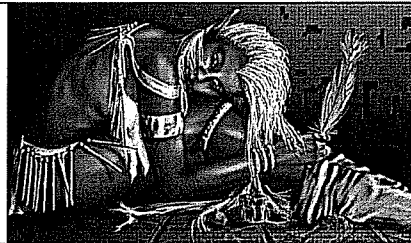


The Clanthian Crier

All the News! Mostly True!



Attention New Towns People!
 The Kingdom Garrison is a great place to learn the ropes of life in Clanthia. See the city, earn some pay, and protect the town too. It doesn't get any better than that!
 Inquire at the Garrison or with any Noble for details.

Aurocks awaken after long slumber. The Town says: "Whats an Aurock?!"



Saturday afternoon was business as usual for most of the town, with people going about their daily business when word reached the Nobles that the Palace of King

Devron was in danger. It seems that a long distance relative of the Fendari, black skinned and horned, had awoken and was for some reason and was interested in our King. Forces were alerted, and troops scrambled quickly to the call. In an impressive turnout the town was nearly 100 strong as they began to march to the palace.

Before long they ran into resistance though. A veritable horde of mephits had been called by the Aurock and were hindering the progress to the palace. It was at this point that one of the black skinned creatures showed themselves, warning the town to stay clear of its path and no harm would come to them. Well, Clanthia being what it is, had none of that. If you want to get our town riled up, then simply tell them to do something, and they will for sure do the opposite!

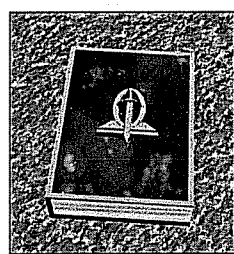
Anyway, after the Nobles and towns' people made their choice clear the Aurock had a surprise in store. He split! That's right, he split into 6 parts! Each seemed as capable as the first. These things hit harder than a ticked off mule, let me tell you. They were able to smash through upraised swords and shields, and only the few powerful magical shields were able to block these massive blows. The town seemed a bit

dismayed as visitors from afar waded into their ranks.

It was quickly found however, that the duplicates could not take too much beating before they dissolved back into the magic they were pulled from. After the "fakes" were dispatched, the real one was left, and he would perform the same trick once again. All the while the horde of weak but numerous mephitis was giving the town all it could handle.

The running battle waged for nearly an hour before the Aurock was beaten down. It was learned that he was seeking a rare scroll given to King Devron by one of the Barons, in order to return to his home world. They seem to be calling this a Will to Power Scroll, what this exactly is remains to be seen.

More Information on the Devourer



The rampaging beast known only as the Devourer is making more news these days. This creature has killed at least one Dragon, multiple Planar

Primarchs, and countless humanoid rulers. All reports indicate he has been seeking something on the Plane of Death and evidently has found it. This cant bode well for the Sutherlands.

If you remember it was almost one year ago that he was released from his confinement on the Plane of Chaos. How he was helped here is not known, but persistent rumors say it was the overlord of another Plane that helped him. Oh what we would pay to know the truth to that!

Anyway, the Thing said he would return to finish what he started. How this will play out for Clanthia is not known, but judging by the exodus of planar creatures from Tyrre we can only assume it is serious. That leads us to this question. If the mighty of

the world are unable to confront this threat head on, then what chance do mere mortals of a small Kingdom have?

Sages have researched this night and day since the moment the Second Generation Dragon Raenexius was slain far across the world and formal magic was changed forever. Quite honestly, some have given up. Others have come up with obscure or mad plans, and a few have latched onto the words from a rare codex. This book contains a lifetime's work of a sage who studied the planes. She was able to amass tremendous lore and before her disappearance was supposedly able to traverse the planes by merely bending her will.

With all of this said, the pertinent information gained from this text is repeated here, as dictated to Scribe Andrew from Duke Timothy.

"People of the Sutherlands and beyond; I share with you not the specific details of The Devourer but instead insight that I have gained into the nature of our world. It is my hope that with this information the great minds that make up our Nobles and Citizens alike can find a way to save all that we have worked for.

First I share with you a quote from the Lore of the Planes.

"The Rules of Existence – These are the set of "rules" or laws that govern our Planescape. They are the forces that cause things like gravity to function, fire to burn, magic to be, well, magic, and every other "normal" aspect of our existence.

They must be followed because they simply are. They can change over time, and often be temporarily suspended or circumvented."

I carefully considered this excerpt and it has explained much to me. Think deeply



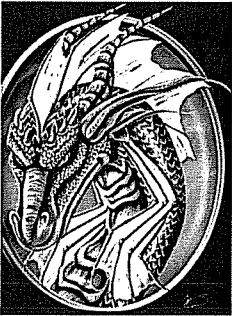
upon this passage and many questions can be answered.

Secondly, as I contemplated this knowledge, I came up with another question, or perhaps an answer if you would. Before I reveal that, understand this:

King Devron is a powerful ruler of many men. He has contacts far and wide, and they span the continents and the planes. He asked the most powerful of these why they could not confront the Devourer directly. Surely the might of many beings of power; Planar Lords, Dragons of old, Aelumari and Areen from ages long past, could defeat any force arrayed against them. How could any one creature be more powerful than the combined might of such a force? Certainly they would cast aside old and new hatreds to unite and defeat a threat to them all?

The answer was surprising in a way, or not if you have read the passage above:

"It is not possible for this to come to pass. Those of us who are part of the Ancient's design cannot. Even in all of our power and might, there are things we cannot do, and knowledge that we cannot know, even to our own destruction, simply because we cannot."



When our friend had finished, I sank down into my chair and felt the pangs of despair. What chance do we have if we cannot even call upon our allies? After a moment the despair passed, and comment I had once read long ago came to mind:

"The Fate of the Mighty lays in the Hands of the Meek."

Where this phrase came from I cant recall, and I have been unable to find it again, but I believe it holds the key to our very survival.

So I ask you, all peoples of the Sutherlands and beyond, to spare no effort, leave no stone unturned, and heed the words of the

meanest among us so that we may find the answer that we seek,

Duke Timothy"

There you have it, fresh from the Palace. We can only hope that people smarting then this humble Crier writer can figure out something.

Undead Plague Sutherlands

After last month's harrowing fog that terrified farmers and killed livestock, more undead plague the lands throughout the Sutherlands. Over the past month, shambling hordes of undead have roamed freely throughout the baronies. These undead seem to have picked 04 up where last month's tormentors left off. The rotting corpses have silently moved through hundreds of acres utterly destroying entire farms and some small villages. This recent defilement has proved much deadlier than its predecessor. These creatures have not only destroyed fields, but burned villages and farms alike to the ground. Those fortunate enough to flee have flooded the major cities, and they are living and sleeping on the streets. These now homeless citizens have formed mobs in the large cities around the Sutherlands in an effort to seek out their loved ones whom they lost during their exodus. So far, these onslaughts have gone unchecked, due to their swift nature.

Hadigan Threadmore, a farmer from La Rochelle shared his chilling account.

"It was the dead of night, I was returning home from the tavern when I got a sudden chill. I smelled this awful smell, and I thought that I had stepped in something. My head was a little swimmy from the ale at Ole Rocher's so I guess I didn't pay it no mind. Then I saw this terrible light beside me. The apothecary had caught on fire! I ran to get Rocher from the tavern, but when I turned, I saw that the whole damn street was ablaze... Then I saw 'em... Seemed like a hundred of 'em... Outta ev'ry alley they come out of the wild shadows... One of em looked at me. It was terrible, didn't even look like it was ever human, coughed up this awful goo. That's when I started feel'in sick. I dragged m'self away outta town then, by the wonder of Tyrra i didn't die right there. I woke up a while later with this wood wizard. He set me right... Ain't seen no body from the village... I don't reckon they'll come around... Marielle if you read this. Yer

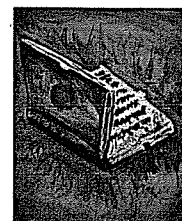
daddy's in Vidalis... Please send word to me darl'n... Please be alive..." Around the Sutherlands there are dozens of stories just like this one. Will the terror of undeath ever be ridden from these lands? What force is driving these abomidable creations. Will All Hallows give us some answer?

A message from The Royal Clanthian Armorsmith's Guild

Do you need a pretty piece of jewelry for your special someone this feast? We can help at affordable prices. Do you need a vessel with extra formal space? We are proud to say that we can help. We can even affix gems to your weapons to give them even more formal space. Are you strapped for cash? Do you have a stack of animal pelts, scraps of random ore, a pile of broken weapons and ruined armor, hunks of impure gold ore, a collection of orc teeth, or other objects you've found on the bodies of monsters in town? Solve you money woes by selling the useless stuff you've found on monsters to us. Remember, we always barter at a better rate than if you ask for coin. Don't want to eat that cheese wheel or mystery meat pie you found on the monster in town? Sell it to us, we'll buy them at great prices! A special note for Barons and Nobles-

Do you need silver or gold weapons for your armies? The Royal Armorsmiths guild can produce a surprising number of weapons. Remember- the larger the order, the larger your bulk discount!

Town Gets clobbered by giant book; Scholars claim as final evidence that the pen is indeed mightier than the sword.



So there I was, minding my own business and walking with some friends. It was oddly quiet in town and we had gone patrolling the trails for monsters. Suddenly, we fell into a book. Not just any book,

mind you, but one that towered above us so high, we could barely glimpse the top! Readyng our weapons, we looked around for the danger we knew would be lurking near. We saw that we had been transported to a forest full of wolves and werewolves, complete with the missing part of town heavily engaged in fighting them off. Though we all looked desperately for a way back to Clanthia, there didn't seem to be an end to the new landscape we now found ourselves in.

Suddenly, a page turned and fell on us! As we braced ourselves, the page dematerialized just before hitting us. We

opened our eyes to see that we were now on a rocky plain and huge lizards were trying to eat us! Some of the seemingly more learned townsfolk called them dinosaurs. After dispatching a number of the lizards, the page turned yet again. Now the smell of salt water pervaded everything, for everyone was on a large ship, somewhere out on the high seas. There was even a Kraken attacking us! Town fought against it bravely, but it just seemed to swallow more and more people. Just as it seemed that we were all doomed to see just what the inside of a Kraken's belly looked like, another page turned. We ended up fighting against bandits, undead, and all other

manner of villains throughout each page. As I was dispatching some nameless monster, I overheard someone say that each page was a story. If that's true, then that book was formed from someone's nightmares. We were all on our last legs and dregs of magic, when finally, the last page fell.

Looking around, we discovered that we had been taken out of the book and back to the Clanthian field. Whew that was quite a read, eh?!

Want to buy – Golden Jackal Head, inquire at Healer's Guild

Gi-NORMOUS Feast Event at Indian Springs Next Month. Cost for Feast is \$10, pay at check in for ticket. Don't miss out.

OOP News and Info

- Cars: Do not park in the spots in front of the Tavern. Park all cars as far away from the Tavern and Bath House as possible.
- Earth and Celestial Spell Play test continues, send feedback to dangbear@hotmail.com
- Monstertown : There are new rules for monsters and Marshals. In summary, Monster Marshals are expected to be knowledgeable and creative. Send monsters out with the theme directed by plot, or if no theme is being followed, then use High Fantasy encounters. This means stuff that makes sense. Make sure to attend the MT meeting called at Opening Ceremonies. We also need some more marshals. If you are interested then attend the meeting as well. Above all Marshals need to have common sense!
- Monster loot tags continue to be revised.
- Be sure to pull tags and mark cards in a timely manner.
- Its going to be cold at night, bundle up. **No unattended fires of any sort!**

Wards – May not cover porches or extend from the building. They stop at each cabin/loge/buildings walls & door. You may however open your inward swinging door to see who is outside. This means that the “courtyard” in the lodges, counselor's cabins porch, the Healers Guild Porch, and the Armorsmiths Guild porch are now without Ward protection. The Celestial guild screened in Porch is contained within one of their Wards if they so choose. This rule also applies to Wizard Locks.

Ward keys – must be an approved phys rep. They **may not** for example be a soda bottle and lid. Ward keys are created by the spell and may be accessed from either side of the Ward it is securing as long as you can reach it physically from that position.

Spell Playtests

Greater Weakness (Earth Generalist lvl 6) –Pulled! and replaced.

Curse of Ineptitude (Earth Generalist lvl 6) – Causes the target to miss more often and generally be inept in combat. The effect is a reduction of combat effectiveness and the target calling 8 less damage. Minimum weapon damage is base weapon damage plus magic bonus if any. *Note this does not in anyway change the strength of the target or effect its ability to break confining. It simply reduces the damage called.* Verbal – “I curse you with Ineptitude” Write this spell on your spell card if you wish to try it out this event and memorize as normal.

Superior Bless (Healer lvl 6, self only) – Adds 16 points of body to the caster only. Otherwise it is the same as the other Bless spells. A natural extension of a useful spell line. Look for a level 8 version in the future. The spells Sanctuary and Fortune are being considered as in play rewards for role-playing on a case by case basis. (Healer's Guild has tags)

Confuse Undeath (Druid lvl 6) – This spell acts as a confusion spell on a lesser undead. The lesser undead will stand still for 10 seconds, neither defending or attacking, even if they themselves are attacked. The area effect of this spell is 10 feet. All undead in the area the packet lands are affected, spell shields not withstanding. See Paul Troy for in play details of this spell. This spell is intended to provide a way for Druids to combat Undeath, which is called for by their class.

Soul Drain (Necromancer lvl 3) – the existing spell is being changed to resemble a Lifetap spell from various other games, originating in D&D. The caster will recite the verbal, throw the packet, if the target is struck they will take 12 points of body damage to any living creature, and the caster will be healed 12 body, if desecrated, necro attuned or undead. This spell does not affect Constructs (Golems) or Undeath, but will affect all others (including elementals) regardless of taints or attunements. Note: this spell

for the past 6+ years healed an unlimited amount of damage per casting and was very powerful in conjunction with various Lay on Hands abilities. Sorry Necros, the spell was too powerful before, healing an unlimited amount of body. It is closer in line now.

Celestial Spells

Greater Detect Magic (Celestial Generalist lvl. 5) – This spell detects and names any battlemagic earth or celestial spells that are currently active on the target. (Yes this is a boring but useful spell, sorry Generalists, send us some ideas that are not exact duplicates of existing spells, and also are marshalable and we see what can be done to spice things up.)

Elemental xxxxxx – The level 3, 6, and 9 spells will have their damage increased as follows: 5 to 10, 10 to 20, and 20 to 30pts for each spell respectively. This increases the damage output potential of an Elementalist who took one of each: 3packets x 5 pts each, 3 packets x 10pts each, and 3 packets x 20 pts each = 105 pts damage. Now: 3 packets x 10, 3 packets x 20 and 3 packets x 30 = 180 pts damage. Thus the elementalists who takes 1 each of those spells sees an increase of 75 pts of damage potential. Multiply that by taking 4 of each and you see the Elementalist has increased their damage output potential by 300pts. That's a pretty significant increase. Obviously you have to hit with each packet to realize this gain (but don't we all?) and there may not be a reason to take Lightning storm at 6th now, but that will be addressed at a later date. *Any Elementalist who has these spells in their book may test these spells.*

Zone of Confining (Confinist lvl 7) – This spell works similar to the various “zone” spells with the following effect: A 6 circle must be drawn on the ground (same as all the other Circles in game) and when this spell is cast, it prevents anything from phasing in or out of that Circle. The duration of the spell is 10 minutes OR until the Caster losses consciousness OR leaves the Circle. (If the caster is knocked to 0, -1 or worse then the spell is over. This spell may be used in conjunction with a Circle of Power or Protection and/or a Zone of Life/Death. Note: this does not stop Formal Magic/High Sorcery Teleporting/WoR, Shadow/Mist form or the like. It does stop things like Wraiths and Shadows from phasing in or out within the confines of the area of effect.)

Game direction – (Reprint from Last Months Crier)

There are a lot of things that can be said about the direction of the game, but here is a summary from the Staff at Clanthia.

- More immersive. We all want to feel like we are in a world, not playing a computer game when at Clanthia. To that end we are trying to have monsters act like *monsters*. If a behavior for a monster doesn't make sense, then we are trying to change it. Thus no more “suicide monsters” that run into a crowd of 50 people to die, unless of course that monster would do that for some reason.
- Hitting the trails. Smart monsters don't come to town, they wait around to pick people off. If you want the good spoils as a player, you have to go get them, **they wont come to you in front of the tavern from 8 pm to 8 am. No monster unless Plot approved is to give out more then 2 silver if they are in sight of the Tavern during those hours.** Please let a staff member know if someone is violating this policy.
- During the day there will be lower level encounters around the center of town to help the newer players learn. Mostly large insects and other things that would be attracted to the smell of food from the tavern. But don't confuse this with hands being held. New players need to be smart as well. Walking up to a hungry troll or 15 foot poisonous centipede will get you eaten pretty fast!
- At night most monster groups are mixed, there are almost always things that have low body or are one spell kills. Sometimes there will be a tougher monster in the mix, and running/hiding is always an option. Don't just assume that you are “too weak to do anything.”
- **Player versus Player combat is a part of Clanthia.** This is not saying that we are wanting wars to start and people to constantly fight each other. This is saying that if you play a Necromancer then Healers/Druids/Rangers (and most everyone else heh) are your enemies. Don't be surprised when they kill you for animating that orc! The same goes for the Healers/Druids/Rangers. If you choose to play those classes then EXPECT you WILL have enemies in play and might get killed by them from time to time or have to actually fight them as well. Those classes are opposed to each other, and that's just the way it is. I (Tom) will offer a full respend right now from a Specialty Class to the equivalent Generalist class if you want to avoid those conflicts. (note that doesn't mean other pc's cant attack you, it just releases you from a class roleplaying responsibility.) (Also, PvP is actually VERY rare in Clanthia, so don't get all paranoid! Just play your character like you really are him or her, and lets things take care of themselves.)
- Report to a staff member immediately if you see the following: A druid, ranger, or healer associating with a necromancer who is animating or creating undead on a regular basis, or is staying in a cabin with undead cabin guardians. Report also any questionable class behavior from a Necromancer.
- Report any Knight/Dark Knight who is not adhering to their code. Generally, if you don't know someone is a Knight/Dark Knight, then they probably are not playing the game to their code.
- Expanding class roles: Some people long for a return to a generic system of Fighter, Templar, Rogue, Scholar, but its not going to happen. Scott made the decision that Solar would have a Class system with diverse and different classes, so that is why we have specialty classes. To that end, each class should have a different feel. Each class should have real capabilities that are different from the others. If we have the right balance then we should all sometimes say “Wow I wish I could do X ability that class Y has.” With Solar's system the nice thing is anyone can buy any skill, but it takes a sacrifice in their primary class to do so. Extremely high level players sometimes get the best of both worlds, but that should be rare.
- Lastly, give Scott a pat on the back and a thank you for running Solar.