



# Fire Giants Rampage

## Giant King slain; townspeople rally around town guard

There was a sense of forboding in the air. Danger was lurking around the corner in the form of four Fire Giants. Like a hot knife through butter they cut through the towns defenses, including Lord Jacques and the brave town guard.

They appeared not to be affected by either the fighters or spellcasters.

When questioned, they claimed to be looking for their King. Yet when they could not find him, the hulking giants left town vowing to return. This sent a chill down the collective spine of the town, and there were many preparations made for their inevitable return.

And return they did, with fire in their eyes and

a lust for death and mayhem in their hearts. But all of the best laid plans of mice and town guards were in vain, for the Giants rampaged in a fury of unprecedented destruction. Fionn Mccummhail, Fletch, Blut Dirstig and Hrothgar fell under their numerous blows, yet the town was able to rally around the Lord Mayor and defeat the initial assault. The Baron decided to take out the threat, and went abroad, in the evening to dispatch the King, with a few of his trusted nobles.

They returned to the town victorious, carrying the King's Hammer and Anvil. The Anvil was quickly carried into the Fighter's Guild, and the hammer was entrusted to Phoenix.

## The Power Of Love

Love was in the air in this afternoon, as Cupid's arrows were flying indiscriminately in the tavern. Lord Jacques and Cylandra were first to feel the pangs of love grow. After a short period of courtship, they were married by Lady Lann. Phoenix was next to fall under the influence of love as he pledged his love to Andrea Westmoreland, but she had already proclaimed her love for Fionn McCummhail. This did cause many a problem, as Fionn is currently married. Under a Truth spell, Phoenix revealed that he was under the influence of a Love Poison. Thus revealed, Geraldo the Merchant, who introduced the poison, was forced to leave town with angry villagers on his heels.

The unfortunate circumstances surrounding the marriage of Cylandra to Lord Jacques was only realized after Jacques was resurrected in the Healers Guild. After a period of LONG deliberation, the marriage was annulled and Lord Jacques agreed to court Cylandra to see if there was a chance for the marriage to be reinstated at a later time. Lord Jacques was quoted as saying, "I agree to court Cylandra to make up for the inconvenience that was caused by Geraldo's foul mixture."

## Ducal Appointments Made

### Sweeping changes in local government

The Duke Armand, in a series of appointments, has named the Baron J to the new title of "Marquis of the Ducal Armies." The former Baron will take control of the entire army from the borders of Sudbyr to the far-reaching expanses of La Rochelle.

The Duke also announced that the Marquis will soon appoint three new Barons to take over the following Baronies: La Rochelle, Isles de Honig, and Sudbyr. When asked why the appointments were being made now, the Duke responded with, "The commoners need leaders to look up to and follow. With these new appointments, there will be a greater sense of security and this will enable the Duchy to function in a more efficient manner."

The Ducal appointments will be announced at the feast on Saturday, September 14th, 591.

# Sudbyr Sacked

## Goblin Armies Invade Barony

It was the dead of night, all quiet on the western front. The armies of Sudbyr maintained a false sense of battlefield supremacy. They were wrong.

In a surprise move today, the goblin armies totally outflanked and overwhelmed the Sudbyr 101st cavalry regiment. The 101st was the keystone of the entire Sudbyrian defensive wall, and once that stone was removed the wall crumbled. Trained warriors fell like wooden dolls before the goblin advance, with entire settlements crushed by their fury.

The whole of Sudbyr was taken in less than two days, and the Lord Chancellor fled to the safety of Sutherland. Who can stop the goblin juggernaut? Without a baron of its own, Sudbyr is disorganized and helpless! Even if a true baron is found, will he wish to take a land under enemy control?

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## Rust Monsters Terrorize the Armoursmiths Guild

Bringing their own form of terror into the hearts of Clanthians everywhere, a band of 2 rust monsters wandered into town to wreck havoc. First sighted by some of the outermost town guards, they soon figured out that the monsters were a formidable foe, as their very swords rusted out from under them.

Sensing a motherload of metallic objects in the Armoursmiths Guild, they soon began their wanderings in that direction, only to be continually assaulted by people using swords. It seemed like the Armoursmiths were in for a bad day, had it not been for the timely intervention of Lord Jacques, Fionn Mccummhail, Armitage, and Fletch. With their manyfold attacks upon the monsters, and using their staves as weapons, they soon dispatched these rusting menaces.

As the armourers rejoiced that the damage to their guild was negligible, Tynnor was noted as saying, "It's strange that they passed right by a whole load of Armour at the front door. Hmmm...."

## Local Locksmith Lathered Over Libellous Lapse In Lingo

Local Locksmith Silver Blade could be heard griping about the slanderous use of the word "Rogue" in conjunction with non-guild necromancers. He claimed that the use of the word in the phrase "Rogue Necromancers" gave the word bad connotations. The use of the phrase appears to be most common in the vicinity of the Nine Winds Tavern. Silver Blade has stated that an apology for such use of the word is sufficient for the time, but requests that the non-guild necromancers no longer be referred to as "Rogue Necromancers."

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## Cubists rage over town

In a burst of light, (well, not QUITE a burst), a Gelatinous Cube appeared near the edge of town. It had a skeleton inside and quite a collection of silver, copper and gold pieces. It appeared that any attempt to get the money out of the cube only made the cube move to the left.

Suddenly, while trying to get a particularly delectable piece of gold, Fionn Mccummhail was paralyzed by the digestive juices of the Cube, followed by a half-ogre, and several other townspersons. It was then deemed that this indelicate menace could not be tolerated within the boundaries of Clanthia. Alerian, the head of the Healers Guild, was summoned and upon casting a Cure Disease spell on the Cube, destroyed it utterly. Alas, when the Cube dissolved, it also destroyed the treasure contained within. There are many who still wonder how the cube appeared, and why.

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# Out-of-Play Section

## Spell/Skill Tag System

A new spell & skill tag system, adopted from the system currently in use at N.E.R.O. North, will be implemented at the three-day event on Sept. 13-15th.

Basic instructions on the system will be given during the opening ceremonies on Friday afternoon, and further explanations will be available on handouts at Logistics.

What this system will do is a) streamline the spell system dramatically, with regards to acquiring daily spells, keeping track of spells cast and remaining, and active spells, and b) organize the skill system similar to the tag system currently in use. This system will also handle armor points, hit points, and life tickets.

If you have any questions during the three-day, ask a marshall.

## New Killing Blow errata

Due to the abuse of the Killing Blow rule, a new procedure is being introduced. Now, to perform a killing blow, one must lay one's weapon on the victim's chest, and say "One, killing blow, two, killing blow, three, killing blow". This forces the delay assumed in working one's weapon through a victim's armor to pierce the heart. This rule also applies to weaponless assailants; such assailants must place both hands on the victim's chest and say "One, killing blow," etc. Note that there is no subtle way to perform a killing blow; any attempts will be obvious to observers. Also, saying the required phrase at triple-speed will not be tolerated.

## Marshall info

In N.E.R.O., there are several different types of marshalls. The following is a short description of each type and their duties and authorities.

**Plot Marshall:** These marshalls make decisions regarding plotline and can overrule the Monster Marshall and monsters.

**Monster Marshall:** These marshalls are in charge of non-module encounters and keeping the monsters in line. See one of them if you wish to play a monster.

**Rule Marshall:** These marshalls resolve any rules questions that may come up with final authority. If you have a question regarding how a rule works, see one of them.

**Combat Marshall:** These marshalls oversee all combat safety and questions. They have the authority to restrict players from combat if they feel a player is unsafe.

**Module Marshall:** These marshalls are in charge of the module they are running at the time, and have final authority regarding that module.

**Rogue Marshall:** These marshalls oversee all inplay thefts, traps, poisons, and related occurrences. If you plan to "steal" an item (non-weapon), see a Rogue Marshall to report the theft and collect your experience.

If you wish to enter a cabin (other than your own), find a marshall; no special type marshall is required.

If you have questions regarding most anything, see one of the folks with a marshall badge. If they can't help you, they'll direct you to someone who can.

## Character Histories

If you wish to submit a character history, you can do one of the following:

1. Upload a text file containing your history to the Geeba BBS, 399-0942. (300/1200/2400 baud)
2. Submit it to Carson the Sage (aka Marty Nix) at the next event.
3. Submit it to any Plot Marshall.
4. Mail it to P.O. Box 888655, Atlanta, GA 30356-0655, attention: Plot Committee.

Carson/Marty is now in charge of character histories. He will organize all character's histories for use by Plot committee, and will leak (i.e. SELL) information on other characters during events.

Note that if you do not submit a character history, one will be made up FOR you. You might not like it very much, so submit your own! Be reasonable with your histories; outrageous histories will be trimmed down. See your N.E.R.O. rulebook for guidelines.

## Player Info Needed!

At this time, there are approximately 70 people with incorrect and/or incomplete information (name, addresses, phone numbers, etc) in our database. If you are one of these people, and do not update your information by the end of the three-day on September 13-15, your record will be DELETED. Please check with Logistics sometime over the weekend to make sure we have up-to-date info on you.

## BBS Taverns

The BBS taverns (Nine Winds) are considered in-play, but outside of the town's city limits and jurisdiction, due to threats of charges being brought up on individuals and their actions taking place inside the BBS tavern. Any actions taking place in the BBS tavern is considered beyond the town's jurisdiction to bring up charges. Therefore, post at your own risk!

## Gaol Sentences In-Play

Anyone put in gaol (jail) will be allowed to serve their full time sentenced in the town gaol, or to serve HALF the time in either Logistics or helping out in the kitchen.

## Logistics Schedules for the Three-Day

Logistics will be open for business during the following times:

Friday - Check-in from 4pm-8pm, character updates whenever the line is short enough to accomodate.

Saturday - Check-in from 9am-6pm, character updates from 10am-4pm..

Sunday - Check-in from 9am-10am, character updates from 10am-1pm.

Note: We will be going IN-PLAY beginning around 7pm Friday (after Opening Ceremonies), and OUT-OF-PLAY at 12pm noon on Sunday.

# Rumor Central

- ☞ There have been two strange appearances in town, a woman encased in glass, and a sword in a stone. Similar occurrences of swords in stones have been reported in other Baronies.
- ☞ Secklynn and Lady Lann are having problems because Secklynn desires children, and Lady Lann wishes for patience in this area.
- ☞ There is a Magic Sword in town.
- ☞ Beware the Will-o-the-wisps, they might be DANGEROUS.
- ☞ Certain citizens of Clanthia have been reporting strange dreams and horrible nightmares.
- ☞ Val Keth is not a Death Elemental, but a high level Assassin sent to kill the Marquis.
- ☞ Strange lights have been seen in the sky at night.
- ☞ The Hero's Graveyard has been taking souls before their allotted time.
- ☞ Elementals have been sighted near town.
- ☞ Huge Beetles have been seen goring Trolls to death near town.
- ☞ Kidnapping is up 15%.
- ☞ The Lord Mayor is unable to have children until he loses another life.
- ☞ Armitage and Lord Jacques were seen conversing near the Nine Winds tavern.
- ☞ Gypsy Refugees from Sudbyr have been pouring into town. The reason is that they found out that Clanthia is a town of easy targets.
- ☞ Lord Sathus Whitlock is not really dead. He's just pining for the Fjords.
- ☞ Bran Killian has been demoted to the position of Marquisal Jester.
- ☞ Hrothgar, the Town Guard Lieutenant, was appointed to Knight.
- ☞ This space for rent.
- ☞ The Oracle was seen near town.
- ☞ Several cases of Mushroom Spore infestation have been reported.
- ☞ The Capulan Navy was sighted off the coast of the Isles de Honig. While claiming to be emissaries of peace, they fired upon several unarmed merchant vessels.

# Flame Blade captured

In a brave move, Fletch the Mage captured a magical sword from the Fire Giant King. After the day encounters with the Fire Giants, Baron J decided that it was time to end this menace once and for all.

He quickly formed a well-equipped party after sunset, and began a quest for the Fire Giant King. Many trials and tribulations ensued, but after the King was dispatched, Fletch, in a moment of sheer bravery and skill, leaped forward and seized the sword from the dead grasp of the Fire Giant King. When questioned later about the event, he replied, "If it wasn't for the Baron and the other stout members of the party, I would never have survived the initial encounters. Be that as it may, I shall use the sword to the best of my abilities for the betterment of the town." Fletch soon hurried off to join his comrades.

## *What happened this Month in 571?*

Swarms of Killer Bees swarm through Sutherland and into Evendar, wrecking havoc in their path.

## *What happened this Month in 576?*

Duke Armand moves the official capital of the duchy from Rosil to the city of Sutherland

## *What happened this Month in 589?*

Finis and Vidalias recaptured without resistance from the Goblins. The blockade against the Isle of Eit is mysteriously lifted.

## **Want to contribute to the Crier?**

Send contributions to:  
Sutherland Town Crier c/o N.E.R.O. Southeast  
P.O. Box 888655  
Atlanta, GA 30356-0655

Or submit them to the Logistics table at the next event.  
Deadline for next issue: September 30th, 591.