gain information on the status of the Goblin War from those higher up, I hit upon an idea. I would go bravely behind enemy lines and interview someone from their side of the war. Like most of my idea's, this proved to be STUPID. I claim temporary insanity.

I did meet with some success as I noted in my travels that the goblins seems somewhat confused. Also, I was able to conduct an interview with a war orc chieftain (or so he claimed).

Crier: Hi there, could I speak with you for a moment sir?

Orc: You got's food?

Crier: I've got a couple of side of beef..sandwiches.

Orc: Hand over or Die. (I tossed him the sandwiches)

Crier: Now then sir, what do you think is the most important thing for your side in your effort to overcome the opposition?

Orc: Uh?

Crier: Let me rephrase the...

Orc: Hey! That really nice sword. Hand over or die.

Crier: But I may need it!

Orc: What for?

Crier: um...snakes?.

Orc: We trade. Hand over or die.

Crier: Good idea. (We swapped swords). Now, what do you think your side needs to do to beat the humans?

Orc: Defeat Ice Magic.

Crier: Ice Magic?

Orc: Humans use blissard to freezzze us. Slippy to.

Crier: Yes, but your side seemd to loose the initiative months before the blizzard.

Orc: You talk like sissy.

Crier: Why aren't you still attacking as strongly as you were before?

Orc: Pushers come no more.

Crier: What are pushers?

Orc: Big things come, hit us, say go that way.

Crier: Big things?

Orc: Pushers.

Crier: Yes. But what do these pushers

look like?

Orc: Things.

Crier: Well, I guess that's it. Thank you for your time.

Orc: Hey! That nice horse. Hand over or die.

Crier: But I need it.

Orc: What for?

Crier: To ride home!

Orc: Sissy walk home. We eat horse. Hand over or die.

Crier: Good idea. I'll be on my way now.

Orc: Bye-Bye.

---

## Advertisements

Need important documents with official signatures to justify that all important raid? Or tired of waiting for that title that was promised to you fortnights ago? Call Fortuna at 515-3196 for quick and discreet deliveries. Reasonable prices, no questions asked.

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

### \*\* REWARD \*\*

A reward will be paid for information revealing any practice of necromancy after the first day of March, 592. Confidentiality is assured. Please contact the Lord Seneschal Nevus or any of his retinue.

Needed for the Three-day: Please call Evan if you can help Four Axes Eight Electric Heaters (no gas/open flame please) An Advanced Lifesaving certified lifeguard.
--

You should bring all the regular stuff PLUS:
--

A VERY warm sleeping bag Anything you need to be in costume racially (ears, paint)
--

## Out of Play Section

### NEW PO Box!

P.O. Box 4935  
Marietta, GA 30061

The P.O. Box is your link to every committee (other than the phone), and we always welcome mail. The following items are REQUIRED to pass through the P.O. Box. Mark your letter with a destination!

1. Character Histories (Plot)
2. Reservations for 3-day (Innkeeper)
3. Modules for Approval (Plot)
4. Rules Changes (Rules)
5. Address Changes (Address)
6. Anything else

Please include Player Name, Character Name, Phone Number, and a return address with all correspondence, and a self-addressed, stamped envelope for a written reply! Make all checks payable to 'Evan Ehrenhalt - SOLAR Account'.

---

### Changes in Logistics and Character Updates!

Call John Bowen between 8pm and 9pm, Sunday - Thursday. Phone: 659-7260.

There will be some changes occurring at the March event and further regarding logistics: there will be a box where logistics usually is, accompanied by envelopes and a pen. Whenever you leave the event/go to sleep/or feel the need to turn in EPs, you will put your EPs in the envelope, seal it, write your name on it with the number of enclosed EPs, and put it in the sealed box. At 11 AM Saturday, we (logistics) will pick up the box. On-site updates will be done from 2 PM to 4 PM on Saturday ONLY. Spell/Skill renewal will occur from the end of the Feast until 9:30 PM. The ONLY time you may update your skills are as follows: At 2-4pm on Saturday (during a 3-day) or off-site. There is a new in-play ruling that will help rationalize this new system of logistics - it now takes a day to learn a skill, either that day is between events, or one of the three days on a 3-day. This whole new way of logistics will eliminate the need for a 24 hour person on-site with the books. It is YOUR responsibility, as the player, to call off-site logistics between events and update your character, and to turn in ALL of your experience on-site before you leave. If you have any questions regarding any of this, please call me: John Bowen, 659-7260 (home), 871-9291 (beeper).

---

#### MAILING FEE STARTING IN MARCH

A mailing fee is being instituted. The cost to be on the mailing list is \$5.00 or 15 goblin points. You must pay by Sunday, March 8th, or you will not receive the March crier. The majority of players wanted to cover this cost with a separate fee, so we listened. Each calendar year the fee will be assessed, so be prepared to pay again in January.

---

If you go up north, you must take a Character sheet from John Bowen.

New Edition Rulebooks will be available soon. We will be enforcing the new rules after 200 or more have arrived. The cost of the rule book will be \$10.00. No goblin points may be used.

#### \*\*\*\* Magic Items \*\*\*\*

ALL magic items MUST be registered with Plot by 4:00pm, March 6th, 1992. Be prepared to explain how, when, who and where it came from. After this time, un-registered items DO NOT EXIST.

There will be a marshal training day on February 29th. It will be from 4pm to Midnight for marshal & monster training. You MUST attend training and pass a test to be considered for marshal status. You will earn goblin points for attending.

NOTE: All marshal badges expired on February 16th, 1992. In the future, please contact Plot if you are interested in becoming a marshal.

New EP tables go into affect March 6th, 1992. Everyone will stay their current level and ability. All future EPs will be applied from the new build table. We must come in alignment with the north on this matter.

No rentals of weapons or armor will be allowed for people above level 2.9. This is due to the high cost of maintaining these rental weapons and armor, together with the shrinkage problems. We just can not afford it.

### Rule Clarifications

If you lose a life ticket, you are consider to have died of natural causes. If a monster kills you, you will still have to turn in a life ticket. If you lose a life ticket and get killed, you WILL lose two lives.

Knock spell: Only the caster can go through.

Price change for potions, scrolls & poisons: now 3 copper per level instead of a silver per level.

You CANNOT endow waylay trolls.

It takes one full day to learn any skill.

Part-Time Monsters: If you decide to monster, the following limits will be enforced: On a 3-day, you must monster a minimum of five hours. On a 1-day, you must monster a minimum of three hours. You must sign in and sign out. Failure to sign-out will result in one goblin point or less.

Anyone wishing to have their characters perform in-play actions while out-of-play that would affect the plot line should:

1. Write a summary.
2. Send it to Plot via the PO Box.
3. Await an official response.

Note: Conversations between PC's are exempt, of course.

INDIAN SPRINGS: I75south to exit 67 HWY 16 Left to Jackson. HWY 23 south to HWY 42. Follow signs to park. Turn right at stop light. road runs into group park.

Deadline for March Crier: March 10  
Do you want input on new Bylaws & constitution? Call Evan 445-0497

### Pre-Registrations

\$16 or 45 goblin points until March 1st.

\$20 or 60 goblin points PLUS 2 silver after March 1st.

Select your cabin choice below. There are 4 large cabins with a few small buildings which are being used for various purposes. Guilds are in fireplace areas of cabins.

\_\_\_ Sudbyr \_\_\_ LaRochelle \_\_\_ Isles de Honig \_\_\_ Other \_\_\_\_\_

Make checks payable to: Evan Ehrenhalt - Solar Account

\$5 mail fee may be included

New rule books may be pre-ordered for \$10 (no goblin points)

\_\_\_ Pre-Registration (March \$16.00) \_\_\_ Mailing Fee(\$5.00) \_\_\_ Rulebook(\$10.00)

\_\_\_ Pre-Registration (April 10-12 ==> Hard Labor Creek \$15.00 until March 15)

Call for directions: 659-7260/445-0497(8-10pm)/564-1253(5-10pm)/439-6223(noon-8pm)

You must work for one hour per your level each time you change levels. The work must be approved by a monster marshal, logistics, or a board member. This is due to a lack of volunteers.

There has been much of abuse of the 'wall up/wall down' and magic verbals. Players MUST say their verbals loud and clear or the spell fails.

You cannot gain eps from both North and South if the events fall in the same month.

Mage Armor has NO effect against a killing blow.

EPs are out of play. They can be given but NEVER stolen.

---

---

**\*\*\*\* MONSTER SQUAD \*\*\*\***

Join the infamous monster squad today!  
The Perks!

Preference of the better monsters.  
Marshall Training.  
Goblins converted to build at end  
of six months

Monsters to teach most skills  
Countless others (ask Nick)

The Disads!

You must shelve your character for  
six months.

Marshall Training.  
You must show up to 90% of events.

---

---

Southeastern Organization of Live Action Roleplayers  
P.O. Box 4935  
Marietta, GA 30061

PC Undead are legal.

You can receive NO items from north. No magic, money, potions, scrolls, etc. However, if you journey up there, you can have YOUR spell book stamped.

**Important Phone Numbers**

Brandon Bidy, Pres	B-929-2040
Marty Nix, Plot	PO Box
Scott Neeley, Co-Pres	B-929-2070
Tim Bishop, Plot	PO Box
Evan Ehrenhalt, Tres	V-445-0497
Scott Dodson, Plot	PO Box
Charles Baily, V.P.	V-564-1253
Nick Hustak, Plot	B-690-9736
Jay Finch, Sec, Rules	M-449-8000-198
John Bowen, Logistics	V-659-7260
Jay Schneider, Rules	B-729-4586
David Pitts, Rules	V-942-5069

**Out of Play Advertisements**

Armor for sale. Black vest (suited for petite girl), Ring Mail with included skirt. Asking price: \$125. Call Shannon at 455-0340 (before 9pm)

Roleplay by BBS! If you have a modem you can join us. You can also talk to NERO chapters via WWIV-Net. Call: C.O.T.U. (404)396-8428 or GEEBA (404) 447-6376. NERO internet is "nero-request@plex.com" or call Bob Stewart (508)264-9900.



JOE MINES  
4270 WINDWARD TANE  
NORCROSS, GA

MINE270 30033042 1791 02/25/99  
NOTIFY SENDER OF NEW ADDRESS  
MINES  
4389 WOODWARD MILL RD  
BUNFORD GA 30514-4859