



VAL-KETH AWAKENED

Townspeople in uproar; fate of town in question

July 13th, 591- An armed goblin entered the town demanding that all citizens must lay down their weapons and surrender to the rule of Val-Keth. After an intense period of negotiation, a brave party of adventurers followed this creature back to his lair, the lair of Val-Keth. After exposing and defeating a phony Val-Keth (a fearsome Kobold posing as this menace,) the noble warriors of the Duchy discovered mystic scrolls, one detailing the history of the evil Val-Keth, others describing the method of his banishment. Unthwarted by the foul being opposing them the unfearing group pressed on, only to meet the true Val-Keth, as well as his minions. Death Spell after Death Spell flew from his fingertips, wreaking havoc and slaughter amongst the

forces of Good. As their spirits fled their bodies, the corpses arose with a life of their own under the control of the Master of Death, Val-Keth. Any who did not perish from the evil one met an equally abysmal fate at the hands of his minions, the army of the dead.

Information from the few survivors is sketchy, but the foul bane from another plane is rumored to be able to both create undead at will as well as cast unlimited death spells. This evil was freed from its captivity and is apparently on its way to destroy all life ;not just in the town but perhaps the entire Kingdom of Evendarr. The Sutherland Crier will continue to keep YOU informed about this menace to our community.

Sewer Situation Solved By Sir William

July 28, 591, Clanthia - "This indiscriminate liquidation of human beings must come to an end right now!"

In an uncharacteristic burst of literacy last week, Sir William attacked a rampant problem within the town, that of townpeople being hacked up like so much kindling. Trails of blood leading to the smelly cesspools Clanthia calls sewers were followed and investigated. In the end, Sir William hired a troupe of traveling trailblazers to sniff out this seething suspicion of salacious sin.

The real surprise was being met by a trio of drunk hobblings at the mouth of the slimy hole. After dealing with the spiced up short ones, the party proceeded to stealthily slither sneakily through the measly and mouldy meanderings of illicit excrement. The stench overcame some, as others fell to the giant rats inhabiting the tunnels.

In a first hand account, this reporter braved trials and tribulations beyond imagination to tell YOU the

Drake put on ICE Hatchlings BOLT, Nest STORMED

Even the Brave of Sutherland shivered with fear at the threat to our Duchy. A seemingly endless supply of cold-blooded lizards breathing flame from their very mouths threatened the land. These creatures were but the symptom of the true disease, a cool calculating drake had come to plunder the land. The brave citizens though rallied around a leader, a wintery old mane by name of Dunstar. He claimed to have been hunting this creature from the north and had come to kill it.

As the brave citizenry followed his lead, they were nearly frozen in their tracks as they discovered that Dunstar, whom they had placed their faith in turned out to be the Drake itself. But under the snowfall of spells thrown by Secklynn Nonamere and the Mages in his guild the Drake was no match. In the end, he was completely put on ice by Hrothgar (of the North) and a group of the brave town guards he led.

truth. A group of giant rats were hacking up YOUR friends and neighbors as chow for a chittering chitinous chit infested Rat Lord. Some say the cold-blooded lizard men found in the tunnels were against the Rat Lord, but this reporter saw armed clashes between them and the fearless young adventurers with his own eyes.

In the end, anything that was not human in the terrible tunnels died a dessicatingly divisible death. The party returned triumphant, convident that evil in Clanthia had been invincibly eradicated.

New Mayor Appointed "Justice Will Be Executed"

Due to the imprisonment of the former mayor of Clanthia, Lord Sparrowhawk, a new mayor was appointed by Baron Black Jay. The Unnamed One, former head of the Mage's guild, and prominent town citizen, was appointed the office of Mayor and has immediately taken steps to insure the peace of our fair town.

Following is a list of crimes as proclaimed by the Mayor; a more complete list will be posted in town in the near future.

Treason	Using Truth Spell Upon
Murder of a Noble	Social Better Without
Murder	Permission of Court
Wrongful Death	Casting Necromantic
Assassination	Spell by a Unregistered
Failure to Pay Taxes	Necromancer
Disrespect to a Noble	Advocating Necromancy
Disrespect to a Guard	by a Non-registered
Disrespect to a Lady	Necromancer
Fighting Without a Duel	Being Undead Without
Permit	Permit
Stealing	Racketeering

Also, all nobles and guards are now empowered to deputize any citizen to defend the town in times of need. Refusal of deputization is punishable by death.

MAGICS FOR SALE

Greater and Lesser Magics. Potions, Scrolls and
The Sword of the Prophet!

See the merchant's caravan in the middle of town at noon for an auction of a variety of items.

Out-Of-Play Section

Concerning the in-play status of Lord Sathus Whitlock (Shane Russell)

As far as anyone is concerned, no one knows what happened to Lord Sathus Whitlock. The only common knowledge is that he has disappeared. If anyone thinks they have good reason to have additional knowledge on this matter, contact Jay Schneider (beeper 729-4586, enter phone number, *, 6376, #).

Concerning off-site logistics:

We will be making a phone sweep of all players in the N.E.R.O. directory to update characters throughout the next few weeks. We are looking for a person to take over off-site logistical duties. Requirements are ownership of a IBM-PC compatible (286 or better) with sufficient hard drive space and the ability to allocate a set block of time each week for players to call in to update characters.

Concerning rulebooks:

We are still waiting for N.E.R.O. North to send us the next batch of rulebooks. We apologize for their delay. When they arrive, those players who have already ordered/paid for their books will have rulebooks mailed, and notice will be posted in the Crier when we have extra books for sale.

Concerning on-site logistics:

Check-in will begin at 8 a.m. Sunday morning, August 11th. Fees for the event are \$5 at the door. Updates during the day will be allowed on a limited basis. Please be patient with the logistics staff, as it is a time-consuming and stressful job, and they are doing this for you.

Concerning spells and spellbooks:

Make sure your spellbooks have the new stamps in them; if not, contact your appropriate guild ASAP to have your books stamped.

A new spell tag system will be implemented at the three-day event in September. More info on this will be in the next flyer.

Concerning marshalls:

There will be marshall badges available. If you are going to be marshalling at some point, make sure you get a badge from logistics.