



The Clanthian Crier

All the News! Mostly True!

New to Clanthia?

A bit green behind the ears? Check out one of our Guilds, Baronies, or even a Merc group. Most people are very helpful, at least for a few coin! If you are the loner type, watch, learn, and be careful. In this town, the sheep are quickly separated from the wolves.

Wogball: The Latest Craze to hit Clanthia!

Wogball Tryouts took place Sunday afternoon as a rowdy and enthusiastic group of goblinoids rushed into town to engage town in what could only be described as

lighthearted combat. They obviously showed us no personal ill will, simply wanting to compete. After some time the team Keeper of the group, an Ogre Magi known as Stopper, explained to inquirers that he and his team were looking for new competition, and wished to help organize a Clanthian Team to play against. The rules, he explained further, were quite simple: there are two goals on the field, and each team aims to get the wogball through the goal by any means necessary. Stopper also let it be known that he would be available for fans seeking autographs in the near future. Talent Scouts observed as many townspeople engaged in the game, and many look forward to see who of our town will be chosen to represent our Kingdom in the upcoming Wogball Tournament.

Elven Hunters

Three Elvin hunters accompanied by a small dog were seen on the trail Sunday afternoon. Due to a reported significant rise in the otter-wilder population threatening the ecosystem, they intend to thin the herd, though they were discovered pursuing other forms of



game as well. In one instance, they were caught in the pursuit of a member of the Golden Lions, though after receiving severe reprimands, they apologized profusely. The hunters explained that they hadn't realized their Quarry had been tagged nor did they wish to kill the livestock of any of the organizations or baronies.

Barbarian Problem compounded

A meeting took place Saturday afternoon as many of Clanthia's finest gathered with the representatives of the Rhudon people to discuss further tactical blows against the Barbarian Enyaldur. Two strike forces were



organized with the intent of abducting the Barbarian Queen and then later finishing off the remaining Barbarians. Unfortunately, the second stage of the plan was unsuccessful. On Sunday afternoon the barbarians took the town by force, constructing a large Totem in the woods near the Darkholme Embassy. As before, it sent off a radius that negated celestial magic, and while townsfolk quickly deactivated the Totem, one of the Barbarian Shamans threw himself over the Totem in the final moments of battle, causing a shockwave of energy to reverberate through Town. All wards cast from memory were destroyed, and attempts to cast new Wards and Wizard Locks have failed. Previously existing Wards of Formal quality still stand, though many suspect that if appropriate measures aren't taken, it may only be a matter of time

before the Barbarians are able to destroy those as well.

Still no sign of the King

It has been over a year now since the Devourer was imprisoned, in that time there has been no word received from King Devron. The Barons are dutifully carrying out their last orders, and Lord Kincade with the aide of Count Losar and Morgrim (until he was trapped in the Graveyard) has kept LaRochelle orderly.

Also no word from any dragons, nor Lord Thomas. Akeem the Liche King was destroyed utterly by the Conclusion void magic, but rumors are persistent in reporting there is a way to bring him back, by reforming his bones in the Graveyard. Something about his essence being a fundamental part of it.

Most also believe that the Planar Lock is what is holding the Devourer in, and none are willing to risk trying to lift it. Reports are the Mask of the Devourer as well as the Four Horsemen are all missing. A local jeweler reports he made a priceless gem encrusted mask recently for a Clanthian. But no names were given. What does this mean?

What also of the grim markers from the graveyard that predicted many people's deaths while fighting the Void this year? People talk about The Maw, but what is this? What also of the Void Dragon in the Barrow Downs?

A new age has dawned, and it is ripe with mysteries indeed!

Adventurer's Astrology













by Astros & Stella Lector

Another gathering already? We of the Lector family are happy to provide you with more aid from the stars, especially after receiving such joyous fan mail, letting us know our readings have aided more than one happy adventurer gives us both the purpose we need to carry on. We feel confident that our divinations will guide you all well, for when Stella was recently stricken with the physical blindness that so often plagues our kind, she was delighted to report that she now sees the strands of fate with clarity of more than one hundredfold. May the stars shine favorably upon you all.

The Crier

By Tom Bates, Leland Bridges,
Jen Hartsthorn and Q.

03/14/608

	<i>Ares (3/21 – 4/19): Virgo's dominance in the sky will bring about much aggression Sunday morning, so be wary: you will come across someone who wishes you harm.</i>
	<i>Taurus (4/20 – 5/20): Your loud mouth and arrogance will get someone you know in a lot of trouble.... but you seem to steer clear of it yourself somehow. Good for you.</i>
	<i>Gemini (5/20 – 6/21): Though you may wish to hide, attempts to do so will only draw attention. Do not rely on masks and hoods to conceal you.</i>
	<i>Cancer (6/22 – 7/22): Someone important will fall for your subtle charms. If you join in the fray when assistance is needed, the stars will shine favorably on you.</i>
	<i>Leo (7/23 – 8/22): A man in need of Soap comes for you. We advise to keep your toxin shields and other spell protectives always active.</i>
	<i>Virgo (8/23 – 9/22): Congratulations! You may very well make it through the entire gathering without loss of life force. Please tell Scorpio how you managed this.</i>
	<i>Libra (9/23 – 10/22): A bottle of spirits will bring great change in your life.</i>
	<i>Scorpio (10/23 – 11/21): Try as we might, we cannot see anything but death for you. It is unavoidable. But try to limit loss of life to just the immediate future.</i>
	<i>Sagittarius (11/22 – 12/21): A spell shield, while useful, is not always wise. You will learn this lesson the hard way soon enough.</i>
	<i>Capricorn (12/22 – 1/19): No need to risk punishment for the possession or use of poisons, for someone will fall in love with you this gather – no Love 9's necessary!</i>
	<i>Aquarius (1/20 – 2/18): Now is not the time to seek change. Stick to what you know, and your safety will be ensured.</i>
	<i>Pisces (2/19 – 3/20): We see fortune in your favor. Perhaps you find a treasure of some kind, or a deal you make will turn favorably. Enjoy it while it lasts.</i>

General Forecast for Clanthia: A dark cloud passes over the Sutherlands. We have divined the stars, and we see the great Red Star is prominent, as well as death and... even more disturbing news. Far as we can gather, undead who can subvert the will of the living are coming – and if not already present in town, they will attack again in even greater force soon. Be wary.

Lucky Numbers: 17 – 5 – 20 – 41 – 12

***Cough Cough* Clanthia's Latest Gossip**

- *'Sir Gunkin dyed his beard last gather in a effort to attract Dwarven women to Clanthia.*
- *The 'Manimal' hunters were heavily fined for hunting sarr without a Kingdom issued permit.*
- *Someone in town brought the vampires into Clanthia. Will they step up and get rid of them as well?*
- *Sudbyr has mobilized it's undead army and fifty death knights are at the front to hunt this alleged new master.*
- *Speaking of Sudbyr, Baron Lamech was highly ticked off at the shenanigans pulled last event in his absence. Expect heads to roll.*
- *Baron Harold seems to be flexing his muscle more and more now. What does this signal?*
- *Dahlia and Talendra Silvertree have grown quite close. It is only a matter of time until Sahde leaves the Sutherlands to form an Elven sanctuary to protect their way of life from the ever encroaching Human Kingdom.*
- *The Drae have already take a step and began isolating themselves. Rumors are that non-drae visitors are no longer being allowed without a known drae as an escort. They plan to further restrict travel in the near future so it is said.*
- *There may be a new Baroness of Sudbyr before long....*
- *Lord Lachlan has given the Isles*

Afraid of Soul Destructions and Obliterations? Don't know where to go for protection? Well look no longer! The Mystic Order is offering Clanthians the chance to have your soul protected from such destruction magics at a reasonable price. We offer to cast the Soul Store ritual on any customer, be they elf or otherwise. With the Void presence a continuing threat, make sure you have the proper precautions well in hand to secure your precious life force. Please seek out an Order member to negotiate payment.

Vampires becoming a problem? Seek out Quentin of the Isles to purchase the tools you will need to hunt the fanged terrors of the night. Limited supply available at prices ranging from 5 gold upwards, caveat emptor. First come, first serve.

The Fanged Menace: Vampires Assault Clanthia!

By Quentin Lamaraine & Constance Damask

We regret to inform those of you who missed the last gathering that one of the most elusive and sinister of the undead's forces have returned to plague Clanthia yet again. We speak of course of the Nightbreed, the Blood-drinkers, the Vampires. A pack of incredibly powerful vampires descended upon the heroes of Clanthia Friday night of the gathering, and it seems from recent reports that they have attacked both La Rochelle and Botan in Sudbyr as well. Let us get right to the point:

Rather than provide you with an exhaustive treatise on vampires, we will keep this to strictly the basics of what you need to know. If you require more information, contact either of the authors.

Note: while it is easy enough to define the strengths and weaknesses of your average monster that attacks Clanthia, there is very little that can be definitively said about all vampires, such is their diversity. What works to harm or destroy one may not be effective against others.

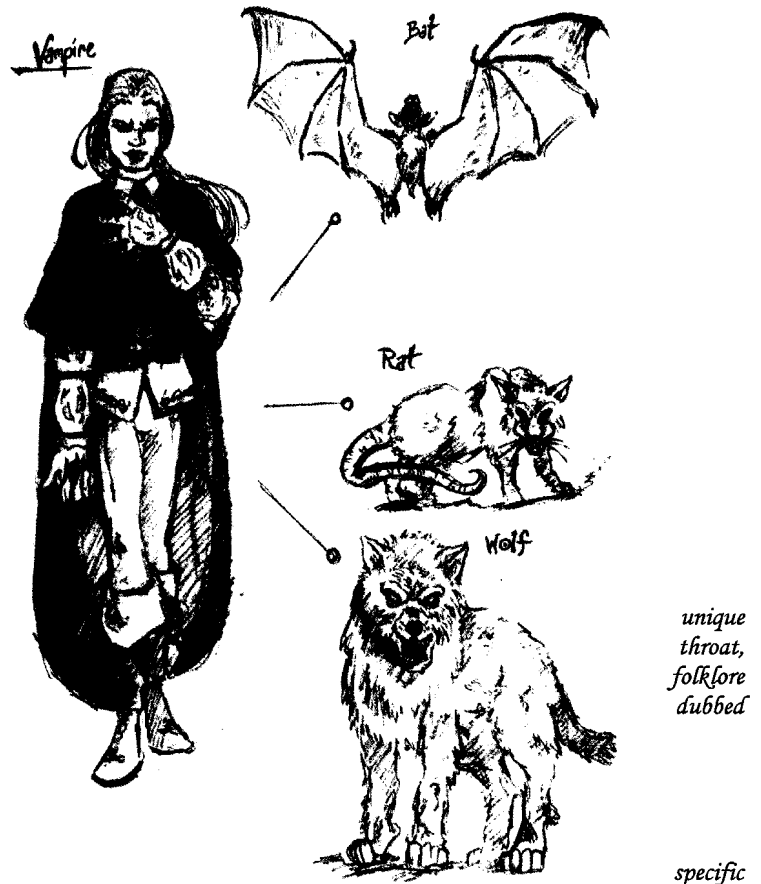
The things that are nearly always true of them are as follows:

- Impervious to normal weapon blows
- Healed by Chaos/Inflicts, harmed by Curative/Heals
- Immunity to mind effecting and (most) metabolic magics
- Physically strong and resilient
- Able to turn into mist or vapor (also called "gaseous form")
- Ability to communicate with bats and wolves (and, in some cases, assume the form of).
- Able to Dominate the minds of their victims after brief (10 seconds or less) eye contact
- Able to resist magics of many kinds
- Like all undead, they are able to cast magic even while taking damage
- Are not slain with a single blow from a trained fighter (or an Earth caster's Life/Revive spell), though they will be damaged
- Immune to toxins

With these particular vampires, they displayed the ability to force-feed their own blood down a helpless victim's causing the victim to be in the power of the vampire. While calls this bond "vampiric ghoul," the current nomenclature has them "thralls" to avoid confusion.

To quickly go over our findings of the nature of these vampires that make them unique in this regard:

- The Elven/Fae ability to Resist Charm, while effective against their Dominate gaze attacks, will not protect an unconscious person from the blood-bonding effect of being force-fed the vampire's blood.
- When someone has been blood-bound, the Sylvan ability to Charm Break does not work.
- Formal rituals, including Remove Taint, Cleanse (in addition to regular battle magic spells like Purify Blood and Remedy) do not "cure" blood-bound individuals.
- The blood-bond seems to be on their spirit, as even Resurrection has proven ineffective.
- Some have speculated that damaging a thrall's hearing in some way will prevent them from being commanded by a vampire after being Bound. We are not entirely confident that this will work—there are blood magic rituals that allow the "caster" to communicate with others of the same bloodline using telepathy. You're welcome to try it, and we hope that blocking your hearing works for those who choose to do so—but understand that this may not work.



The death of the vampire seems to be the only recourse, based on what we know now. But how can we do this? While individual vampires sometimes have specific weaknesses particular to them alone (garlic, moral planar symbols, seeds, knotted ropes, stakes, etc.), there are some things which will typically work against any vampire:

- Magic weapons
- Spells (see above for immunities), elemental damage is best.
- Acids. Because, as they say, acid don't care.
- Most importantly: Vigilance. Keep an eye on your friends. Don't let your "brave" heroic buddies charge out far in front of the group without backup.

Tactically, we would like to issue a point of caution. A vampires' natural resilience and ability to shrug off most spells, we would like to caution our fellow Earth casters in engaging directly with this enemy. Your spells are honestly best served in keeping our fighting allies up. It is case of simple aggregate loss, for every Life or Renew you throw at a vampire, that is one less that can be used to prevent one of our own from becoming a part of the walking dead's army. Please exercise extreme caution and conserve your spells for defense, as the warriors in the field will be very grateful.

Because it is important to know one's enemy, here is what we have compiled thus far. The known vampire descriptions we have found in this pack include:

- Fendari woman, possibly a mage of some kind.
- Sea elven woman, a warrior. Believed to have a grudge against mariners.
- Short, wiry man, a dark knight. Believed to have a grudge against the Knights d'Et.
- Heavyset stone elven man, possibly a templar. Believed to have a grudge against the Mystic Order.
- Tall man with reddish-blond hair and spectacles, possibly the "Master" vampire.

Furthermore, a theory held is that since all of the vampires we faced had this same blood-binding ability, it can be assumed that they all originate from one bloodline. Perhaps one of the five is the progenitor of their little pack, as speculated above. But we believe that their bloodline's patron has not even set foot on Clanthian soil.

Luck isn't always with us, however, so please be wary of all of those who were forced to drink from these vampires. Each person will need to find out which vampire is their target, and arrange with their friends to orchestrate the vampire's demise, as they will be safest far away from the vampire in question – and can actually not attack the vampire bound to them, but the rest, of course, are fair game.

If all of these vampires do in fact share a common bloodline, then it is likely that what will work to kill one will work on the rest. So best keep all manners of superstitious items on hand and try them all. Stakes, by the way, never kill a vampire. They just stop the body from going gaseous (or some other similar manner) and reforming. So stake it in the heart and then try everything until the body turns to ash. Just remember that no real rules apply to vampires. Keep on your guard, don't look them in the eye, and do your best to keep from becoming another one of their puppets. Happy Hunting.

Late Breaking News – Rebellion strikes Sudbyr!

In a Crier Exclusive, this letter was transcribed from the town square of Argent in Sudbyr. Just after our writer finished, it was torn down by a Sudbyrian Elite Coomander and our man barely escaped with his life! All around him citizens were being beaten in the streets and some hauled off to work the mines. A few were even hung by the neck on the spot for just reading this letter! All around the Barony chaos and pandemonium were reported, with smoke being sighted over numerous towns that can only mean burning!

"The time has come for Sudbyr to reclaim her heritage! For the citizenry and heroes to seize the power and honor that being a member of Sudbyr should bring! To remonstrate with our leaders for the good of the Kingdom, for the good of the Barony! The time has come for those who wish to stand against tyranny and darkness, murder and deceit, betrayal and weakness to join together to force the changes which must happen! People of Sudbyr, our Baron has weakened us, has cost us our respect, our honor, our pride, our power. He stands for personal corruption and self serving power seeking, not the values Sudbyr stands for. You can see it everyday in the eyes of merchants who come through our lands. In the eyes of every hero on their way home from Clanthia. You can feel it in the heart of the land. There are yet those who will stand against him, there are yet those who serve Sudbyr herself, not some Baron's perverted view of what she should be. Who remember the examples of Barons past, the examples of heroes past, and wish to restore Sudbyr's glory and power, not live in fear of being hunted for being a threat. We must join together to make the changes we wish to see, stand side by side and speak out against the ruin Sudbyr has become, and rebuild together our great Barony to what it should be!"

By My Hand, Fort has Moonshadow Master of the Sudbyrian Scouts
Commander of the Sudbyrian Armies
Loyal servant of the Barony and the Lands

Buying & Selling!

Protection Auras for sale, 375 gold, Flawed Protection Auras, 300 gold. Contact Guildmaster Dwyden of the Healers Guild!

Looking to buy plants that increase potion making. Contact Guildmaster Dwyden of the Healers Guild.

Is your cabin in need of extra protection? In these dangerous times, you must be sure your cabins are equipped with the very best elementals and constructs gold can buy! Various cabin guardians are available for sale, with bonus enhancements and special skills negotiable. Seek out Dexil or Quentin from the Isles to negotiate terms.