



Val Keth Destroyed

Life Elemental freed, helps defeat death lord

A pallor of Death hung in the air, and it seemed as if life itself had given up and gone home. Many knew the cause, but few understood why the Death Elemental, Lord Val Keth, had come to Clanthia. There seemed to be little in the way of hope, and the only salvation lay in the hands of the Life Elemental encased in a crypt of glass in the centre of town. Such notables as Father Collonis of Capulus, Sir Andre' de Sudbyr, Marquis J of Sutherland, Lord Grimli the Dark, Baron Demna MacCumhail, and Secklynn Nonamere undertook a quest to find the means of banishing Val Keth from this plane to his eternal resting place on the Elemental Plane of Death. As night fell on Friday, the town was suddenly overwhelmed presence of Val Keth and many fell prey to his Sword of Chaos and Mighty Magics. But as the town took up defensive positions, the notables above (assisted by too many others to count) undertook their quest and found the ashes of Finagler the Hindmost. Although he was a little known person, Finagler held a portion of the key to the banishment of Val Keth, and his hard-earned resurrection made many realize the blessing of easy

re-incarnation. Saturday dawned with the Healers Guild working overtime resurrecting souls slain by Val Keth, and the town in shambles. The day seemed to be passing with little in the way of clues as to how to dispel Val Keth, but another hint was around the corner as a King's Herald stumbled into town, clutching his side and crying "AMBUSH!" Baron Demna quickly aided the soul, and he was told of a band of Brigands who beset upon them as they were journeying to Clanthia. The Baron and his stout group of nobility ventured forth and discovered a group of men who were aiding the already deceased Kings Men. Lord Seneschal Alho Rengate, however, menaced the helpful folks and, taking that to be an assault upon them, attacked, not realizing that they were nobility, not the common brigands who had beset the Kings men.

This misunderstanding was cleared up and it was discovered that the leader of the helping folks had a bell upon him with a strange inscription. The bell was taken to Secklynn

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Demna Doppled Retinue Rescues

The Baron Demna, called Fionn MacCumhail, was discovered missing the night of Friday, September the 27th, which was all the more odd because he had been seen for most of the evening.

The matter began with dreams which began occurring to some of the townspeople, dreams which involved the appearance of a second Baron Demna. This came to the attention of Carson the Sage. With the help of Andrea of Westmoreland and Colonel Dorn of the King's Army, the Baron was cornered, and confessed himself to be a doppelganger of the Baron, employed by Moret, the Baron's wife, after she abducted him. The doppelganger explained that he had been cheated, however, because Moret had taken the 3 gold that had been promised to it. The doppel-Demna offered to accompany a band to rescue the Baron, and, though some hearts disagreed with the doppelganger's presence on the rescue, it was agreed. Several faces quite new to Clanthia were chosen for the trip, including the darkeyed Shaloroc, the flaxen-haired Wisteria, and several daring blades of the Colonel's choosing, Tiger and Black Max. The company entered the grey swirling mists of the wood to the disconcerting sound of our their one mage nervously going over her verbal components with Wisteria.

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Love and Death at the Marquis' Party

(An account of what transpired, or should have, or could have, at the celebration of Black Jay's elevation)

On Saturday evening, September 28, 591, a party was held to celebrate the elevation of our former Baron Black Jay to the status of Marquis of Sutherland. All in all, the party was a huge success but stumbling into love or death were equally potential fates for anyone attending.

Refreshments were prepared by Wolfgang A. Badfinger, but were eaten anyway, and entertainment was provided by the Gamemaster (a rather nasty lich for those of you who have not had occasion to make his acquaintance).

For the most part, violence was kept to a minimum as no weapons were allowed inside - a policy enforced by the 15-foot troll on loan from Hauk Tew, the goblin prince. However, the no-weapons policy hardly guaranteed anyone's safety as the party was awash with those adept in the magical arts and, when one considers that the Gamemaster's choice of entertainment for the evening was Potion Roulette, this party-goer is amazed that there were no actual deaths.

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Lady Lann's Gossip Guild

Things that make you go "Hmmm..."

Alerian de la Paix and D'metrie, did the head healer call undead or did D'metrie go willingly?

What does the Lord Mayor have that a Troll might want?

Lord Andolyn Peacekeeper and Lord Xavier are forming a secret brotherhood; but first, Andolyn needs a hat.

Grimli the Dark has made a career change from Necromancer to Seamstress; his specialty is Sudbyr kites.

Baron Demna wants to be rid of his wife. Will she ask for half of La Rochelle and a paddle-shaped sword for a settlement?

There is a price on Magdalen and Shawnassie's heads; is this for services rendered or for services not rendered?

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The first guardians to step out of the mist, however, would have been difficult to stop with magic alone. Two gargoyles, grey and glistening like bog water, came shambling toward the party. The doppelganger used some of the Baron's magic to begin, but the round was won by the Colonel and his men, who wiped their swords on the shining grass and continued with the company into the silvering mist. They were stopped at a stone wall built into a hill, a sidhe. Standing at the doorway was a most unusual character; a man in his forties, yet hale and strong, with the body of a wrestler and the grin of a cheerful loon, barred the way of the party unless some should win by besting him in some way. At this the sage spoke up; perhaps the way could be won by cleverness - a riddle perhaps? The Dagda (for it was he, this writer later learned) laughed in delight and said, "What is too much for one, enough for two, and for three means nothing at all?" The sage wrinkled his brow deeply, and was silent for a lengthy time (we thought he had perhaps dozed)... The riddle was answered at last when Shalora asked permission to respond, and said "A secret". (She told this writer later that she had never in fact heard such a riddle before, which counts well toward her success.) The Dagda ushered her into the sidhe with a deep bow and a grin, then turned to Colonel Dorn. "Ye look like a fightin' man t'me. Perhaps yer good enow to enter?" The Colonel's answer was to draw his sword. The rest of the company watched as the two circled and feinted. Each cut the other in several swift passes of blades, but though Dorn's armor rang, the Dagda wore none, and soon a final blow laid him to the grass. Several of the party exchanged uneasy glances at this - the Armourer's Guild had been out of armour with which to equip this mission.

Following a map taken from one of the gargoyles, the company entered into the hill and came soon to a entryway guarded by four fighters in chain, who barred the way and bade all who spoke to be gone. Things were about to take a violent turn when the exchange was interrupted by the appearance of Moret herself, ivory-skinned and wild-eyed, asking what the party had come for. Andrea of Westmoreland stepped forward and discarded her sword, and standing implacably before the swordsmen, she asked to see the Baron Demna, only to see if he was there by his own will. Moret lifted her eyebrows at Andrea,

War Narrowly Averted

An interview with King's Army

Colonel Karim Dorn

After a narrowly avoided all-out war between the denizens of the Necromancer's Guild and the townspeople of Clanthia, the actions of the commanding officer of the local unit of the King's Army have been the source of much speculation and criticism. This reporter recently had the opportunity to interview Colonel Karim Dorn, and ask the question: Do you regret calling off the battle?

Col. Dorn: Not at all. Please allow me to explain. I was sent down from the capitol to "deal with the necromancy situation as I saw fit". Quite simply stated, open hostilities with the local necromancers that would result in needless bloodshed is not "how I see fit" at this point in time.

Reporter: Then the rumors about an alliance between yourself and Guildmaster Grimli the Dark are untrue?

Col. Dorn: Correct. There is no truth to that rumor.

Reporter: Thank you, Colonel Dorn.

asking why she should give him up if he indeed were there. "Because", came the reply, "he doesn't love you anymore, and you can't make him love you by keeping him here."

Things could have gotten quite sticky just then, but Wisteria intervened, catching the floored Moret off guard with a charm so discreetly thrown that the guards did not catch it. She held her place, but in a reasonable tone simply asked to see the Baron. Moret stared at her for a moment, then swept into her home, returning in a moment with a cheerful Baron, utterly confused as to where he was. There was some confusion as Andrea embraced him and pleaded with him to look around and come to his senses. Baron Demna seemed about to turn away into the house when he suddenly seemed to recognize Moret and what she had done to him... the magic began flying quickly after that, and the fighters fell upon the party with harsh, shocking cries. Armour was cut and blood was shed, but the party remained intact until a stroke sent the Baron flying to land behind Colonel Dorn. At Dorn's shouted order, Andrea picked up the Baron and ran, endowed, toward the door of the sidhe, which was now closed. At that point Baron Demna roused and joined the retreating fighters, grabbed back the key to the hill from the sage, and helped Dorn hustle the enthusiastic fighters through the door. Moret shrieked in frustration as the door closed, but before the party could reach the misted passage back to Clanthia, she unlocked the sidhe and Moret's guards fell upon the party once again, staining the grass while the air was filled with shouts, cries of pain, and Andrea's battlesongs. The enraged Fianna warriors were beaten back until Moret was felled by the Baron Demna himself. He knelt beside her and bound her wounds to bring her around. His words were untender, however, as his wife came to, and he forbade her to enter again the lands of Men, and to never again seek him out. Moret's warriors carried their mistress back through the wall of the sidhe as the company at last turned toward Clanthia once more. The doppelganger thanked the company and the Baron, and left the town swiftly, swearing the town would never again be bothered by him. The Baron publicly thanked his rescuers, and showed his honor by also paying for their healing at the Healer's Guild.

Rumors of an engagement between Andrea of Westmorland and the Baron Demna are still being investigated.
A.W.

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The Potion Roulette game commenced with a circle of participants and on-lookers gathered about a wickedly flaming torch. The Gamemaster passed from player to player, handing each a potion and waiting for him/her to drink. There were three structured rounds and then the game continued with the Gamemaster wandering amongst the guests. Some of the participants included Baron Demna MacCummhail, Bearon the barbarian, Lady Airedale, Guildmaster Secklynn Nonamere (who consumed his first potion of the game to friendly chants of "DEATH, DEATH, DEATH"), Phoenix Blackblade, Lord Xavier, Guildmaster Alerian de la Paix, Tristan von Zarovich the banker, the Guard-Troll, Sir Basher, Hrothgar, Lord Alho Rengate, and, of course, the Marquis himself. Some were severely wounded by various unpleasant potions and some were actually greatly benefitted.

Those who chose not to gamble with their lives had the chance to gamble away their money at the card tables, a challenge the Lord Mayor apparently found amenable, as well as Guildmaster Secklynn, Bryna the Shameless, and the vampire Lord D'metrie, who shared a table with Dioren, Phoenix, and Lord Alho and several others.

For many of those who did not find danger a palatable meal, the game of love seemed most appealing.

Undoubtedly, the most fickle suitor at the party was Lady Erlin, court healer to Baron Demna MacCummhail of La Rochelle. Early in the evening, she expressed a sudden romantic interest in Lord Alho Rengate, Seneschal to Baron Demna. Shortly after she began pursuing Lord Alho, the couple sought after the Baron and attempted to have him marry them. The Baron, being the wit that he is, suspected foul play and worked his magic healing to relieve her of her apparently potion-induced affliction. Not too terribly long after that, she found herself enamored of Bearon the barbarian, but this was a futile quest as he, having already set his sights on the Drae Eevadara, had no interest in Lady Erlin. And in the meantime, both Tristan and Sir Basher had in turn become smitten with Lady Erlin. Bearon (followed by Lady Erlin, followed by Tristan and Sir Basher) approached Eevadara but she had no time for the four of them as she, as Baron Demna's court advisor, was busy negotiating a contract for the Baron. She produced a potion from her pouch and induced Lady Erlin to drink it. Lady Erlin immediately lost interest in Bearon and departed the group, with Tristan and Sir Basher tagging along behind. As if all this were not enough for one person in one evening, Lady Erlin found true love for the third time that evening with Sir Basher the half-ogre. Apparently the third time was a charm - they were married that very evening by Baron Demna after Lady Erlin apparently had some of what Sir Basher had been drinking.

In a brief ceremony following shortly after, two of the Pirate King's men were married - to each other! When he was overheard being asked by Eevadara about the question of procreation, the Pirate King commented that the problem of babies could be solved later; these men were in love!

In a somewhat less bizarre but certainly more dangerous ryst, Guildmaster Secklynn Nonamere began wooing Baron Jacques Montangue's court healer, Lady Airedale. When Secklynn's affections for her overcame him utterly, the Marquis Black Jay stepped in and tried to stop the romance. There were

Tavern Attacked by Lizardmen & Goblin Plague

A large band of five lizardmen stormed into the town's tavern around noon on Saturday. Patrons ran in fear as the hissing, scaled creatures wielding swords attempted to kill all who tried to oppose them. Many patrons were caught in the back of the tavern, only to be crowded further as the lizardmen pressed forward in their assault.

But with renewed strength, a few brave souls attacked the lizardmen, bringing a slow halt to their reign of terror. Four were killed before they managed to get halfway through the tavern, but one did manage to slip through. But the creature was killed by Kyron de Bracy and Dalinor, an elven archer.

After the tavern had settled down from the recent battle, a female goblin had managed to slip into the tavern, flirting with the male patrons there. At first, it was cute to see such an ugly creature flirting, until a few who she had touched started acting quite 'different'. It was then when someone realized that she had the dreaded goblin plague. Whoever realized this quickly killed her and disposed of the body. Fortunately for those who were affected, there were healers in the tavern who came to their aid and cured the disease.

Announcements

All King's Army personnel contact Colonel Dorn immediately.
(David Pitts - 942-5069)

On September 31, 591, Harcourt the Herald formally announced the engagement of Lord Grimli the Dark, co-regent of Sudbyr, Court Necromancer to Baron Demna MacCummhail of La Rochelle, Guildmaster of the Clanthian Necromancer's Guild, to the Lady Lann, Court Mage to the Marquis Black Jay of Sutherland.

Baron Demna will perform the ceremony at a later date.

Marquisal Army

The Marquisal army is now recruiting. Fighters and spellcasters are both encouraged to sign up. Benefits include 1 silver per day in pay, plus spell defenses commensurate to level. Commissions for nobles and other worthy individuals are possible. Contact Sir Bran Killian, General, Marquisal Army for an interview.

- Out of Play Announcements -

Lost: Sterling silver ring shaped like a snake which encircles the finger. The ring disappeared Saturday evening of the September 3-day. It was dropped either on the porch of or inside the tavern shortly before the feast. If you found it, please contact Victoria Barnes at 496-0774; it has great sentimental value. Thanks.

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Nonamere, head of the Mages Guild, for identification. After several hours of meditation and hard contemplation, Secklynn discovered that somehow this bell was a Key to the banishment of Val Keth. And as night began falling (perhaps for the final time), Secklynn stumbled upon the clue to unlocking the final riddle of Val Keth.

The Baronial Feast was a time for re-cooperation, or so it was thought, but during the reading of the King's Proclamation, Lord Grimli, in a fit of rage, stormed out of the Tavern, at which point many also followed. The other nobility thought strange of this, especially when the tavern was burned down to the ground later, but it all was forgotten when the final confrontation with Val Keth began. Secklynn rang the bell and uttered the word "LIFE", and the Life Elemental was freed to go undo the havoc that Val Keth had brought unto the town. Both the Healers and the Necromancers thought to trap Val Keth inside their circles, but, unable to lure the Life Elemental and Val

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harsh words spoken and violent threats between the two, but ultimately the Marquis solved the problem by purifying Secklynn's blood. When his head cleared, Secklynn may have still harbored affection for Lady Airedale but was prudent enough not to dwell on it and all was forgiven. A word of advice, Guildmaster Secklynn; keep your hands off the Marquisal mistress; it's not healthy!

I must admit I was curious earlier as to why Eevadara chose to gift the Lady Erlin with her curative potion rather than Bearon the barbarian, who would clearly pose the most eminent difficulty to Eevadara herself with his apparently unwanted pursuits. Thus I began nosing about in an attempt to unravel the mystery. My source explained that Bearon had begun attempting to court Eevadara earlier in the evening. He had professed his love for her and pledged himself to protect her at that time. Apparently, although his love for her may have been enhanced by the poison in circulation, Eevadara realized that a counterpotion would not cure Bearon of his love for her so instead, she chose to protect Lady Erlin from the ramifications of her unwanted love for Bearon. Shortly after that, Eevadara apparently sampled some of the same refreshments for she fell awestruck by her feelings for Bearon as well, and the two were married almost immediately in a short, somewhat inadequate ceremony performed by Baron Demna. It seems the fates had destined this one, anyway. Apparently, Bryna the Shameless had read Bearon's rather hefty palm and predicted that he had a dark woman in his eminent future - whom he would marry! I don't think even Bearon expected it to come to pass so quickly. They were last seen departing the party in search of a nice quiet... place. Now there's an unlikely couple! Hail, Clanthia, land of anomalies!

The love but bit at one other notable time - in a rather unpleasant spot. Lady Morgan became infatuated with Sir Bran Killian during the evening, mere hours after her very own wedding to Lord Xavier (said ceremony performed by the Marquis). This one did not appear to have been resolved by

Keth together, they decided that the more prudent way was to bring them together outside of their respective spheres of influence.

Finally both Val Keth and the Life Elemental faced each other, and in the flurry of magic casting, it seemed as if the very fabric of SPACE and TIME was bending in and concentrating on this conflagration. Life and Death spells were being hurled with no thought of the passersby, and many people DIED, were LIFED, DIED, LIFED, and several Undead fell prey to Lady Life's potent magics. It came to a head when Lady Life and Val Keth, thinking they were surprising each other, rushed forward, and, in a sudden embrace, EXPLODED and the air was rent with the sounds of screams and rejoicing. When the air cleared, and everyone came to their respective senses, both Val Keth and Lady Life disappeared, and the only trace that they had existed was a single flower growing from the ground. The remarkable thing about this flower is that it resembled a black and red rose.

evening's end, but I suspect Lord Xavier may wish to have a chat with his new wife, and perhaps cross swords with her chosen paramour.

By the way, for those of you who may be interested, it is rumored that the love potion was introduced into the refreshments by none other than Lord Valas (Fletch), court mage to Baron Demna. It is merely a rumor; however, a couple of the victims who were cured later recalled Lord Fletch having either given them their last drink before they fell love-struck or having been somewhere near their last drink. Lord Fletch, I suggest you make a run for it; you may have upset some people.

In an eerily majestic and utterly unholy ceremony, Dioren was united in eternal matrimony to Phoenix Blackblade. The ceremony was elegantly performed by Lord D'metrie, as he does all things. In seeming gratitude for her earlier precognitive advice, Dioren requested that Bryna the Shameless stand by her side during the ceremony and Bryna humbly complied. This was apparently the only legitimate marriage besides Lord Xavier and Lady Morgan's, which of course may not last if Lady Morgan can't control her appetites to Lord Xavier's satisfaction.

Everyone should be pleased to know that Baron Jacques, who attended the party in his deathbed condition at the request of his nobles, was brought out of his coma-like trance by the love and pleading of his nobles and those others close to him who care about his well-being. Baron Jacques indicated that he was sure to have died without their love and support. It was truly a beautiful and touching thing - "To your health, Baron Jacques, and a speedy and complete recovery!"

Other notables attending the celebration included most of the various court's members, Zanlin, Garrett Jax, Lord Andolyn Peacekeeper, and Poppa, King of the Gypsies.

Amidst the giddiness, excitement and intrigue, the party provided the perfect backdrop for all sorts of politicking and many alliances were cemented with the toast of a glass of wine or cup of ale. Woe unto those who were unable to be there to watch over their own interests!

-Rineenyer Mawth

WANTED

Members for the Necromancers Guild*

Clanthia's best and truest guild is currently holding a membership drive to find new members.

Tired of not being able to get verbals and then not being able to afford them once you've found them?

Tired of having trouble finding material components?

Tired of staying awake all night because your guildmaster has you out watching his sheep?

Well, at the Necromancers Guild we give out free verbals (you buy the ink), we have no trouble finding material components in Clanthia (they're usually just dying to meet us), and we prefer women to sheep (though we do occasionally animate them for the other guild). So go ahead, try us or the healers, in the end you'll wind up in our guild anyway.

Ashes to ashes
Dust to dust
When it is all over
You'll be one of us!

* Dead or Alive. Not valid in Ravenholt. Unwillingness or unconsciousness won't be held against you. Healers and sheep need not apply. Nobles welcome.

Upcoming Events

Adventure Day - October 26, 1991

(Site to be announced)

Director: Alvin Bearden

Call First Choice (399-0938) for more info

Our first one-day since September's weekend event! All characters are allowed to show up. For those of you who have skill rings, don't forget them! Rings will be available for those characters who weren't at the three-day.

We will need as many monsters and marshalls as possible, so volunteers are encouraged to step forward. We'll be having several visitor from out of state (because of the article in Dragon magazine), so we need to make sure this event is as good as we can make it; i.e., lots of role-playing and less monster-slugging.

This event will take place in: (town), which has been destroyed by forces from the wilderlands. The town is in Sudbyr, right on the border between Sudbyr and La Rochelle. The populace will be helping with rescue efforts within the ravaged town.

Character Updates

Don't forget - Michael Hitchcock is now in charge of off-site logistics. If you wish to update your character between events, call him at 1-404-229-2928 (it's long distance from Atlanta, but he can call you right back at local rates). Updating hours are on Sunday, 8:30pm-10:30pm, and Monday/Tuesday/Thursday from 9:30pm-10:30pm. Calling outside of these hours to update your character may put your character in grave peril...!

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

JOHN BOWEN
234 HARRALSON AVE
ATLANTA
GA 30307

Various And Sundry

Monster weapons & armor: We have had many weapons and armor used by monsters and rented from the Armory *disappear* from events. They cost the group money to replace, and that converts to higher event costs for you. If you have taken monster weapons and/or armor home with you, please return them at the next event. If you rent weapons and/or armor at an event, make sure you return them before the end of the event.

All people with props (weapons/armor/tarps/etc), please contact First Choice comics (399-0938). We are getting a permanent storage facility and want to gather ALL our props together in this one location.

Skill rings: Make sure you bring your skill ring to every event you attend. If you leave it at home, or lose it, you'll have to have another one issued to you at your cost.

Modules: Write modules! Write more modules! Send them in to the Plot committee! Mail them to ~~XXXXXXXXXX~~, Attn: Plot committee. (Make sure you put 'Plot committee' on the front of the letter so that the module gets to Plot unopened.) *Mail to P.O. Box below*

We're still looking at future sites; if you know of any potential sites, let us know. If you are reading this, you are now a member of the Site committee. Do your job. (grin)

Haunted Mansion Discount - N.E.R.O. SE members can receive a \$.50 discount on admission to the Haunted Mansion behind the theatres at Perimeter Mall off Ashford-Dunwoody Rd.

Pick up a coupon for \$.50 off in the lower level of the mall, and when you go to the door, give the code phrase "repel undead" (go figure) and receive a total of \$1.00 (for the coupon and discount combined). The hours of the Mansion are 6pm-11pm Sunday through Thursday, and 6pm-1am Friday and Saturday. Note that the discount is only good Sunday through Thursday.

