



# 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.

## Third Age of Man?

A mysterious and cryptic message appeared on the



tavern missive boards on Monday morning of last gather.

"AND WITH HER BLOOD STILL FRESH ON THEIR HANDS, SO BEGINS THE THIRD AGE IN THESE LANDS." What does this mean? Whose blood was spilled? Whose hands does the blood stain? What changes will the Third Age bring? Inquiring minds want to know!

## People are dumb!

A few weeks before the gather,



a large hole appeared next to the Nine-Winds Tavern. From it emerged two

Hook-Horrors, fearsome creatures from the Underdark, who were eventually followed by a Dræ male they appeared to be escorting. The Dræ delivered a public message from the Sisters Corvale, warning the "surface Dræ and slave races" to stay away from Underdark affairs. It's possible that this may have something to do with the Dræ

meeting that took place last gather. Could this mean Clanthia will see more denizens of the Underdark in the near future? What baffles some observers more than the strange and mysterious appearance of this dark elf and his horrifying companions, however, is the response from many tavern patrons. "These people just walked outside, and greeted the Hook-Horrors like they were old friends! Don't they know these are fearsome bloodthirsty monsters? When you see a Hook-Horror, you don't shake its hook and invite it to tea, you run." One commented. So fearsome were these creatures that when the Dræ they accompanied entered the tavern, the strange Tavern Magics declined to let them follow. Another added, "It's like they think that the Tavern Magics will extend outside to protect them. This is a dangerous town; people would never act like this during a gather. Monsters are monsters all the time; they won't take a break from killing just because we do."

## Vampires looking for recruits?



Local researchers seem to be close to a solution of how to rid ourselves of the

Vampires. Constance Damask declares that the key to defeating the vampires lies in learning as much about each Vampire's history, but adds that destroying the Master Vampire will also be just as effective. Quentin was reportedly able to prevent the corpse of the sea-elf vampire from turning to mist when killing-blown by driving a rosewood stake through her heart. Unfortunately, attempts to expose the corpse to the early morning light and thus destroying her were thwarted when the remaining vampires passively resisted the wards of the Healers Guild and retrieved her body. Some suspect that the vampires may have had assistance in retrieving the body.

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In related news, a dwarf known as Gunkin was seen proudly wearing the heraldry of the vampires in lieu of his usual Golden Lion colors Saturday of the Festival

Gather, which lent credence to rumors that, in addition to their rising number of enslaved thralls, the vampires have started recruiting servants who come to them of their own free will. How many others in our midst have turned coat to work with our fanged foes?

## Planar Aberrations continue to assault Clanthia

Mad Scientists and Planar Trash: Friday night of last gather, shrouded phasers and tentacled purple creatures with large gaping maws, commonly known as "Planar Byproducts"

or "Planar Trash", swarmed Clanthia. The creatures were in pursuit of their creator who stumbled into town grievously injured, having suffered head wounds and the loss of an arm, and had one green glowing eye. In April, it was discovered that these creatures were created by a mad scientist who experiments with toxic waste left over from the flying Arcane ships.

Clanthian heroes who had previously adventured to destroy the 'Byproducts' were exposed to the gooey waste, some developing the ability to see creatures that were phased out, many falling ill, and one disintegrating instantly.

Members of the Knights of Penitence, a once vigilant and helpful organization, were recently exposed to the goo as well, which resulted in mutations and a new, sinister attitude. The planar creatures and the former Knights of Penitence seem to have turned on their creator, who reportedly lured town to the field of battle as he shouted insults and doomsday warnings to our local Heroes. Many who faced off against the horrific creations ended up permanently wounded or formally cursed, but the Planar Byproducts were eventually defeated. Have we seen the last of these creatures?

## \*Cough Cough\* Clanthia's Latest Gossip

- ❖ The Armorsmith's guild is extremely close to bankruptcy due to shockingly low sales of armor as of late and increasing costs of labor.
- ❖ How will the already stretched thin staff at the Armorsmith's guild cope when many leave to join the new Sahde.
- ❖ There are rumors in the Armorsmiths guild that significant changes to the pricing scale of armor and weapons will be necessary to keep the guild from going any further into the red.
- ❖ Prediction: The drae and dark dwarves will be hunted before the gather is out for interfering with Underdark Politics.
- ❖ At least one Necromancer is actually working FOR the Planar Champions to complete their Anti-Necromancy Ritual.
- ❖ Something BIG happened last gather, but no one is talking about it. Why?
- ❖ "Barrister" Tallyn's Law Practice may be getting some business this gather from people outside the Isles.
- ❖ The Vampires pose a far bigger threat than most Clanthians think. Several influential town's people are already in their thrall.
- ❖ The Dark Lord, Morgrim Thaomin, will make his return to Clanthia today after many months in the Graveyard. People close to him say he is "off" and have been keeping their distance. What exactly happened for 6 months in their, and frankly, how is Morgrim still "alive"?

**Wanted: Issues of the Crier!**  
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