

The Clanthian Crier
All the News,
Mostly True!

The Crier will pay well for any information leading to the return of the letter keys "A, K, N, P, S, Y" stolen from our printing press.

Devron is Back!

..for real, this time?

After over a year of small skirmishes, and battles on foreign shores, Carpathia finally hit The Sutherlands with full force as the Djinn of Vengeance attempted to coronate our own beloved King Devron, in a cruel attempt to enslave our dear monarch to the evil Carpathian Empire. The Djinn and his minions made their threats, while Fortune-tellers and Seers across Clanthia warned of three possible outcomes of the battle to come, two of which would spell our doom. Waves of Carpathian troops were slaughtered as they attempted first to set up their mocking coronation, and then, the fearsome and violent Djinn of Vengeance made his appearance, quickly taking the center of town and holding it. The Carpathian Greater Power was quickly chased

away, though he warned he would be back as he threw down the gauntlet (literally), declaring he would be back the next day to complete his coronation, this time on the field of battle.

Soon after, Duke Timothy appeared from the woodlines and called together the Kingdom Court together in counsel, gathering the barons and nobles of the Sutherlands to discuss what should be done. After some hours of discussion, the meeting adjourned as the sun rose, and it was decided that all steps would be taken to rescue King Devron from the Carpathian scourge, restore him to his proper form, regain his free will, and raise him back to the throne of the Sutherlands.

At four o'clock on Saturday, our heroes gathered to meet the Djinn's challenge. Through the daring heroics of many,

including Munson and Rodney, wielding the Salt Sword against the Djinn, Torien breaking stasises with the Rod of Temporal Mastery, and Ethelred's epic final blows to the Djinn, His Majesty King Devron was temporarily secured and coronated by our own Sir Wilhelm Gannon. King Devron soon teleported away to Carpathia, as the Djinn's hold was still on him, and the King's Knights and the Kings Nobles undertook a secret mission, returning late in the night with our good King, his Djinn taint removed, his free will restored. Though the Djinn of Vengeance remains at large, and the Carpathian Empire remains a real and dangerous threat to our way of life, united under our beloved Sovereign, the Sutherlands will prevail. Long live King Devron, Long Live the Sutherlands!

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By Island and Others.

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War Between Comrades?

During the invasion of the Carpathians on the Friday eve of last gather, a well known dwarf was assaulted in the heat of battle, by none other than another Clanthian.

Struck from behind, an angry Dolgan Cresthammer swirled around to face his opponent, mace in action, only to see a tall Sudbyrian ready to deliver another blow. Brow furrowed, lip snarled back across white teeth, Dolgan demanded a reason why he was being attacked while fighting for his beloved city. Gandris, or better known as "G", was surprised to see a fellow Clanthian staring back at him. The tall Sudbyrian, tried to explain himself by telling Dolgan that the red cowl he was wearing was very close in color to that of the Carpathian's red tabards and due to Dolgan's short stature he could not see, in the heat of battle and the dimness of the tavern, who was who.

Testosterone let loose! The two males went at it, threats flinging about and then one of them said the words that every bawler loves to hear, "You want to take this outside?" And what man, or dwarf, can resist a temptation as great as this?

By this point the crowd was growing around the two. Isle's-men ready to stand behind their brethren. Sudbyrians, who knew that a fight would not be good for their already damaged reputation, stood by, as well, ready to lend a helping hand.

Then, a voice of reason from the crowd, "This is no time to be fighting one another!" But, who cares, right? Outside they went!

Nose to, well, gut, the two went round and round, staring each other down, daring the other to deal the first blow. But, alas, no blows were dealt. Carpathians rushed the tavern and for the moment, the two Clanthian citizens decided that their energy needed to be put towards fighting the common enemy, and not each other.

So, you decide... is this really over? Did Dolgan's red cowl really look that much like a Carpathian tabard? Who would you have placed your bets on?

Til next time,

Maven of Marauding

News in Short:

Earlier this month former Court Mage of The Isles, Dexil, stepped down from his position as governor of Dragonwatch. It has been murmured that a young human blacksmith named Radoc was appointed by Dexil to take his stead while he steps away for personal reasons.

Congratulations to Kietde "Kite" of Rossanoe for his recent promotion to Baron of Rossanoe! His advancement was well-timed, as the former Baron Aaron Rickshire stepped down from the position a few hours after His Majesty King Devron was saved from the clutches of the evil Carpathian Djinn. Eyewitnesses say that King Devron personally approved of the promotion, and offered Baron Kite private words of wisdom and encouragement. We wish Baron Kite luck in his new role - most would agree that he's going to need it.

The mysterious Book of S made an appearance in the tavern last gather, a sentient book that is said to know and contain most of the secrets of Tyrra (at least, those that have been written down). The book possessed a young elven woman who's curiosity got the best of her, though witnesses say The Book of S claimed it meant her no harm. Some believe that the Book of S is one of the powerful creatures known as The Ancients. Does this mean the other Ancients will be making an appearance soon?

The Armorsmiths Guild is looking for
Ingots of any kind!
Speak with Guildmistress Jade

Happy Anniversary Cupric!
You're still the sexiest dwarf I
know!
Love always, your darling wife,
Orla

Who's Who in Clanthia: Natalia

Tell us a little bit about yourself, Natalia.

I am a Sea Elf. I am a princess. I am a Teen. I am an Everhatian. I am a Salesman. Not necessarily in that order.

As with most refugees from the Ghostwind, you've quickly made a name for yourself since you arrived in Clanthia. Tell us, how have you applied your experience in the ghostwind to your time here in Clanthia?

Who's been talking about me? Where do they live? Nevermind...I will find out.

You're well noted for your domination of the culinary arts, and yet you are a regular fixture on the battlefield. What role would you say the domestic arts play in warfare?

Never underestimate the power of any skill in warfare. It can surprise you sometimes what ends up saving your life.

Do you have any goals or ambitions you're working on?

Yes.

What advice would you give to young adventurers who wish to explore some of the more civilized pursuits during their time in Clanthia?

Civility is just our attempt to have some sense of control in our otherwise out of control world. I find that even the most civilized activities seem to have a layer of brutality just under the surface.

The Crier thanks Natalia for her time.

The Intrepid Adventurer

HAPPY NEW SEASONS boys and girls, I am happy to entail to you another installment of my ever growing epic of Clanthia! We have delved into the adventure, the philosophical, and the survival aspects of this town, now I will guide you into the logical and reasoning you will need to make it within this town. But first, as always, stop by on your way to Rossanoe and get your first installment of the helpful hints guide to Clanthia, I will as always be waiting Friday night around 1PM for your discounted price. The other installments will come after the first, and I promise you will learn much after going through them. This issue of the helpful hints guide to Clanthia will consist of a Riddle. Any and all that wish to involve themselves in the Riddle will gain from the experience. I cannot tell you the top prize for getting this riddle correct, however as always I promise it will be educational and delightful. I am no master, nor anyone of any mention, however I do have a few tricks up my sleeve! I challenge any and all to partake in this game, however, if any new faced Clanthian breaks the riddle, they will be given a

very shiny reward. Before any other interruptions, I will set forth this complex and delightful Riddle. Much like any other worth-your-time riddle, this one only has one answer, one, count it, one, and there IS an answer.

For simplicities sake, you are the character in the Riddle.

You're traveling down a road alone, and you come to what seems to be an edge of a cliff.

Before you are 2 parallel bridges and a sign between them. The sign reads: These two bridges each have a guardian, they are watching and waiting, they are named Bram and Dram, you may ask one bridge guardian one question. Remember this small hint, one is a liar, and will never speak truthfully, in contrast, the other will never lie and always be truthful. One bridge will lead you across this valley, the other will break beneath you. Should you run away, the guardians will eat you.

There you have it folks, that's the riddle, and that is what you are shooting for!

It appears your truly has found some very interesting facts about some very interesting people. It appears that Rossaioe having lost their leader, Brother Aaron, they have decided to fly a kite to gain their new leader of their lands. Could this be some ancient secret tradition of finding leadership in this land? Is this how all their leaders were found? Is this the best way to find leadership? How does this work? One guess is as good as another, who am I to judge or inquire? I can only assume Mr. Grin has something to do with this, he does have a reputation for leading multiple places at once, and I have heard he has taken up kite flying as a hobby, and that he knows the secrets of the kite!

That is all for this issue folks, The food is a waiting and the drinks are a coming, I intend to enjoy myself with you heroes of the Southlands. I however regret to inform my avid viewers that I will not be able to conduct business, as it is not my feast, and I wouldn't want such amazing and satisfying transactions to overshadow such an elegant and quaint venue that is offered already. Happy hunting, and remember, fly a kite, become a Baron!

From a Reliable Source: ★cough cough★ Clanthia's Latest Rumors

- ❖ Cunning Owl has returned to Sudbyr in order to claim title of Baron.
- ❖ Iris, Sande or Sudbyr? And I wonder what she's wearing to feast this year?
- ❖ During the field battle on Saturday of last gather, Nobody was charged with assisting the Djinn of Vengeance, was he? Or did the DoV's spell just happen to be beneficial and hit the wrong person at the right time?
- ❖ Rove runs like a girl nighntailing it away from ankle-biting weenie dogs. Man, he sure can high-step!
- ❖ Baron Morgyrim may have been replaced by a Law Doppelyanger- this would explain his recent dealings with Evil Geniuses.
- ❖ The Book of S has returned. Go ahead, write in it!

Adventurer's Astrology

by ASTROS & Stella Lector

Aries (3/21 - 4/19): HELP will arrive FROM an unlikely source. KEEP AN OPEN MIND.

Taurus (4/20 - 5/20): What role does fate play in your life? This month may reveal more than you bargained for.

Gemini (5/20 - 6/21): Grave danger awaits you should you stray FROM your principles this month. Be warned, and be wary.

Cancer (6/22 - 7/22): Now is the time to make amends - the people that matter will notice your efforts.

Leo (7/23 - 8/22): Great fortune awaits those bold enough to move forward with their lives.

Virgo (8/23 - 9/22): Good times abound, so enjoy them, for the stars show they will be the last you will enjoy for a while.

Libra (9/23 - 10/22): When you find yourself in personal conflict over a situation, help will come to you if you offer assistance in turn.

Scorpio (10/23 - 11/21): Offer assistance where you may. The flow of literate, intelligent information will be threatened, and you may hold the key to solving the problem.

Sagittarius (11/22 - 12/21): Destruction magics will spell your doom this gather, but if you wear the right spell protections, you may not have to visit the resurrection circle.

Capricorn (12/22 - 1/19): A great prize may await those who perform charity for others.

Aquarius (1/20 - 2/18): The element of water, both natural and magical, will work strongly in your favor this gathering.

Pisces (2/19 - 3/20): You will meet resistance as those below attempt to rise above. You would be wise to remember your place and act accordingly.

Lucky Numbers: 25 - 1 - 25 - 11 - 9 - 14 - 7

An Important Message from the Crier:

Due to the rising expenses of scribes, unless our printing press is restored to proper working order, The Clanthian Crier will be forced to cut some popular regular features in future issues, such as "From a Reliable Source: Clanthia's Latest Rumors" and "Adventurer's Astrology".

Any who wish to help investigate this act of vandalism, please speak with one of our Crier representatives. We look forward to hearing from you, inquiring minds need your help!

Do your part to help keep The Clanthian Crier the top selling news source in The Sutherlands!