

The Clanthian Crier  
All the News,  
Mostly True!

The Crier will pay well for any  
information leading to the  
apprehension of the vandals that  
destroyed our printing press.

## Be Careful What You Wish For: King Devron's Return

As battle commenced with Carpathian scouts in the late hours of the gather, King Devron appeared, now a djinn himself, his bottom half a swirling vortex of wind, and declared that he now served the Djinn of Vengeance and Carpathia.

Eye-witnesses say that our King proceeded to kill and animate all of Darkholme upon his arrival, then proceeded to rip through town with his undead minions, ruthlessly attacking Tallyn, laying siege to the Celestial Guild to destroy all the magics within, kidnapping Moira to deliver her to the Carpathian forces demanding her head, and abruptly sending other influential members of town away to the Djinn nest in Carpathia. Before he left, his last words were to inform us that Vengeance would arrive in

a month's time to tear the Sutherlands asunder. Citizens all across the Sutherlands are shocked and dismayed by the King's shocking display of violence, for never in the history of his Monarchy can any remember his actions towards his own people being anything but fair, just, and reasonable. Some believe that he is being controlled by the Djinn and Carpathia, while others think that perhaps he serves them willingly, having finally lost all faith in the Sutherlands. Either way, his coronation this Friday will spell doom for the Sutherlands as he hands our Kingdom over to the Carpathian Empire. What does this mean for the future of The Sutherlands?

## Raid on Carpathian Banquet Hall Successful

In response to the Carpathian Threat, a mission to infiltrate the

legendary Sanctuary of the Djinn took place to rob the last remaining wishmaker of many artifacts to destroy the creature once and for all.

The invasion began by taking and securing a Carpathian Banquet Hall, prepared for a great feast. Adjacent to this was the entrance to the Sanctuary of the Djinn, where code words were necessary to gain entrance to each chamber. The Druids Grove and Sahde lead the initial invasion, retrieving letters that were given to Clanthia's top scholars, and the information of opposition, artifacts and passwords necessary to retrieve the four artifacts was soon passed to the other strike forces. All items were eventually retrieved by the strike forces compiled of Rossano, Isles, and

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By Deland and Others.  
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Darkhome/Sudbyr respectively, though as each individual left the Djinn Sanctuary, a blue mark appeared on their face, "The Mark of Vengeance," and while some have successfully gotten rid of it, others still remain tagged. Some believe this mark was responsible for the attack Gideon made on Sarc that evening over an old and forgotten feud. Rumor has it that Gideon's attack brought the attention of local Carpathian constables, though through quick thinking and fast talking, the Carpathians' attention was diverted.

Tallyn, in true Isles d'Hoarding fashion, rallied the heroes to loot the Banquet Hall to the bear walls, insisting that everything of value and even the rubbish be confiscated as spoils of war.

As the last mission was completed, alarms sounded, and a Carpathian entered the banquet hall as our heroes quickly retreated through a portal back to the safety of Clanthia.

Rumor has it that the success of our mission was the first step to bringing about the final end of the last remaining Djinn, and may bring about the fall of our nemesis nation Carpathia.

### FROM A RELIABLE SOURCE: \*cough cough\* Clanthia's Latest Rumors

- ❖ It's believed if you wear large seashells around your neck you will not get eaten by a giant clam.
- ❖ Baron Aaron is retiring in January, and the next baron of Rossaue is a former hobbling.
- ❖ The ghost of Sir Sednor has been seen wandering the Isles D'Hoony, seeking treasures robbed from his tomb.
- ❖ In the end our greatest hero will betray us all.
- ❖ Gideon and Akari have stricken with the greed disease.
- ❖ Baron Harold is retiring in February, and the next baron of Isles is a former gnome.
- ❖ Baroness Dantia is retiring in March, and the next baron of Sande is a former human.
- ❖ Baron Morgrim is retiring sometime in the 640s, and the person he's leaving Darkhome to hasn't been born yet.
- ❖ The Merchant King is looking to punish a thief this gathering.
- ❖ Akari and Gideon are necromantic guardians.
- ❖ Moira will become Baroness of La Rochelle at Festival, but will retire in July, leaving the barony to a former monocolor ghiszat.
- ❖ King Devron destroyed the Celestial Guild circle as a final warning over an issue of unpaid taxes.
- ❖ Mrs. Grimli is not attending feast.
- ❖ Lady Luv will resign from the Healer's Guild at All Hallows and Edgar will become the new Guildmaster.
- ❖ When he gets around to it, Ethelred is retiring from whatever it is he does so he can become the King of Carpathia.
- ❖ Kai'eras will hand over the Celestial Guild to the highest bidder.
- ❖ The Guildmaster of the Armorsmith's Guild will...who is the guildmaster there, anyway?
- ❖ The next baron of Sudbyr will actually be a baroness.

# The Intrepid Adventurer

With the Lions Roar and the Fearsome Southerland Heroes retreat from the lands of Red and Gold, I find you my fellow intrepid adventurers at war. I have no need to run or fight, for the Red and Gold mean me no ill will, so I propose to fight the good fight in a war of propaganda! Although being a third party, I have decided to lend my ear to both sides. Send all rants, raves, and threats to my patrons Clanthia Crier, they will take care of the rest.

Firstly, I would like to thank the brothers at arms (and a few sisters mixed in as well) known as the brotherhood, for agreeing to be my muscle, any and all threats to me should be diverted to that most hospitable group. Thank you Brotherhood for lending me your ears, beds, not to mention your women as I spent most of those days writing and focusing on this war to come as the Red and Gold return home. I heard some talk amongst your people, and I feel that I must get some things off my chest. Firstly, Red and Gold does really suit Lebaran, I think that's how you spell your name, not to mention Tidal? Tidus? looks sharp in Red, but hold off on the gold... not exactly flattering, use a white trim instead, a pointy fussy hat, I don't think they would mind, they might even give you a cookie!

Second, I have spoken to an ambassador of the land of Lions, and have been assured that if you pledge your undying loyalties to me, the Great Lion nation will spare you, and treat non-humans as equals, and servitude will only consist of nail clipping, washing of dishes and sleeping in hay, while they are around, otherwise, you can do as you please, so long as it's what I say, much better than a cage in my most humble opinion.

Now, on to the good stuff, the 4th Edition of the Intrepid adventurer, that's right, I couldn't leave you hanging, however if this is your first hearing of my helpful hints guide to Clanthia, then I suggest you get the first installment, and wait until feast for the rest, it's no good to skip the middle of a book and go right to the end, you simply will not get the full story! To start, there are 4 people, and they must all give you gifts, one will look like a tree, one is the bearer of 2 lands, one with eyes of Shadow within Isles, third you must approach one of my men at arms, finally there is the silent man from the third installment, Norrin, he must tell you his response and then ask him for a present, he will know what to do, some say he never talks, although I have had long conversations with him, and he has much to say about many things, if you can keep him off the topics of fish and booze. Gain these four gifts, and find me along the road to Rossance, you will also have 4 words to say to me, each person will give you when you receive a gift from them. Just remember tell them you have a lions heart, that's all you need for this 4th Edition of the Intrepid Adventurer!

I have heard in my travels that Sahde has decided to leave the southerlands to their fates, and will change their Wine and Honey colors to the similar Red and Gold, they will not be partaking in this battle, and have already allowed troops to set up a new form of government in their lands.

Rossance, being low on knights, are removing farmers from the lands, and forcing them into labor to build walls and such, killing on spot those who don't go willingly.

Mr Grin, has decided to share his wealth of the great nation of Suddbyr, and they will be the front lines of the defense in this war, I guess he needs to test their metal, to see if they are worthy of his ruling them or not.

Isles has decided "they can't get us on our Island, so screw you guys, we're going home"

Finally, La Rochelle, is staying put, like they had any other choice, it's not like they have troops anyways...

These are not my stories, but that of the people of these lands and the tales they tell, and on that note, a final say from the sponsors I never knew I had. It appears I am more famous than I thought, and apparently I need advertising within my works of art, so here are a few messages from our sponsors.

The Clanthia Crier, where fiction is fact, and fact is sometimes fiction, we take it all, and then some!

The Carpathian Empire, Welcomes you to their lands, with open arms, and open hearts, even the ugly ones!

To the Red, the Gold, and the Lion, and to the Southerlands, all I ask, is make it entertaining, for the readers of the future!

# Adventurer's Astrology

by Astros & Stella Lector

Aries (3/21 - 4/19): You would be wise to reconsider your current allegiances to avoid going down with the ship.

Taurus (4/20 - 5/20): The fate of many will be wielded in your hands this gather. Do not falter in your duty, and many will reap the reward.

Gemini (5/20 - 6/21): Gold will fall at your feet. Be sure and take the time to pick it up.

Cancer (6/22 - 7/22): A healer in the hand is worth a dozen necromancers in the field.

Leo (7/23 - 8/22): Remember what you have learned. Your future experiences will be shaped by your retained knowledge.

Virgo (8/23 - 9/22): Darkness falls over those around you. Will you provide the light to guide them?

Libra (9/23 - 10/22): The stars align to stoke the fires of romance. Who will warm themselves at the fire?

Scorpio (10/23 - 11/21): Radical changes in the political spectrum may cause you to re-examine your stance. Hold firm unless intriguing reason is given to sway.

Sagittarius (11/22 - 12/21): When in doubt, you must decide where you stand with the enemy of your enemy.

Capricorn (12/22 - 1/19): You would do well to keep your friends and your business on separate sides of the field.

Aquarius (1/20 - 2/18): Choose wisely before you commit, that which appeals now may repulse you in the future.

Pisces (2/19 - 3/20): Take a risk, for that which is not tactically sound may work in your favor.

Lucky Numbers: 4 - 10 - 9 - 14 - 14 - 18 - 15 - 14

## News In Short:

Farmers and Peasants far outside towns have made reports of circles made of stones or leaves appearing outside their homes. Shortly after they awake to find their sheep replaced with cows, their furniture all re-arranged or shifted a foot to the right, their entire homes re-decorated with nice and brand new things, and random objects missing (which are later found made into pretty designs and shapes hanging from the trees).

A strange magical and elemental phenomenon was observed in the early hours of the morning last gather, reportedly beginning with an explosion of pure magical bolts of damage, and quickly growing to regular blasts of elemental magics, cycling from lightning, ice and fire with increasing intensity and coverage. Our sources say the blasts were up to 300 feet before the strange storm ended suddenly and without explanation. Reports from the Healers Guild, where this strange occurrence started, say that the explosions centered around an anonymous individual who resurrected from two spirits instead of one, and some suspect this may be a matter of possession. Few other details have been revealed, though many have referred to the second spirit as feminine.

### The Ritual to Seal the Graveyard

went successfully, despite a few snags and stumbles along the way. After a series of complicated and mysterious rituals were completed at the bidding of Colmillo "The Patriarch" Cruor'siis, onlookers described what looked like a desperate but failed attempt of whisper the dracolich to escape, though she slammed into an invisible barrier, trapping her in the graveyard as it faded away from existence, and thus ending a part of the second age. Some believe that the graveyard is gone for good now, though many others think that it will be back again next year, right on schedule.

### A note from Magnus

The war between Sudbyr and Darkholme brought out the best and the worst in those involved. Thousands died because of the actions of a few and I myself am partly to blame. Listening better possibly could have prevented the actions that were taken that led to the war.

Apparently Baron Morgrim did tell myself and former Baron Seer that we "absolutely may not enter into Darkholme". I did not hear him say these words but knowing that Morgrim is a man of his word I cannot dispute the fact that he did indeed say them.

I am publicly apologizing to Baron Morgrim and I shall endeavor to pay closer attention to words that are said.

### **Tshilaba Clan**

wishes la grande familia and gaje of the Sutherlands

**BAXTALO KRI'UNO!**

*We share tradition with you.*

*Deram ta tablipen,  
Bandolier Maelyndra Tshilaba*