

If you are a New Adventurer, The Kingdom Garrison is a good place to earn a few gold as well as gain protection from Clanthia's seafarer side. Inquire to any Noble or Guild in town for more details.

Festival Time!!

Well, it is that time of year. Time for the spring festival! This year's festival is

promising to be one of the grandest ever, with

many events

planned. Festivities

will start promptly

at 12 noon on

Saturday with a

brief

commemorative

ceremony followed

by the King's

Messenger

competition. This

contest will have the contestants racing to

several different places around Clanthia, to

pick up a marker. First to the Start-Finish

line will be declared winner and fastest man

or woman in Clanthia. The prize is rumored

to be an item that prevents you from ever

becoming Pinned, Snared or even Webbed!

Wow, that would be nice to win.



Festival Special!
+3 Damage Aura Weapon made to order, 225 gold. Price reduced if you provide the vessel. See Losar or Lord Pharr

The Crier - 05/28/604 ** Color Festival Edition! **

Festival Special!

off hand. One never knows when an untimely Wither might force you to do this!

This will be followed by the Lunch sponsored by the Baronies and Guilds and will lead up to the Grand Tournament. Look for all the details in the special Festival addendum of The Crier which is created separately.

Female Savages Attack Town!

Yup, you heard me right. Female savages attacked Clanthia last gathering. These scantily clad savage women wore grass skirts and sported primitive tribal jewelry with war paint. They entered town in a small group, causing quite a stir among the pig-dog males in Clanthia. These same males couldn't seem to stop stumbling and drooling all over each other to get a close up look at these hotties.

It was all fun and games until the first Paralysis gasses were thrown, and someone was dragged off to the woods! These girls meant business. Several males, who seemed to be thinking with something other than their brains, figured they could charm these beauties. Wrong! They were also quickly subdued and then taken away, only to appear later at the Thieves Guild Circle...



The Clanthian Crier

All the News! Mostly True!

Anyway, it turns out the real target of these gals were the Females of the town. At press time we are searching for more first hand accounts, from someone who actually knows, rather than the rumors that we have gotten so far. If you have any info, please send it to The Crier.

Rock Golems Rampage!

As many of the Nobles and other important personages in the town were concluding an outdoor meeting regarding the upcoming festival, a strange sight was seen. A huge, rock like humanoid thundered into town, with more seeming to echo from the woods surrounding Clanthia.

With each step it took, the very ground seemed to shake. Several Nobles including Lord Pharr and Baron Xavier quickly took shelter inside a Circle, to see what the creature's intention was.

We didn't have to wait long, the Rock monster soon began taking great swings at any towns person foolish enough to draw close. After a moment or two the fighting instinct of the town took and the creature was beaten down. It seemed that blunt weapons did more damage to the rock.

This event is followed by the Scholar's Test. Anyone may enter this, if they possess at least 1 first level spell slot. The competition will consist of two Casters racing each other to knock 10 targets from their stands, and then cross the finish line. Sounds easy you say? Well lets just say there might be a twist or two in this, such as throwing from one's knees, or perhaps even throwing with your

OOB- The Crier is Written by Tom Bates
check the web at www.solaninc.com for updates

(Rock continued)

chipping away good sized chunks with each blow.

In a possibly related matter, a Flesh golem was trying to drag people off for unknown purposes. If someone was taken down in combat, this golem would grab them by a leg or an arm, and attempt to drag them off to the woods. We don't know if the two golem's are related or merely coincidence at this time.

Chaos Lord kills Annalae???

It was very late Saturday night of the last gathering, when two figures were seen walking near the tavern. One was a large humanoid with dark red skin, and horns sticking from his head, much like a MWE. The other seemed to be a beautiful but hooded lady also with a horn sticking from her forehead.

As they approached the Tavern area, the male spoke to several towns people in a demeaning manner, calling them "peasants" and the like, even addressing the mighty Baron Xavier in that way before being corrected. They were looking for one of three people. Annalae,

WANTED

The Clantian Armorsmithy is currently purchasing old or broken weapons & armor, obsidian spheres, pelts, fides and misc. ores. Prices negotiable. Contact Cupric or any Master at the Guild Hall for more information.

Ekkaya or Joezepe Darkmoon. Several town's people took off to find the aforementioned three. The wait wasn't long, before they all appeared.

Annalae took a seat with the quiet female, while the male stomped around and kept anyone from interfering. What was said during this conversation is known only to Annalae and the newly identified Mistress that she serves.

At this time, Jozepe and his adopted daughter Ekkaya arrived. Ekkaya had apparently been Cleansed by Baron Lachlan of the Isles earlier in the day, removing her Chaos Taint. This seemed to anger the male, who identified himself as Lord Vallazir, a powerful chaos Lord! Vallazir used the magics of Chaos to quickly re-taint Ekkaya, causing Jozepe to mistakenly think his daughter was being attacked, Jozepe and his family attacked, but were quickly subdued by the Chaos Lord. Jozepe was taken into a Circle and Cursed by Vallazir for his insolence in attacking.

The intervention of Trajan and Riakk seemed to be instrumental in Jozepe only being Cursed, and not having further damage done to his spirit.

The Mistress was quietly talking through all of this to Annalae, who seemed un-phased by all the excitement around her.

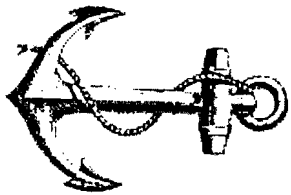
Eventually, a carefully wrapped item, that appeared to be a mace, was given over to Lord Vallazir, shortly there after a wicked bellow was heard throughout the town, "Vallazir!!! I come for you!!!!" What this neither fiend was, I don't know, but he quickly went after the Lord and Lady, who made a hasty escape, while the town dealt with the new comer.

In the aftermath of the late night events, Jozepe died and res'd. and was punished by his Lord and Master Tere& Dar for interfering with his allies and endangering his very existence in his battle with the Devourer. The Mistress and Vallazir, who removed the Curse, allowed Jozepe to adopt Ekkaya into his line, and burned the Moon symbol of Jozepe into her forehead as a gift to the family of the Chaos Lord of the Sea, Jozepe Darkmoon.

Look elsewhere in this addition for a letter from the participants commenting on this.

NOTICE

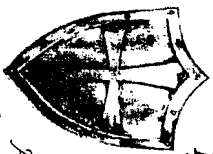
The Clantian Armorsmithy is working in conjunction with Alter to help feed the poor of the Sutherlands. Food items will be purchased (donations accepted) at the Armorsmith's. See any Master at the Guild Hall for more information. Help Alter the Lives of the Poor of the Sutherlands!



From a concerned Citizen : "Isles please wake up!"

It seems that the unity of the Empire does not include all the baronies of the land. During the gathering last month, the city of Clantia was threatened by a massive creature born of storms. The baronies of Sudbyr, Rossanoe and Sadhe quickly took to their spells and swords to defend the city. The Isle's contingent was not present at the onset of the attack, but some hoped that the boys of Green and Black would assist in the fray. They did appear nearly half way into the battle yet, stood back and watched as their fellow baronies were dying on the ground in an effort to save the city. Hope that the Isle's would offer fresh warriors and casters to the battle were quickly dashed when they turned their backs on the three battered baronies and headed back towards their embassy. It seems that while Sudbyr, Rossanoe and Sadhe have learned to work together, that the Isles will have no part in a unified front of the Sutherlands. — staff writer

Are you new to town and looking for a new home?



If you are a new citizen to the Lands of Clantia, then you need a home! Here are tips from an old citizen that might make your decisions a lot easier. There are a few paths you can take, and here are some reasons why and why not one might be right for you. Before I get into specifics, it is important to know you should find traveling companions as soon as possible. This town is a dangerous place, and if you don't have friends, well, you are a possible meal for some of the less scrupulous people in the town.

Anyway, first find a group of people with similar views as yourself. Sometimes you will have to prove yourself to this group, because they will be depending on you in case of trouble, the same as you depend on them. One's actions speak volumes, both yours and theirs. Remember that. How do you find a home you might ask? Well, you look around town, and find people walking and working together, wearing the same Colors, living in the same buildings. These are usually Baronies or Guilds, both make great homes. You will also see other groups, mercenaries, Houses, and the like, they also can be a good home. Simply approach them carefully, let them know you wish to talk. "Excuse m'lord (or m'lady)" is a good way to approach someone you don't know. Whatever you do, don't walk up behind someone unannounced! That's a great way to learn where the Healer's Circle is! —staff writer

The Tribunal

We're making our way back to our home

The Sutherlands.

We are currently seeking new followers (Those skilled of sword and practitioners of the Earthen magics encouraged to apply). Elves preferred. Humans accepted but will be treated poorly.

Please seek out Deirdre Reddawn, Shaitar Aranifaldas
or Murk Graydawn.

* The Negro-offended need not apply, but are more than welcome to visit with us for an hour or so.

Thorri's Cathouse

A full array of services designed to pamper you. Allow us to cater to your every need as you savor a gentle massage or experience the intensity of a private session in the Mithril Room. See the Guild Master or Guild Second of the Celestial Guild. The Cathouse will be active Saturday night of the Gather - be there early to catch the entertainment! +++

➤ From a Reliable Source: *cough cough* Clanthia's Latest Rumors

- Shaitar, Deidre and Murk together again.... These powerful personages can make a valuable ally or deadly enemy.
- Many rumors are surfacing from Sadhe, including new Nobles being appointed, what is going on there exactly??
- The three Nobles of Sudbyr, Lord's Jester & Pharr, and Lady Elisabeth were reportedly chastised publicly by the Baron Tauron and Baroness Elise for something... What was it? Inquiring minds want to know!
- Former Lord Trajan of Rossano: was seen wearing Sadhe colors, has he fallen under the "spell" of a certain Healer?
- Our most humble apology to Ice Queen Saphira of the Celestial Guild, for continually misspelling her name. I assure you those responsible have been flogged mercilessly.
- Speaking of the Celestial Guild, word has reached us that the Thorm alter ego will be out and about this gather... beware!
- Edgar and Balik were seen together last gathering walking about... In other news, there were more mysterious deaths late at night last gathering, the Healer's Guild claiming a brisk business...
- Raziell will return this gathering, after a few month hiatus. What was his absence all about?!
- Nimbus is making enemies at an alarming rate!
- Word on the streets is that Guild Master Cupric is stepping down from the Armor Smith's reigns. Say it isn't so! This dwarf has been such a solid contributor to Clanthia, he simply cant be replaced. We wish his replacement well, if this is indeed true
- Many important things, that few important people know, are happening! Wake up all you high and mighty Nobles, and get your ear to ground so you can see what is happening in this town!
- We have not heard the last of the Storm Lord or his brothers....
- A Merchant was overheard saying he has a few Battle Magic Scrolls for sale. For the uneducated, what is Battle Magic??
- If you know how to pick locks and have other similar skills, find the merchant in Maroon.
- Losar of "I'll start this dance!" fame seems to look, uh, a little metallic? Golems are all controlled by their creator, right?? So who exactly is controlling Losar now?

Reward offered:

For the return of an Amber bladed long sword taken from Lord Kraken of Rossano. The sword has sentimental value to him.

Elven History Lessons

Saturday night, 30 minutes after Sunset the History of the Elves and their assorted cousins is taught by Jozeph Darkmoon and companions at the Orc Circle. See Jozeph for details.

Help wanted:

Work for the Crier and earn gold coin!

Dark Wind Merchants Syndicate

The Merchants guild based here in Clanthia is buying up stock. If you have something of value we will buy it. Just ask for Sydney or Giphumus inside the Imperial Armorsmiths Guild. The Merchants guild is owned and operated by Clanthian citizens. Support your local economy.

We will have many specials for the Festival, don't miss out on something you might need!

Want to Buy:

Race Change Scrolls and or components. See Lord Pharr of Sudbyr