



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.

Strange Mist settles over field.

In the late days of April, despite gnomish weather predictions calling for sunny and clear skies, a strange fog rolled across the battle field. The fog had a strange silver

and gold glow about it, and a particular unnatural stillness was detected, with no sounds of wildlife able to be heard once surrounded by the mist. Antarr DuVall was witnessed in the midst of the mist, with glowing runes and glyphs mystically circling his body before he abruptly departed both fog and field, the glyphs disappearing as he fled. The fog has lingered for a number of days, growing thicker with time, and a number of townspeople have been seen entering and exiting the strange phenomenon.

Some witnesses likened the fog to that which rolls around annually when the Four-Winds Graveyard appears. Some further speculate that this could signify the casting of a controversial ritual that would allegedly destroy the Four-Winds Graveyard, the Heroes Graveyard, and everything inside as well as Morgrim, Ming, and Nadya.

Swamp Hags Plague Town

For the past months, Swamp Hags have continued to siege town. They wish to resurrect a swamp lord called Ergock, who was said to have been killed in



battle by a Thillis Whitmane, who was also killed in the same battle.

Further, the Hags intend on turning our prosperous city of Clanthia into an overgrown swamp. They attack with swamp creatures and shambling mounds of vegetation on their heels, are extremely susceptible to fire, and are well known for utilizing the entangling vines of the wilderness to trap their foes on the battle field. They've also captured and cast rituals on various individuals that can only be described as a curse of apathy, draining the victim so that he has no desire to do anything at all, often even losing the will to eat and drink. It appears that they may be close to their goal, as an abnormal amount of vegetation has sprouted, growing over the Guilds and Tavern of Clanthia Town Proper.

Forthas dies his final death in failed revolt:



In an apparent trend, yet another Sudbyrian was charged with crimes of treason. Forthas

Moonshadow, longtime member of Sudbyr, made attempts to rally a mob of Sudbyrian peasantry and citizens to overthrow Baron Lamech. In missives posted to rally the people of Sudbyr, Forthas demanded change while insulting both the current Sudbyrian Forces and the Baron himself, claiming that both were at fault for the alleged weaknesses of the Barony. He was apprehended Friday night of the March gather in what could only be described as an anti-climatic showdown.

It appears Forthas relied solely on the force of his missives and his surreptitious words of revolt to bring forth a crowd of defenders, but alas, the very few that stood with him on that night were no match for the full force of Sudbyr, and he was quickly seized and a swift and appropriate sentence of Soul Destruction was immediately carried out. It is said that Forthas died his final death in the process.

After the epic failures of Jester and Iris, many were surprised

The Crier

By Tom Bates, Leland Bridges,
and Q.
05/23/608
www.solarinc.org

Welcome New Players!

We are here to help, so don't be afraid to ask questions at the Logistics tables. Opening Ceremonies 10 pm Sharp.

that Forthas hadn't yet learned the lesson of what happens to would-be revolutionaries. How many more troublemakers will suffer humiliation, death and defeat before the common man learns to respect and accept the Powers that be?

Sahauguin attack!

Sahauguin attacked town for two consecutive gathers, demanding the return of a gem of some sorts. While their hideous fishy brethren tromped around yelling for their gem, others stealthily took to the shadows, attempting and in many instances failing to jump random townsfolk unawares.

Further reports indicate that the current wave of invaders is from a necropolis in the Opal Sea, unaffiliated the local school of Fish-Heads that initiated their attacks on Clanthia and the Isles D'Honig years ago in protest of the large number of magic items thrown into the lake and littering their home.

The now wraithlike Sea-Elf Nadya was witnessed viciously attacking any Fish-Heads that wandered within her line of sight, not stopping until all were destroyed. When asked about her fervent attacks, she said "Kill them Dead. There are no treaties or agreements to keep with these vile creatures, nor do I think they would ever agree to such things. The best way to deal with them is to kill them immediately. They're susceptible to pretty much anything but toxins. Not even worth wasting production on anyhow." Is this hatred and disdain merely a racial vengeance, or perhaps something more?

Death Elementals bring despair

A mob of Death Attuned people swarmed town on Saturday in mid-march, initiating a round of the ever popular pastime of rolling the Healers Guild. Some speculate that they rallied in response to the summoning of a Life Elemental the night before. This notion was supported by the two books regarding the Summoning of Death Elementals that taken by force off of one of the caster of the attacking forces. Others say they intended to destroy the Resurrection Circle and steal the Obelisk that powers it. The true intention, however, has not yet been confirmed, and the Death Attuned have yet to return. The two books as well as a related book found quite by accident south of Clanthia some days before the attack are all currently accounted for and under the watchful eye of Clanthian citizens.

Void Lurks In Clanthia - by Algren Shinehelm

It has come to my attention that th

APOLOGY FROM EDITOR: Despite our best efforts at production, this article simply could not be reproduced by our presses. At this time the original and the author are also missing. The Crier offers 100 gold reward for information leading to the return of Algren Shinehelm.

Monarchy: What is it?

We live under a Monarchy. That is defined as "undivided rule or absolute sovereignty by a single person." When you reside, or even visit, the Sutherlands, you submit yourself to the laws dictated by our beloved Monarch and you submit yourself to the will of the Monarchy and those who are seen fit to carry out Kingdom Justice.

There are particular individuals who seem to feel that they are above the laws, that the laws do not apply to them, or perhaps they are just woefully ignorant. Some seem to feel that they have certain rights to speak their minds, even so far as speaking public words of scorn and disrespect of our great leaders.

The protection we're granted, the privileges we have, the civilization we live in, we have all of this due to the generosity of our Barons, our Count, and our Monarch. The Barons and the Count are a vital part of our Monarchy, for they are the eyes, ears, voice and hands of our King. It is through them that his will is carried out.

"By order of His Majesty King Devron Nolaric, Count Losar and the Counsel of Ruling Barons... Sedition is defined as any willful incitement of discontent or rebellion against the Sutherland Monarchy or any speech or writing which promotes such discontent or rebellion...."

Contempt toward Nobility is defined as any disrespectful or contemptuous statement or action made toward or about any noble of the Sutherlands Kingdom."

Excerpt – Laws of the Sutherlands Kingdom, December 607

No one has any right to speak disrespectfully about the Barons and Nobles of the Sutherlands, and such an act is punishable by law. Further, to publicly air your discontent against the Monarchy is also a very serious crime, also punishable by law. Shall I remind readers that Forthas lost his last life for such grievances only a few months ago?

If you find yourself so very discontented with what is a very effective, tried and true system of governance, then why do you continue to submit yourself to the laws? The very simple solution to all of your problems is to leave the Sutherlands. The Kingdom doesn't want seditious and disrespectful troublemakers, and the discontented would surely save themselves much grief, pain and life-force if they would be wise enough to remove themselves from that which displeases them so.

So, in short, shut up, leave, or accept your much-deserved punishment, because we don't want to hear you complain.

-signed, A concerned citizen. And nothing else.

Lord Rove and Edgar Valhennic Invite You to Join the Newly Founded Earth Guild!!

That's right! No longer will the Celestial Guild be the only guild of magic in Clanthia. The newly founded Earth Guild can provide for nominal fees the casting of any (legal) earth ritual you desire. Need a creature? A Protection Aura, but don't want to spend all those hours casting it yourself? Perhaps some One-Shots or a nice Per-Day? Come to the Earth Guild! All legal services that can be provided in the realm of earth are at your disposal!

Don't need any of these services but think you have what it takes to be in the guild? Come on by and speak with either Guild Master Rove or Guild Second Edgar Valhennic.

We also teach those in need of learning!!

Adventurer's Astrology

by Astros & Stella Lector

We here at the Lector family are grateful to the heroes of the Sutherlands for the well done dispatch of those filthy barbarians, who seemed to have lost us a good deal of business when they stole our familial gift of foretelling. Now it seems the stars shine and speak to us once more, and we bring to you the wisdom it grants to help aid you heroes in your struggles. May the stars shine favorably on you all.



Ares (3/21 – 4/19): Someone close to you is under the influence of another, though they may not realize it. Be careful that you do not befall the same fate.



Taurus (4/20 – 5/20): Your inflexibility and general rigid demeanor may cost you a friendship. Be wary of your words and actions, as they may reflect poorly on you.



Gemini (5/20 – 6/21): You will fare well in friendly competition this gather, but only if you don't let your pride get the better of you.

Cancer (6/22 – 7/22): Be cautious of what is offered to you this gather, for the consequences may be more dire than you could ever imagine.

Leo (7/23 – 8/22): An important decision weighs heavily upon your shoulders. Seek counsel among your peers and heed their wisdom and you shall arise victorious.

Virgo (8/23 – 9/22): Love is something not often seen in the stars above Clanthia, but it is in yours. Be cautious, as the one closest to you may fall victim to great danger.

Libra (9/23 – 10/22): An active spell shield will play a crucial role in your next major battle, but we cannot tell which shield in particular. Have your bases covered.

Scorpio (10/23 – 11/21): Now is the time for action: Don't let words slow you down

Sagittarius (11/22 – 12/21): Don't walk alone this gather, unless you wish to visit the resurrection circle. Change is in the air, but it may take time to see the results.

Capricorn (12/22 – 1/19): The cloud of Death hangs heavily upon your shoulders, but it seems to be in your power to lift it. Please do, else those around you shall suffer.

Aquarius (1/20 – 2/18): Now is the best gathering to master your art. Your particular skills will shine this gathering, and many will take note of it.

Pisces (2/19 – 3/20): Fear of the unknown will hinder you more than you've ever realized. Now is not the time to cower.

General Forecast for Clanthia: A significant death will serve as the catalyst of a chain of events that will rock the very pillars of fate. All our skills in prophecy point to this gathering as a culmination of sorts, but the end result is unclear. Heroes of Clanthia, we wish you luck. We see soul destruction magic featured prominently this gathering. Be prepared.
Lucky Numbers: 15 – 3 – 9 – 4 – 2

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

- ❖ Kaplan was handed a slip that had a shade of pink to it.
- ❖ Even Omen's boots of speed could not outrun his destiny; an apocalyptic family reunion could be afoot.
- ❖ This festival will go into the history books, and will echo across the planescares forever.
- ❖ Duradan seen wearing his old colors?? Guess his Darkholme colors were at the seamstress?
- ❖ Lord Seneshal Pharr is not missing, he's hiding out at a secret cottage with a slew of beautiful women from every corner of the prime. Lenoire is not pleased!
- ❖ Rayn Silverthorne was seen crying after a small trip out of town, and coming home both hands empty.
- ❖ Due to a reported shortage of pancakes in the Isles d'Honig, citizens are demanding a "Fish Bake". Isn't the Isles Annual BBQ and grillout enough for these people? Cow-Wilder Burgers are on the menu for the next Isles BBQ.
- ❖ Whisperings are that the Circle of Iron has been collecting it's strength these last few years, and with their recent successes in tracking down and killing several well known persons have begun to re-infiltrate the Sutherlands.
- ❖ Seek out those bearing the 'red cards,' and be wary of whom you give your hand in friendship to!
- ❖ Alaiah DeBrecht has written another limited edition Owner's Manual. When asked for a comment, the young elf replied that she, "can't talk about it".

Wanted: Issues of the Crier!

*I am looking for any and all issues of the
Sutherlands/Imperial/Clanthia*

Crier, or any other periodicals published between 594 and 603.

Appropriate compensation will be provided.

*Please contact **Constance Damask** of the Isles d'Honig for more
Information.*

Thanks for playing Solar!