

Under new management

**Noble Weddings**

Dictated by T. Tiger Scott

Several of Sutherland's finest nobles exchanged declarations of love and vows of marriage recently, and there was much happiness and rejoicing in their respective Baronies.

Baron Grimli, engaged to the Lady Lann, married her in a midnight ceremony amid much pomp and circumstance. There were many presentations to the happy couple. It appeared that even though Baron Grimli has an affection for the dead, the embrace of a warm, living woman was quite a welcome change.

Baron Jacques, engaged to Dame Quickening, conducted his ceremony of love and commitment at the hour of 2:30 on Saturday. The ceremony began with a simple exchanging of vows between the blissful couple, but alas! It was not meant to be a peaceful ceremony. A band of mages burst in, spreading death and mayhem in their wake.

Enraged Baron Jacques, along with the rest of his guests, soundly stomped the offending wedding-crashers into the dirt, and Baron Jacques had one soundly flogged and dragged through the middle of town. Baron Jacques loudly proclaimed, "Let that teach you a lesson for interrupting MY wedding." He then had the offensive individual killed, to the resounding cheers of the onlookers.

The Crier would like to wish many happy returns to these nobles, and we hope that your happiness is not dimmed by the passing of the years.

**CONGRATULATIONS!**

Thanks to the Necromancer's guild for allowing the town guard to complete the Undead audit successfully and safely.

**Nobles Disappear**

by Lord Walker

Baron Grimli, Baroness Lann, and a host of escorts have disappeared under mysterious circumstances during their return from Ravenholt. The search party which went out from Sudbyr has also been missing for quite some time. The only evidence that was found by the second search team was several boxes belonging to Baroness Lann, and a sword and cloak belonging to one of the search party. Both were found beneath an enormous oak tree with the word "Croatoan" inscribed into the trunk. Anyone with details regarding the whereabouts of these nobles and their retainers is instructed to contact the Marquis Black J with all speed.

In a related story, the Necromancer's Guild appears to have been deserted and the Circle of Power seems to be raised and none can lower it. When attempts were made to either gain entrance or contact a member for comment, none were found, and issuing from the entrance of the Guild was a cold wind.

**Town Guardsmen wanted!**

Duties include: Maintaining Law & Order; Protecting the Citizenry; Arresting Lawbreakers; and Collecting Taxes. Pay equal to duties performed. Apply to Mayor Laren Cithelle.

Seeking Undead Hunters for clearinghouse operation in Sutherland. High Risk, High Pay. Only the bravest need apply. Contact Lord Florian de Corvalle for more information.

**REWARD OFFERED!**

**A \$100.00 REWARD IS OFFERED BY SOLAR FOR ANY INFORMATION ABOUT THE VANDALISM AT THE INDIAN SPRINGS CAMP GROUND. THIS REWARD WILL BE PAID FOR INFORMATION LEADING TO A CONVICTION. CALL EVAN EHRENHALT AT 445-0497.**

This is the last paper you will get without paying the \$5.00 mailing fee.

Monstrous Noble Comes to Town  
by Sputnik

It was a day of tumultuous events, surely the most surprising of which was the appearance of an Ogre noble and his court. As he walked into town with his retinue, he was confronted by a majority of the townspeople, including such notables as Baroness Velliselle, Lord Artemis, Sir Obsidian, Mayor Laren Cithelle, and former Guildmaster Secklynn Nonamere. The Ogre noble claimed to have been defending this area from the Goblins. While this may have been true, his unreasonable demands that Clanthia be returned to ogre control led to a dispute.

Secklynn called Baron Jacques over for a brief conference, whereupon they agreed upon a course of action. A huge battle commenced, and the good Baron Jacques was dropped into a Trance by a spell from the Ogre Lord.

The Ogre Noble screamed, "Is this how you treat a noble? You people have no respect for visiting dignitaries!" He then proceeded to defend himself from the commoners' attacks. As the Ogre was dying, he loudly proclaimed, "My brethren will avenge my death!" This reporter wonders what is in store for Clanthia.

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Anyone with details regarding the whereabouts of The Lord Seneshal of the Duke, PLEASE contact the Marquis Black J with all speed. It is urgent that this man be found!

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For all your safe-keeping needs, the Sutherland Prime Bank can help you! Loans, Savings Accounts, and many other transactions available. See your local Banker for more information.

Seamstress Guild looking for applicants and customers. Contact Cylandra (Mary MacDonald - 636-9539 or) in Clanthia.

Wanted: Nanny (!)  
Must be able to take care of small children and puppies. Only the most responsible need apply. References requested. See Baroness Velliselle of the Isles de Hoenig for an interview.

Needed: Servers/Cooks for Sat. night feast and other times through the weekend. Good pay for good workers. Apply to William Kelly at the tavern.

Chaos at the Adventurers' Guild  
By: Sputnik

It was a sultry Saturday afternoon. Many adventurers loitered about the adventurers' guild, awaiting their assignments and generally minding their own business. Suddenly the guild was overrun by a large (approx. 30) group of men, some dressed in the yellow-black tabard of the Barony of Sudbyr. Almost all of the innocents awaiting their missions with the Guild, along with most of the Guildmasters, were indiscriminately eliminated by the said forces. The attack was begun when the Revenant Bearon Barbarian slaughtered an unarmed bystander from behind without provocation. This reporter escaped intact from this incidence, along with one guildmember.

When asked their reasons for this act, the attackers responded, "We were bored."

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Information wanted regarding the great Sutherland Hero, "Hoenig". If you have any information regarding his whereabouts, or have any pertinent information, please contact Lord William Kelly at the Tavern.

The Clanthian Prime Bank is undergoing management reshuffling. We're going to be re-organized at the next Duchy-wide meeting as the "SUTHERLAND PRIME BANK"!

Looking for an entourage to accompany a party of Nobles who are going to be journeying to Ravenholt in May. If you are interested in attending Duke Ravenhurst's tournament, or even just to visit the northern lands, please contact either Baron Jacques Montagne or Baroness Velliselle d'Boughwynne.

The best food in the Duchy! Try the Magestic Tavern run by William Kelly. We guarantee you will go away satisfied or not at all!

YOU NO GIVE US ARTICLES, WE BASH  
YOU WITH BAD PAPER!

ORGE EXPRESS - NEVER LEAVE HOME!

## 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!**

Character Histories (Plot)	Rules Changes (Rules)
Reservations for 3-day (Innkeeper)	Address Changes (Address)
Modules for Approval (Plot)	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'.

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

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

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.

If you lose a life ticket, you are considered 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. HOWEVER, you may not take someone's life ticket from their belongings. Life tickets left on a bunk while the person monsters or marshals are NOT fair game.

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 8:00am, April 12th, 1992. Be prepared to explain how, when, who and where it came from. After this time, un-registered items DO NOT EXIST.

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

It takes one full day to learn any skill.

Magic Daggers have magic hilts. Only the blade has the Plus to it unless noted.

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: I75 south 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.

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.

#### \*\*\*\* 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.

Things from Rules Committee for inclusion into the Crier (most effective April 30).

New Race: Eldar are "Old Elves", the ancestors of the current Elf and Drae Races. They have been officially reviewed and approved by Rules Committee for balance and playability, and are an official Race. Up to 2% of the population may be Eldar but you MUST have prior approval of the Eldar Committee to create an Eldar.

Updated Gypsy Percentage: Up to 4% of the population may play Gypsies. Please contact Jason Dollar to see about creating a Gypsy.

A clarification on titles: Anyone holding a court position (anything prefaced by "Court" (i.e. Court Healer, Court Prosecutor, even Court Jester) must be a landed noble, otherwise will be subject to in-game penalties for impersonating a noble. Any non-nobles with positions of COURT WHATEVER are to be addressed as the "Personal WHATEVER to the Baron \_\_\_\_\_."

As per the information in the last crier the new Ep Curve will be in effect at the April event for all characters level 10+. The Old Ep Curve still applies to character level 1-9 until the September event, when the new curve will be instituted for all.

In the April event and all events following, an experience blanket will be applied to all participants at the event. This blanket will be applied after the event and will not be available for on-site updates. Only 1/2 experience gained during the event will be applied towards your character until the blanket is paid back. Then the full value of experience gained will be applied.

Most of the new rules in the new rulebook will be used 30 days after 200 rulebooks are received by our membership. We expect this will be June. This is the only notice.

If any Southern characters die in Ravenholt they get two free shots before they are required to pull from the black marble bag. If they pull a black marble they return to Sutherland and may not play their character for the remainder of the event.

You are in play until the module starts. While you are waiting at the adventurer's guild or in town, you are fair game, YUM.

Directions to Hard Labor Creek site:  
I-20 east to exit 49. Left on fairplay road (2 miles). Once in park, follow signs to Camp Rutledge.

Skill Description: Lesser Undead Lore: This skill allows you to identify any known lesser undead from 10 foot distance, and can generalize information about unknown undead. (Lesser and Greater.) This skill must be taught. Cost 2 Build.

If a circle of Power is raised on a non-living creature/item it is pushed out of the circle.

StoneMason Skill is defined: This skill costs 3 Build taught, and allows the character with this skill to build a 10 X 10 section of wall (Must be represented by a tarp of the size required.) This wall section has a 6 toughness and 50 Body.

All weapons do base damage, only strength will modify damage against a wall, proficiencies will not. Ex: troll does two for his sword plus six for strength but nothing for Flame Blade or any proficiency. This wall section costs 1 Gold to be taken out of play.

There is no approved Fey Race.

You MAY have two characters but one of them must be clean-faced (no makeup) and the other must wear full face makeup (i.e. Drae, Orc, Ogre.)

You may give eps to a monster.

It takes one day to learn a new skill.

Beds/Mattresses may not be stolen. (Please use common sense as to in and out of play items. If someone paid real money for it, you should think before you steal it.)

If you are poisoned you may require that the poison tag be shown to you and destroyed in your presence.

Also poisons will be flavored. This will be the only notice you will have that a food stuff is poisoned. (To find out the flavors of the poisons eat at the tavern often. j/k)

Go to Logistics first for cabin assignment and check in.

The Good Sportsmanship rule as stated in the old and new rule books will be vigorously enforced. This will be enforced by up to 3 months ejection.

There are several spells not listed in the book which may be seen at the next few events. These will be used under the old rules until all of the new rules are implemented (see above.) These spells and their effects are following:

Weakness (Lv. 4): Duration: Line of Sight: This spell causes the target to do four points less damage than their maximum (only one can be cast on each monster).

Imprison (Lv. 8): Duration: 1 hour: This spell engulfs the recipient in a wall of force. Humanoid Creatures may be killing blowed while imprisoned although non-humanoids cannot be killing blowed. (Anything which breathes is able to be killing blowed by covering the air hole.)

Enchanted Blade: Level 6: Duration: One Attack: This spell allows you to call "Magic" on the next attack.

Flame Blade: Level 6: Duration: One Attack: This spell allows you to do 4 points of extra damage on your next attack. Note: this spell does NOT interact with Spell or Fire Shield.

Delayed Endow: Level 6: Duration 5 days: The spell works as an endow spell but does not need to be used on the next attack.

NOTE: All of the above spells are stackable with themselves and the Endow spell up to 3 in total (i.e. 1 Endow, and 2 FlameBlades).

Proper makeup is required for all races. If you do not wear the costume you will be penalized (loss of ep blanket, loss of advantages but not racial penalties, asked to go home, asked to start a new character, flogged with a wet noodle, or anything else we can think of).

#### Out of Play Advertisements

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@xplex.com".

We need any props we can get. If you cannot sell it, we might buy it for goblin points. Please see Terry Rude (Scavengers needed as well).

Marshall training will be done at Emory U. White Hall on the following dates. Badges available are Module & Monster. Jay Schneider is in charge of training. 03-28-92, 04-04-92, 04-18/92

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### Several disciplinary measures were taken this month by the BoD.

For violating the good sportsmanship rules, the following people are warned: Charles Bailey, Matt Campbell, and Doug Johnson. This means that a second violation in the next three months will result in expulsion from the event. Everyone must obey the good sport rule, from board members down to new players.

Reminder: Copying rulebooks is punishable by being expelled for 3 months or more. We will not send you to jail, but we will not let you use the fruits of your crime.

Brandon Bidy is permitted back to any event as long as he has the 929-2040 beeper, \$45, and a bill of sale for the beeper. Until that time, we will miss him.

Reminder: If you take off your armor, take off the tags. (hint: if you think you might lose your armor points if you rip the tickets, then write HELMET on the back of those armor points so you do not get them taken by monsters.)

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Yes, I want to join the adventure!

Make checks payable to: Evan Ehrenhalt - Solar Account

There will be a 2 silver fee for all beds (you may work four hours instead if you wish).

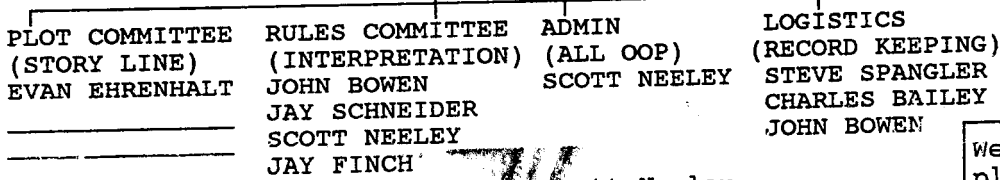
- \_\_\_ Pre-Reg (April 10-12, Hard Labor Creek, \$20 by March 31, \$25 after)
- \_\_\_ Pre-Reg (May 15-17, FDR, \$15 by April 12, \$20 by April 30, \$25 after)
- \_\_\_ Mailing Fee (good through March of next year, \$5.00)
- \_\_\_ Rulebook pre-order (\$10.00)

N.E.R.O. Southeast Chart of Organization

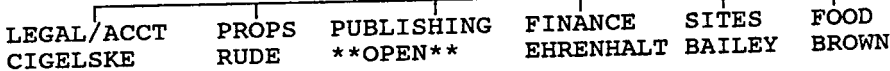
The board of directors will consist of the Immediate Past President in good standing (IPPIGS), the current president, 4 Vice Presidents (Admin, Logistics, Rules, & Plot), and 4 member representatives elected in public elections.

EXECUTIVE BOARD

- \* PRESIDENT: EVAN EHRENHALT v 445-0497
- \* IPPIGS: JAY SCHNEIDER b 729-4586
- \* V.P. ADMINISTRATION: SCOTT NEELEY b 929-2070
- \* V.P. LOGISTICS: STEVE SPANGLER (SEC) M PO BOX 4935
- \* V.P. PLOT: EVAN EHRENHALT (P.T.) M PO Box 4935
- \* V.P. RULES: JOHN BOWEN v 659-7260
- EXECUTIVE ASSISTANT: JAY FINCH vm 449-8000-198



ADMINISTRATION SUB-COMMITTEE: Scott Neeley



We have many appointees to plot and rules. We will tell you about them as soon as they pass their tests.

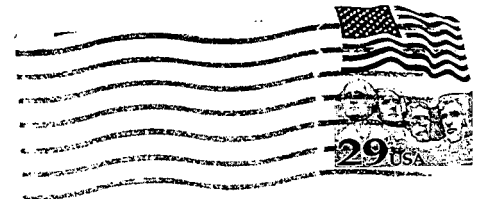
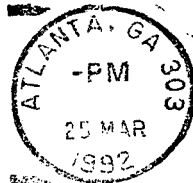
The responsibilities of the board of directors are as follows:  
 Determining the suitability of an event or method of interaction with regards to in play status (what events and interactions plot will acknowledge). Setting the event schedule.  
 Disciplining members of the club. Giving direction to the committees below the board to ensure game balance and game feel. Ensuring that members have as good a time as possible.

Organization Staff: All members of the club. As this is an organization by and for the members, EACH member is responsible for acting as staff at some point. Without members volunteering, the system collapses. We will ask members to staff places like the tavern, logistics, the guilds (armor smiths, healers, and locksmiths), and to be monsters and marshals. We can not survive without the out of play functions served by these areas.

Benefits: Able to play in a live roleplaying system which is safe and fun. Able to point out things which upset you and in fact to take things to any level needed to resolve confusion or conflict (on out of play issues). Able to vote as a member of the organization on such issues as come before the general populace including but not limited to: Voting for and on impeachment of member representation. Impeachment of bad officers. Major issues which will change the organization.

Organization wide meeting! Please join us on Saturday, May 2 for a get to know your officers day. We will be voting on several issues and giving seminars on several topics. White Hall on Emory U. campus.

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



JOE MINES  
 4270 WINDWARD LANE  
 NORCROSS GA. 30093