



Night of the Dead

The night was dark indeed, when the first signs of Sigmonde the Death Elemental began to cover the lands. At first, it was not known that the disappearance and replacement of prominent townspeople by strangely warped, and much more powerful, simulacums were related to the portents of the Elementals coming.

But the clues were these. After much thought, it was finally determined that the constructs were minions of a greater power, a power yet unknown. A stalwart band of adventurers was formed to assault the lair of this unknown fiend. Among their numbers included Count Morgrim 'Grimli' Thaonin, his consort the Lady Lann, his Chancellor Lord Aèriapis, the Baron Saric and his Court Executioner Lord Appolyon, Baron Valas and his Court members Lord Artemis and Lord Flag and several members of the Clanthian Mages' Guild, to include Tristan and Taffin, and finally the Viscount Montagne and his assistant Perimal. Many a noble risks their life on this perilous mission to save the town.

From the very beginning of the adventure, the party was beset by literally hundreds of the undead abominations which guard the unknown fiend. In addition to the hordes of common undead encountered, several more powerful undead showed themselves as the commanders of the lesser undead. Among these were Fear Watchers, Death Lords, Liches, Death Knights and even a

Greater Vampire throw themselves at the party in an effort to stop its progress.

At one point, the party encountered a seemingly impassable area at the center of which was a miniature iron golem, cleverly disguised to appear as a goblin. Thanks to the bravery, quick thinking, and combat prowess of Tristan, this obstacle was soon overcome.

Finally they arrived at the lair of the beast. It was a magnificent building, beautifully architured. The building, it was soon discovered, was warded. Luckily the band had retrieved the then unknown key from the iron golem. As soon as the ward was dropped spells of death, doom and destruction began to fly as the Death Elemental and his Death Lords attacked in defense of their home. The battle was long and furious, but eventually the combined life spells of the earth spell casters were enough to destroy the elemental.

During the lengthy battle, the bottles of the Greater Death Lords vanished, and we can only hope they were destroyed with the destruction of Sigmonde. The constructs, too, were destroyed and the townspeople's spirits, whose bodies were perverted, were released and returned to their guild of choice to be resurrected.

Not since Val Keth has there been such a serious threat to all of Sutherland. We can only yet again hope that we have seen the last of such creatures.

Golems Attack

Clanthis was plagued this month by incursions of several Bone golems. At least three of these devastating constuctions were reportedly encountered along with two spellcasters of considerable power. Also, a new type of Golem accompanied the spell casters. At first, it appeared to be a slightly larger than normal stone golem, with glowing red eyes. It soon became apparent, however that this was not the case. The creation showed a near complete immunity to magic, and it was only due to the surprising alliance between the Northern and Southern fighters that it was finally destroyed. Examination of the remains that the material comprising the golem was much tougher than normal stone. There was much speculation around town about the source of these attacks, and some fear about who, or what, was creating such powerful monsters.

Northern (ig)Nobles Visit Sutherland

Under the guise of diplomacy, a sizeable group of Northern nobles and their retinues crossed the boundaries of LaRoche in search of Count Morgrim and his court. Notables in this group included Baron Daron of Capulus, Baron André of Cumberland, and the powerful healer, Father Collonus. Sizeable contingents from both Eastwick and Westmarch were also present.

This "diplomatic" visit was supposedly to address an incident which occurred several months ago when five of the Count's court were attending a Nobles Conclave in distant Ravenholt. Apparently, the members of the Sutherland contingent were mistaken for necromancers and summarily put to the death by a Capulan "tribunal".

The Northerners claimed to wish to negotiate recompense for the incident, though the presence of the Capulan Warlord Cynric Sagramore, his friends in the south call him "Slagamore", and his inordinately large Baronial Guard lent little credence to that assertion. But the

true colours of the Capulan contingent soon showed through the dishonorable cloud of the Northerners' deceit. A band of Capulan ruffians approached a group of LaRoche citizens and asked directions to the County Palace. When the helpless group turned to point the appropriate way, the Capulans ruthlessly attacked and killed several of those commoners. Luckily, a sizeable force of both the County and LaRoche were close at hand and quickly determined to deal with this outrage. Immediately they rushed to the aid of the beset commoners. The battle quickly degenerated into a mass melee as reinforcements from both sides continued to arrive. At the very center of the conflict, Count Morgrim and Lord Aeriais squared off against the Baron of Capulus and his court battlemage. The conflict was further complicated when representatives of the Duke appeared and joined the fray in an effort to break up the warring factions.

In a last act of desperation, a circle of power was cast about the Capulans, but to now avail. The Baron then called for a Noble Circle of Honor, to settle the dispute by trial by combat. Not surprisingly, the Duke's men sided unconditionally with the county and the Duke's Knight stepped forward to accept the Baron's challenge. In a flurry of mighty blows the likes of which are seldom seen in Clanthis, the Baron of Capulus fell. However, there was some dispute over the agreed upon terms of the Circle of Honor, and so the contest was declared indecisive.

Finally, it was agreed that Count Morgrim and Baron Daron would sit at a table of diplomacy, and that Baron André would mediate their disputes. After much negotiations and discussion, an *uneasy* truce was reached. Shortly after the negotiations were completed, this reporter overheard a Sutherland Noble (who shall remain nameless) remark, "I've never met such an obnoxious group of magic items...er...I, eh, mean Nobles, in my life."

Opposites Attract ?

Lord Aèriañis and Father Bob had an interesting encounter relating to their respective possessions. During a seemingly innocent conversation, Father Bob's mace briefly came into contact with a rod carried by Lord Aèriañis. The mace immediately began to emit a blinding white light which was instantly countered by a cloud of inky blackness from the rod. Both items seemed momentarily transfixed, but were then thrown apart with great force. When questioned, Lord Aèriañis mumbled some incomprehensible formulas supposedly relating to "mystic polarities", but the particulars were far beyond this reporter.

Happy Healers

There seemed to be much joy in and around the Healers' Guild this month. Preparations for the Winter Festival seem to be proceeding well, and the centerpiece of the Circle's decorations is an exquisite statue of a Life Elemental. The statue seems to almost glow in its beauty.

Also, there was much jubilation when a group of relatively inexperienced adventurers returned to the Circle with a wondrous prize indeed, Father Bob's magical mace! Surrounded by disbelieving Healers, the adventurers told of their encounters in the Goblin Caves, and how the mace was found therein, guarded by hordes of vicious goblinoids.

It is curious indeed as to how the mace came into the possession of mere goblinoids after being carried off by the outlawed warrior Stormsong, but one can only speculate as to the true chain of events. Perhaps lady luck is at last beginning to smile on the members of the Guild, or perhaps it is true that the fates favour Healers as well as fools and madmen.

Wraith-Riders

A group of powerful, wraith-like undead were encountered recently in Clanthia. Reports are sketchy, but it was said that in addition to considerable combat ability, these beings possessed powerful magics and sent even the most powerful spells sailing back to strike their very casters. There were said to be several of these ring-wraiths who spoke of a greater "master", who would destroy all that is

unless some conditions were not met. (This reporter was unable to ascertain the exact conditions.)

Pandora's Box of Rumours

Welcome to Pandora's Box of Rumours. I hope you will enjoy reading this column as much as I enjoyed writing it, and I also hope that I will continue to be able to bring you my wonderful, and completely accurate....really....insights into the who's who and what's what in Clanthia.

Our first and most surprising rumour has to do with that nasty old chaos rift. Its back. At least that's what my friend Minor told me. You would think that after opening, closing, opening, moving, moving again, and finally closing again, we would have seen the last of it. Well, I guess not.

Next, it seems that blunt weapons are to be considered terribly guache this year, as our own beloved Countess...I, eh, mean Baroness...no I, eh, mean Lady Lann made a dramatic fashion statement. It seems she took one look at Father Bob's mace, and turned and ran, hissing and screeching all the while from the tavern.

Also a certain mage was seen entering the Healers' Guild. Upon investigating, I discovered that the poor dear had been blinded. It seems he accidentally tossed a detect magic spell at the Baron Fletch. Luckily, the blindness was only temporary. Surely he knew better.

Well, that's all for this month. In the future I hope to be answering letters sent to me by you, my adoring public. Until then, keep those rumours circulating.

TTFN - Pandora

FROM THE DUCAL REGISTRY OF NOBILITY

Contact P.J. Seale or Jan Lassiter
(404)892-0513

- Official Announcements -

County:

Count Morgrim Thaonin, Grimli
Lady Alanthia D'Ardynn Thaonin, wife
Seneschal to the Count, Baron Saric
Chancellor to the Count, Lord Aërianis
Lord Protector Felix Rockear
Lord Knight of the County, Sir Kasagi
Lord Basher
Lord Xavier Rickshire

Barony of Sudbyr:

Baron Saric
Seneschal to the Baron, Lord Riak Valkrys
Court Executioner, Lord Appollyon

Barony of LaRochele:

Baron Valas Do'Urden
Seneschal to the Baron, Lord Artemis
Baronial Mage, Sir Randall Flagg
Baronial Prosecutor, Lord Kevin the Silent
Baronial Healer, Lady Erlin
Knight, Sir Bearon

Barony of the Isle de Honig:

Baron Florian
Court Healer, Father Bob
Lady Aradale
Lord Garrett
Lord Tristan von Zarovich
Lord William Kelly

Attention

A 10 Gold Piece reward has been offered by Lord Randall Flagg for information leading to the arrest and summary execution of the individual(s) responsible for the underground revolt papers.

LONG LIVE LAROCHELLE

Out-of-Game Advertisements

Costumes Available! Reasonable Rates.
Made to order.
Contact Jan Lassiter (Corinthia of the
Adventurers' Guild)(404)892-0513
Wanted!! Permanent Tavern Help. Great
Benefits. Lousy hours.

As of December 4th, the SOLAR Board of Directors consists of:

Scott Neeley, Pres. 929-2070 Beeper
Jason Payne, VP 388-8123 Beeper
Greg Clark, GM 929-7903 Beeper
Joe Mines, Plot 416-9202 Voice
Mark Rougier, MR P.O. Box

Please remember that the BOD work very hard for both SOLAR and their real-world jobs. Please be considerate when contacting them. All members of the BOD can be contacted as above or via SOLAR's P.O. Box 4935, Marietta, GA 30061. (Please utilize the P.O. Box whenever possible.)

Off-Site Logistics / Information Hotline
Monday - Thursday 9:00 pm - 11:00 pm
(404) 446-0566

****WARNING**** Calling outside these times may be very hazardous to your character.

There may be a 1-Day Event in January. Specifics will follow or call logistics for the most up-to-date information currently available.

The InnKeeper is Jason Payne. Please send your pre-registration for 3-Day Events to the P.O. Box at least 1 week prior to the event.

3rd Edition Rule Books are now available. The cost is \$10.00 or a trade with 4th edition.

NOTE - We will **NOT** be going to the 4th edition system. There are several major differences between the two systems (especially the magic rules and spells).

If you have any questions regarding rules related questions, feel free to contact Greg Clark. Remember **3rd Edition Only!**

Disciplinary Actions

Mark Mitchell has been suspended indefinitely pending presentation of new evidence or information. Shane Russell, Benji Lowry, and Gary Pate have been suspended indefinitely pending compliance on their parts to appear before the Board of Directors to face charges of misconduct.

Yet Again New Magic Rules

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| Flame/Chill Blade, Celestial, 4th Level, reversible. | Delayed Endow, Celestial, 2nd Level. |
| Drain Life, Celestial, 7th Level. | Fear, Celestial, 4th Level. |
| Fear/Remove Fear, Earth, 3rd Level, reversible. | Renew/Waste, Earth, 8th Level, reversible. |
| Entangle, Earth, 6th Level. | Capture Magic, Celestial, 7th Level. |
| Greater Bless, Earth, 3rd Level, not stackable. | Speak with Animals, Earth 3rd Level. |
| Wraith Touch, Earth, 6th Level. | Mist/Shadow Form, Earth, 6th Level, reversible. |

Plot is responsible for putting these spells into game if they are new spells. You do NOT have new spells in your spellbook unless PLOT decides to give the spell to everyone. More details at an open ceremonies.

Races

Barbarians have been removed from the game. All characters who where that race are now human. They may re-spend their build spent for detect celestial magic and extra build spent on read/write and read magic.

1993 EVENT DATES AND LOCATIONS

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|-------------------------------------|--|
| Jan. 31 | Low Level Character Day Character 3.9 and below |
| Feb. 6 | One Day (Town of Tykslyvan) Directions from Atlanta: I-85N Exit 53 (Hwy 441/15 Commerce, Hommer Banks Crossing) Turn Right go 18.4 miles; Turn Left onto Holman Road (Past Flea Market) Park 1/4 mile on Right; First left in park follow SOLAR signs. |
| Apr. 9-11 ³⁻⁵ | Hard Labor Creek |
| Apr. 30 - May 2 | Hard Labor Creek |
| Jun. 4 - 6 | Hard Labor Creek |
| Jul. 20 - Aug. 2 | FDR State Park |
| Sep. 3 - 6 | Hard Labor Creek - 4 Day Event |
| Oct. 29 - 31 | Hard Labor Creek |

