

"All the news we can find or make up..."

Chaos Beast Attacks Town - Many Fall Helpless

It was late Sunday night, as Baron Grimli explained just how the theory of nobles dispensing justice works to General Bran Killian. During the conversation, however, Baron Grimli and several others near him began feeling sick and began having severe headaches. Before long, mutated Minotaurs began attacking the town - as they did, many of the town's Earth mages, including both known Necromancer's and reputed 'Healers', began feeling sick and nauseated. Shortly thereafter, a huge Chaos Beast entered town, causing death and destruction all over. A brave townsperson described the beast as follows, "It was as big as my Uncle Albert's farmhouse! It had lots of heads that were spittin' stuff, and throwin' spells (I never did trust them spells), and a tail that was tearin' stuff up. 'Course, if I hadn't been protecting the women, I would have killed it...but I was, uh, busy..."

Not only was the Chaos Beast itself deadly, but it's presence caused the previously sick Earth mages to drop to the ground, unconscious. Other non-spellcasters also fell, including the Count's Champion, Lord Basher. His body was seen being dragged to safety along with many others. One mysterious case was Baron Jacques, who also fell sick. We are not sure the relevance of this sickness, but we will report more information as it becomes available.

Spiders' Slain - Web Destroyed

The metallic Spiders which have been plaguing the town were finally destroyed Saturday night as Count Xavier, along with several nobles of the Baronies of La Rochelle, Sudbyr, and the Isles de Hoenig led a good portion of the town on a search and destroy mission. They found the Spiders' web down near the lake, and engaged the many Spiders roaming around the area before being able to close on the web itself.

The group was a bit disorganized at first, as Spiders cut through their ranks, and ran reckless through the crowd. However, upon reaching the web, the group was able to work together to defeat the 8-legged menaces. Sir Kasagi and Lord Artemis were two of those who charged forward to engage the Spiders in their own web, while others drew the creatures along the perimeter off to their death.. Meanwhile, Baron Valas, Lord Randal Flagg, Taffin, and several other valiant people attacked the huge Platinum Spider in the center of the web. Others remained in the back to heal and cast spell protections on those in combat.

There was some confusion on the way back to town, as it appeared that Lord Valas' flaming sword had disappeared. All was well, however, as it turned out the sword had merely been 'misplaced'. The anonymous mage who didn't realize he was carrying it was unavailable for comment.

Dwarves Have Baron Grimli Abducted

A huge Dwarven warship was seen on the lake outside of Clanthia recently. Apparently, the Dwarves had come in search of Baron Grimli. They sent an un-named person in town to escort the good Baron out to their ship to face some sort of charges. None of this can be confirmed, as all information received was second- or even third-hand. However, never let it be said that the Crier refused to bring you the news just because it might not be true. It is possible that these rumors are false, because Baron Grimli was later seen in town, alive and apparently unharmed. Clanthia's finest newspaper will try to confirm this story, and will provide updates if possible.

War Orcs Rout Town

A group of attacking War Orcs apparently routed the town the previous weekend. People were seen fleeing everywhere - most running to hide behind a Ward or Circle of Power at one of the Guilds. It seems these War Orcs were stronger than normal, doing great amounts of damage every blow, and being able to slay townspeople with single blows. However, eventually the town rallied and engaged the Orcs in force - using spells to trap and disarm the Orcs while the town's valiant warriors quickly cut down the evil creatures. Once again, the town was saved by combining and working together.

Pirates Turn Traitor & Attack Nobles

The Pirates that had peacefully (at first) come to town, turned the tables and viciously attacked several nobles who were caught in a corner behind the tavern. There had been a tense confrontation between Sudbyr and the Isles, when the Pirates suddenly struck without warning. Powerful magics flew from both sides, and even Count Xavier, the Dapper Rogue, was seen hurling bolts of fire and ice. Luckily, the Pirates proved to be no match for those assembled, and they were mercilessly slaughtered. Rumor has it there was another attempted attack on Baron Grimli, but this has not been confirmed.

Rumors & Gossip

- Rumor has it that Perimal Darkling is being hunted by Druids. Something about Cursing a tree...*
 - Rumor has it that Lareth and his halberd were recently married, and that the happy couple is honeymooning in Draeland...*
 - Rumor has it that the last thing Stormsong said before leaving town was, "I'm going to see Sathus"...*
 - Rumor has it that all the Sudbyr nobles are really undead...*
 - Rumor has it that all the Isles nobles are really sheep...*
 - Rumor has it that all the La Rochelle nobles are really doppelgangers...*
 - Rumor has it that Bran (McMuffin) Killian is better with jelly than butter...*
 - Rumor has it that the Crier staff will be obliterated next month...*
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Lord Bob Loses Mace

Tragedy struck the town when Sudbyr's newly named Knight, Stormsong Nobleslayer, cut down Lord Bob the Nice and stole his Undead-slaying mace.

Witnesses report that Stormsong attacked Bob in broad daylight, grabbed the mace, and fled into the woods. Of course, when the nobles of Sudbyr heard what had happened, Stormsong was immediately stripped of his title, and ordered captured. A group of Ducal Army soldiers (illegally) entered Sudbyr in an attempt to find Stormsong, but to no avail. There is little doubt that Stormsong was on his way to take the mace to Akeem the Lich. This reporter doubts that this is the last we will hear from Stormsong.

Sudbyr and Isles Announce Truce

Baron Grimli of Sudbyr, and Baron Jacques of the Isles de Hoenig, announced a formal end to the hostilities between the two Baronies recently in the Nine Winds Tavern. Both agreed that they would mutually benefit from a truce.

This comes right before Baron Jacques journey to Ravenholt. He, along with several other citizens of Sutherland are traveling to visit our neighbors to the north, and will be returning to Clanthia for our town gathering at the end of this month. (Pre-registration information to follow)

Good luck and safe journey to you all.

Announcement: At the next town gathering (the Oct. 30th - Nov. 1st 3-day), the Commoners Tournament will be concluded with a combat tournament.

Out Of Play Information

*Pre-Registration: Pre-registration will be allowed through the 25th of October. The rates are as follows: \$15 if received by October 15th; \$20 if received by October 25th; and \$25 at the door. **DO NOT** send any money after the 20th, because we will **NOT** get it, and you will have to pay **AGAIN** when you reach the site. Also, do **NOT** send cash - this is for your safety as well as ours. Also, when you pre-register, be sure to indicate which cabin you wish to stay in, and who you wish to stay with. If you send your money at the same time as your cabin-mates (preferably in the same envelope), you have a better chance of getting to stay together.*

*Directions: The October event will be at FDR state park. The directions are as follows: I-85 South, to 85 (west). 85 West to 190 (west). 190 into FDR park. Once in FDR, you will pass under a bridge. Soon after, there is a **SHARP** curve to the right - ignore it and go straight. Take the next left after the curve. Follow this road until you reach the Ranger's house, and take a right at the fork. The November event will be at Indian Springs state park. Directions will be in the next Crier.*

Out of Play Section

Warder/Protection Glyphs are to be removed from play after the October 3 day. This means that no glyphs will be in existence at the November 3 day. Any scrolls of warder glyph may be exchanged for any other 7th level scroll.

All monsters/NPC's must have a minimum of a tag representation, but an actual physical representation is preferred for potions, scrolls, and poisons.

All monsters/NPC's must have a plot approved tag and that member present or a plot approved representative for any monster/NPC poisoning.

The Drain Life spell has been moved from 8th to 7th level.

No updates will be done on-site for levels 5.0 and higher.

Spellsingers are no longer an approved class. All current spellsingers may re-spend their build for their current character.

In addition to calling the damage your weapon does, you now must also call either normal/blunt/silver/ mithral/gold/magic whichever is appropriate for your weapon. For example, a fighter with a two handed sword would now call "3 normal". Persons with blunt, silver, mithral, gold, or magic have the option to call "normal" but be aware that if a creature is only affected by silver or magic and you call "normal" it will NOT take the damage. Please see any rules marshall for any questions concerning weapon damage.

Monsters with claws will now call "2 claw" (or whatever damage they normally call).

Half-Orcs and Half-Ogres race abilities are now +2 body, must pay double for read & write, read magic, and alchemy, and call +1 to weapon damage from a strength bonus. The extra +1 strength does NOT count towards slays like proficiencies.

[REDACTED]

All races must wear proper make-up, costume, etc. Poor makeup will result in receiving no Xp's for the event or suspension from playing a demi-human race. We will start putting a characters race on your life ticket to help make checking easier.

Make-up clarification for races:

Drac - Black make-up, elf ears and white or silver hair.

Elf - Must wear elf ears.

Mystic Wood Elf - Must wear elf ears and horns.

Half-Orc - Must have green make-up and fangs [REDACTED]

Half-Ogre - Must have yellow or brown make-up and fangs [REDACTED]

Sarr - Must have make-up.

Hobling - Must have exposed fur on their feet or shoes.

OFF-SITE LOGISTICS

MONDAY - FRIDAY

9:00 to 11:00

446-0566

November 20-21-22

INDIAN SPRINGS STATE PARK

CALL FOR DIRECTIONS

Southeastern Organization of Live Action Roleplayers

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