



Editorial Edition - 3/30/607

Air Pirates?

Citizens of Clanthia have reported that over the past two months strange airships, similar to those used during the past Arcane Wars, have been seen in the skies over Clanthia. Those who have lived long enough to remember these wars are befuddled by the grey balloons which appear to be holding the ships in the air. "I thought they were powered by magic... magic they didn't have any more," explained one veteran.

For a more technical explanation, we sought the opinion of one of Clanthia's Gnomish engineers, Tinker Tiggaloo. "It's simple you see. Those balloons are most obviously gnomish. We realized long ago that warm air rises while cool air sinks. When applying this concept to locomotion, there are three basic parts: the envelope, the burner, and the basket. The envelope is what contains the heated air. We make it from a special material. Are you a gnome? Then no! I won't tell you what it's made from. The material is leak-proof to start with, but then the seams are magically reinforced. The burner provides the constant heat and the basket in this case is the ship. This is the first time I have seen the balloons used to such a grand scale, though, very impressive."

Once gaining a better understanding of how these ships were able to stay in the sky, we left the crotchety gnome to her

business. Accounts of what appears to be little more than thievery has been heard through out the land. We are used to them taking our magic items, but when did they start taking gold and silver? Supposedly a member of one of the ships' crews was cavorting in town last gather. He was quite talkative, though he it out of spite or drunkenness we aren't sure. Questions have arisen as to whether this man was a true arcane, or just another man painting stripes on his face like those we are used to seeing about town. His uniform bared the traditional Arcane stare. In order to verify this man's claims of an Arcane Admiral leading the ships, we attempted to contact the shadow arcane Delathi, but he was nowhere to be found.

Trouble in Isles

It would seem that the greatest fleet in the Sutherlands has met its match upon land. The barony that is known for its ability to drop Darkholme without breaking a sweat seems to have invoked the wrath of a particular group of Drae assassins. For the past two gathers members of the Isles have been seen chasing and running from small groups of Drae wearing extravagant fur trimmed hoods.

During a previous gather there was a stand off between the two groups behind the Celestial Guild. That same evening Baron Harold's love, Juliana, was reported missing. Several of the men assigned to her guard were seen exiting the Healer's Guild. Supposedly, the Baron gave a rare display of emotion when the bodies formed in the circle. At this rate, who will be next - the Baron himself?

Draconians lost their marbles?

February gather brought no snow, but rather an onslaught of large winged reptilians from the sky. As they descended upon town, it seems that another group of the

creatures had flown down elsewhere in Clanthia. The ones attacking the townsfolk were a distraction! Luckily, it seems that these creatures were not here for our magic items, money or prized possessions but rather for something else. What that something else is, the Crier would love to know.

After a few hours of battle, the group that was searching our town during the distraction rejoined the others in front of the tavern and began demanding to have their - whatever it was they were searching for - back. They never stated what it was, assuming we would know! Shouts such as, "Give it back!" "Its not here!" and "Where are you hiding it?" were heard from the draconian group. A large winged female constantly assaulted the town from above during the fight.

Finally one large male stepped forward and called a short truce to speak with Baron Ming of Sudbyr, who has bravely stepped forward. They spoke for a period and then the male and a few other draconians walked off towards Sudbyr where they conducted a formal search of their cabin under peaceful terms. It seems that the item was not found and as soon as the male leader returned to the center of town empty-handed, the draconians took flight.

A Rare Visit Indeed

Representatives from the Fae Court will be gracing Clanthia with their presence. Speculations as to the reason for this unscheduled visit include the recent Fomori attacks and Lord Morgrim's betrothal to the Lady Shidhe. Whatever the reason, this is sure to prove an entertaining visit. Rarely has the Court made their presence known without some excitement following shortly there after.

It's Not Over Until the Fat Lady Sings

Or in this case, the beautiful, supple, alluring, women of the sea. Not everyone in town would describe them that way, but for most of those attracted to women this thought entered their mind at some point during the sirens' visit. Those who are not attracted to women or who were otherwise unable to be enchanted by the wenches might describe the women as screeching, off key, foul beings of lust and consumption.

Historically, Sirens have been described as women of equal vocal and physical beauty. Far from solitary, they live in small groups consisting of their sisters. However, they rarely leave the comfort of their long established lairs and only with good reason when they do. They are said to consume several times their weight in mortal flesh in a single sitting. Those who are foolish enough to fall victim to their songs often become meals first and protectors of the creatures' lair second. Given this record, it is no surprise that the realization of their presence in Clanthia was disturbing.

Prior to their decent upon town, a group of Clanthia's bravest women traveled quite literally into the mouth of the sirens' lair. As one woman described it, "The cave was filled with piles of bones. As soon as we crossed through the mouth of the cave the bones began rising up. After killing hordes of these skeletons we sorted through some of the bones. There wasn't much in there... just cleanly picked bones and a few favors we didn't recognize. We weren't surprised when we found a favor with the GSTC, [Greater Sutherlands Trade Company] logo on it." A short distance from the cave a merchant ship bearing the same mark had been found grounded, no doubt due to severe hull damage. No goods were found at or near the ship. The women hurried back to Clanthia, worried that these Sirens had come to Clanthia while they

were distracted. They returned to find Clanthia safe and sound from the sea witches. That is, until later that night.

Those who sought out at lair were not the only heroes that day.

A swarm of all sorts of sea creatures began to assault the citizens around the tavern. Crabs, anemones, sea drakes and the like all seemingly forced from the sea for some yet unknown purpose. Some of the drakes kidnapped some citizens and lured town towards the path at the back of the field that leads to the harbors and docks. As soon as most of town was on the field, three beautiful women covered in shells and seaweed emerged from the woods. A haunting song broke out and everyone scattered, save for some poor men caught by the Sirens' song. The baronies returned to their cabins, all scrambling for some way to overcome the power of the Sirens' music.

The brave boys of Isles were some of the first back on the field, ears bloodied from piercing out their ear drums. I could never do that! How noble! Sudbyr was also on the field, some with bloodied ear drums, as well; others forced to love themselves to females to keep from being lured to their deaths. Who knows how many Love 9's were used during this night to prevent our beloved heroes from being taken in by the false love of the sea witches.

During the time that the baronies were figuring out what to do, the three sisters wandered the trails, singing constantly. Many poor men were caught by their song, while some other brave souls found ways to become immune to the song and follow the Sirens, making an act of being under their charm. As they walked from building to building, a hoard of sea creatures and enraptured men trailing behind them, the brave and heroic women of Clanthia rescued their male friends and loves by singing at the tops of their voices, over the sound of the Sirens. A

brilliant idea indeed, and some of their voices were almost equal to that of the bewitching sisters!

As the baronies slowly trickled back onto the field, the Sirens returned to the spot of their arrival and a battle broke out. The sea creatures, under the charm of the sisters, protected them to the death and the Sirens were not easily reached.

Finally one was killed and dragged away, and then another as she searched for her lost sister. At last the final sister was made to seize her evil singing. As the music stopped, an odd flying ship with a giant balloon holding it up rose from the wood-line and flew off away from the town. This may have been the last we saw of the sirens, but it was not the last of the strange flying vessels.

Hunting Party After New Kind of Prey

A loud horn sounded the arrival of a larger than life hunting party. A group of Frost Giant hunters, accompanied by winter wolves, caribou and polar bears entered the town. That's right, polar bears! These large ferocious bears pummeled the town as their masters searched for something.

After a short bit, their quarry became clear as a young girl who had entered the town earlier came running in fear out of the tavern, dragged by Lilly of Isles. Apparently the town was trying to hide the Frost Giants' prey – this girl! The horn was blown again, calling their 'dogs' together and the hunt was on! The poor girl was chased all around the town, running for her life with the help of Alaiah and Lily.

Soon the girl disappeared entirely and her fate was unknown though it is fairly certain that the Frost Giants didn't get her, since they remained in town long after the girl was gone. They were clearly angered with Clanthia for keeping their prize from them and had decided that their new sport

would be Clanthia.

Eventually the heroes of Clanthia defeated the Frost Giant party and a lone hero claimed their horn, announcing Clanthia's victory with a trumpet ballad that could be heard throughout the town.

More Giants?

The past two gatherings have seen Clanthia attacked relentlessly by huge and strong chaos giants. The lives of many terrified Fae were lost as the Fomori narrowed their attacks in on them, seemingly only having eyes for the poor Fae. Even the newly named Lord Andreous was made to resurrect once, as well as several unfortunate unseelies. Some of the Fomori baffled the townsfolk with random kind acts. Apparently people have still not learned that chaos makes no sense. When asked why they were here, the Fomori made mention that they "heard that they were coming, so thought that they should when such a deal was being made about their arrival. They didn't want to be late, after all." One made a mention of searching for an "eternal light" but no one seemed to know what that was and it was quickly ignored as a ramble of a chaos being. The small fae population in town didn't seem to hold the Fomori's interests for long and they soon left each gather.

Small Town in Riot

A small village in Sahde was recently reported to have torn itself apart from the inside out. Apparently over the past few months, many of the citizens were slowly losing their sense of selves and being overcome by acts of hatred, anger and general acts lacking in morals. Murders, thievery, fights and betrayal all became common in this once peaceful town.

When some travelers passed through last week, they found that nearly everyone in the town was dead, and those that

weren't were in tears as they tried to bury the bodies and rebuild what they could. The cause of this sudden rise of heated emotion is unknown, though we at the Crier reason that it is simply from the stress of the crop failures and other odd happenings of late. emotion is unknown, though we at the Crier reason that it is simply from the stress of the crop failures and other odd happenings of late.

Elemental Chaos

Last gathering saw Clanthias central four corners literally exploding with elements. From everywhere came elementals phasing out of their very elements to attack us, all driven by some unknown purpose to their death. Fire, Air, Water and Earth elementals and mephitis came in bursts of fire and gusts of wind, from puddles and up from the ground itself. Town immediately began to protect itself from these creatures as they drove into them.

Soon an odd creature appeared to watch the show. He was half canine and half reptilian and from what this writer hears, incredibly suspicious. Lord Pharr bravely approached the creature to speak with it and after only a few short words, he backed off seemingly in fear. Apparently this creature was controlling the elements and forcing them to their deaths to wipe them from existence for some unknown evil purpose.

Town was asked to seize their attacks on the elementals, who continued to fight them and eventually town had to kill them off. Why town made this odd call during a battle and what the purpose of the odd creature was is still unknown at this time. The creature was eventually killed, as well, and taken off to Sudbyr for further study.

A Mind of Their Own

Clanthians around town were stumped last gather when many of their cabin guardians suddenly came to...well...life. They spoke of construct rights, better manners and a chair to rest their weary legs in while they guarded their "family".

Wards around Clanthia suddenly dropped and could not be raised and magical enchantments did as well, with no apparent cause.

Some blame this on the full lunar eclipse that was going on, but has this every occurred before during an eclipse? Whatever the cause, all of the surprises ended and everything went back to normal (or as normal as it can get in Clanthia) as soon as the eclipse ended.

Necromancers Turn on Themselves?

Over the past few months, the dark necromancers have been tested by the loss of all of their contacts. Many have flocked to the ruins of Akeem's castle in search of who knows what. Remains? An unknown item of great power? Secret meetings?

Despite the fact that they all seem to be flocking together, they are certainly not doing it peacefully. Many have turned on each other and a small war has started between these mysterious dark sorcerers. Not much is known at this time, as the necromancers live up to their description as "mysterious", but the Crier will keep you updated as we find out more.

Clanthia's Latest Rumors:

- The Fae court is paying a visit to Clanthia this gather. Just a heads up!
- With the normal sponsors gone, will there be a festival or feast this year?
- The masked children are being controlled by their leader.
- The trails have become very dangerous at night lately.
- Visions and prophecies seem to be the new most sought after prize.
- The Fomori only came because they heard a rumor they were going to come.
- An entire village in Sahde destroyed themselves when their morals abandoned them.
- Where did the barbarians come from?
- Spring is strangely absent.
- The masquerade was strangely normal and peaceful. Was it a cover for something?
- It seems that no one cares about the peasants of La Rochelle. They go to Clanthia, the capital city, for help and all they get are death, despair, and the nobles of the land turning their backs to these poor people.
- People are being lined up to be executed in Vidalis! Woe to anyone that crosses the orders of Talyn Kynhelm!
- Big thanks go out to the Clanthian Healers Guild contingent for helping the sick and wounded in Tiksyvan. Without these noble folk many would have perished in the recent turmoil in La Rochelle.
- In the Southern Isles de Honig that dastardly William de Honig has returned to cause more trouble for the interlopers within the islands.
- Sarc is pregnant with Peter's child. How nice!
- Earthquakes have been reported in the northern mountains is it Frog's fault?
- Egads! Why are many people around the Sutherlands getting nasty boils!!!! It is so digestion and who wants to be around that!!! People please!!!! Take baths at least once a month!
- The Time Master has plans for us all. Even the mephits are not going unnoticed by this creature of somewhat great power!
- Farmers along the Rossaone and LaRochelle border have reported seeing large bands of gnolls. They have not ransacked or otherwise harmed the local populace but they seem to be moving with a purpose towards the capital city!
- If a drunken ogre magi wants to sell his 'daughters' to you, you'd best be running. Those gals are very high strung.
- Dolgan's the one of the Isles de Honig's dwarfs has brought two of his lovely sisters to town. Gents they are available and oh so bearded!!!!!!
- The goblins have been skirmishing with Kingdom soldiers to the south again. Are they coming back?
- Be wary on the roads at night. Brigands seem to own the streets these days.

Public Safety announcement:

The trails haven't been this unsafe in a long time and the worst thing is that we still have no idea who is making them so. Anyone who knows anything that could lead to the capture and punishment of these criminals and bandits should approach a noble or baron as soon as possible so that once again the trails of Clanthia can be made safe for townsfolk to walk.

Also, during these times of homelessness and need, please try to help the refugees as best as possible. Notify them of the laws and keep the streets clean so that we can avoid sickness and danger. Any dead bodies should be removed from the trails and streets and buried as far from town as quickly as possible.

Advertisements:

Horses for sale! Our clan has been breeding and selling some of the best horses in Rossanoe for years! All breeds, colors, ages, sizes, geldings and mares! We even have some for the wee folk.

Inquire with Eibhlin Banahan for pricing, details and orders.