



# The Clanthian Crier

All the News! Mostly True!



*Attention New Adventurers!*  
The Kingdom Garrison is a good place to earn a few gold as well as gain protection from Clanthia's seedier side. See Sir Thylos Fellhammer, Garrison Commander.

## Storm Lord decimates Clanthia

It was a seemingly normal Saturday night in town, with the usual orc and goblin incursions ever testing the town's alertness as they look for unwary victims. The weather itself was a bit strange, but most seemed to think it was just the unusual cold spell that had hit the land as of late.



When his first minions showed up, they immediately attacked all, giving no quarter, taking no prisoners. Several Town's people woke up dead, at the Healers guild that is. These minions were all extraordinarily powerful, Masters of the Elements, each of them. They all seemed to be proficient in a different type.

The town fought a series of pitched and running battles over the next few hours, with Baron Xavier and his Barony fighting side by side with the newly announced Baron and Baroness of Sudbyr, Tauron and Elise. The fighting was intense with both sides suffering losses, and the minions of the Storm Lord seemingly without end.

No sooner was one killed that another quickly appeared to take it's place. After what seemed like hours of difficult battles, the town was quickly running out of spells and healing unguents, so Rossanoe and Sudbyr decided to seek shelter behind their wards. Both sides left a token force, and there were less then 20 people in the center of town at this point.

Not five minutes after this happened, the Storm Lord himself made his appearance. Circles were quickly cast, and those remaining had a very tense few moments when the Storm Lord and his minions were able to reach Baron Tauron and Baroness Elise. Several other town's people were killed including 810 and Sarc,

Eventually the Storm Lord grew tired of the Circle games the town was playing, and "stormed" off!

Any and all information on this creature or creatures should be reported to the nearest Noble or Guildmaster without delay.

## Isles does battle with Fishmen while Sudbyr, Rossanoe and Sadhe look on?!



The ongoing feud between the Isles de Hong and the fish people who inhabit the waters near said islands continued this gathering. The Sahaquin as they call themselves claim to have no desire for conflict with the rest of the Sutherlands, only with the Isles and her Nobles led by Baron Lachlan and Lord Sir Wilhem Gannon.

At first the creatures milled about town, not attacking nor harming anyone, and even restoring the health and life to a few unlucky town's persons who were dropped by giants.

All of this changed when the colors of the Isles were seen. The fishmen seemed to work themselves into a frenzy, and made ready for battle. A few stray spells were cast on both sides, with Sir Wilhelm quickly there

after calling for the town to "charge!" and take down the offenders.

At this point, details become a bit muddled, with multiple stories being told. What is known is the other three Baronies stood by and watched the Isles as they fought their enemies.

Is this some part of the political game? Or was it simple fatigue on the part of the other Baronies who had been defending the town for "hours" that night, according to at least one anonymous Noble.

This paper hopes to have an interview with both sides soon, look for a follow up story, if something develops..

OOP- The Crier is Written by Tom Bates  
check the web at [www.solarinc.com](http://www.solarinc.com)

## *Storm Lord extracts a price from those he slays?*

According to reliable sources, anyone killed by the Storm Lord is asked a question, and if their answer is not what he seeks, then he is able to delve into your very mind, and literally control your actions! Yes, it is true. This is not an exaggeration. I myself witnessed this, last gathering, when he dropped Rove, a Rossanoe Citizen and upright guy, and later caused him to fall over dead, with simply a word and a gesture. If you know anyone who was

downed by the creature, beware! Travel with them at your own risk, who knows what diabolical plans this creature has. His promise for aiding him was fast, merciful death.... I sure wouldn't want to see what happens to those who oppose him. If you have any information on this, report it to your nearest Noble or Guildmaster.

## *Formal Magic teachers found!*

In a breakthrough for the Finer Arts, a humble Scribe for King Devron discovered both the cause of the recent loss of Formal Magic teachers, as well as the solution. Apparently the young Red Dragon who has frequented town as of late, was drawing the very magic from the air! This drain caused Scholars of both Earth and Celestial to be unable to focus their thoughts in a way to pass on what they know, and to barely be able to complete the Rituals that they did know.



When the King was told of the solution, he immediately sent word and the proper tools to each Barony, as well as the Celestial and Healers Guilds. These guilds are now able to teach one student, one level of Formal Magic per gathering it seems. To clarify further, at this time, each Barony is able to teach one Celestial, and one Earth student, the Healers and Celestial Guilds can also teach one student each. It is not known if the Druids grove and the DoenstreallyexistNecroguild can also teach.

\*\* Breaking news at press time! The Celestial Guild has been given the tools to teach a second student each gathering. See Guildmaster Thornn or Second Sephrena for details. \*\*

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

- The Isles de Honig were recently saved from many deaths by an act of fate, but they don't even know it.
- An innocent Child is being swayed to the dark side, much to the chagrin of the goodies in the town.
- At least one of the Djinn survived the downfall of Carpathia, and has been in contact with a town's prison.
- Morgrim is about to go on a rampage. Again. Stay clear of him!
- Zethral is going to be tried for murder as soon as he can be brought forward for Justice.
- Will Sir Rosh ever return to Clanthia?
- Calliope is known as the nicest person in Clanthia.
- A company of Sadhe Elven Soldiers were seen crossing over the border BACK into Sadhe, from Sudbyr last month. What is this all about?
- Elora of Sudbyr has changed the spelling of her name again! ok, ok, so it is this paper that keeps misspelling it, Our sincere apologies to you, m'lady.
- Speaking of apologies, another one goes out to the powerful Baron Lachlan of the Isles, for the misspelling of his name in a feature article last month.
- Joseph Darkmoon has returned to town, and already assembled a respectable group. Just who are all these pirates and scallywags he walks with?
- There is a full moon this weekend. Gypsies beware?
- BIG reward offered for Lenoire's SAUCY Wench! Last seen with Griff and Balik. Lets find this poor lost girl and return her to Lenoire.
- The Sutherlands are dangerously weak at the moment, due to the ongoing wars that have ravaged our lands.
- Relating to the above rumor, an underground movement has started that is crying for an expansionist campaign. Their saying goes "get them before they get us." Hmm, this might have some merit!
- Master Cupric has found a way to increase the strength of any normal armor, making it much more durable.

## *Festival of the Barons comes to town next gathering!*

*With each spring, comes the Spring Festival. This is a time that allows merchants to hock their wares and all to test their skill at arms and strength of wits. This year's festival has an air about it, that I haven't felt in a long time. There is an excitement in the air!*

*Featured events from years past include the following:*

*The Baron's Test of Arms (also called the 3 hit tourney) – This is a contest of arms, that any may enter, as long as they have the skill to wield a weapon. The rules work like this. The contestants are randomly drawn from the pool of entrants. They then square off in a large ring, with Nobles judging who scores each hit. The quality of the strike is what matters, not the strength of your sword arm. Skill is indeed the real test. In years past Two Handed fighters have won this tournament, as well as a Staff wielding Scholar.*

*The Scholar's Test – The counterpart to the Test of Arms, for those with a scholarly bent. This is not just a test of you against another contestant, it will involve more than that, this year. Expect for this to be truly unique, and done as never before this year. I won't spoil the fun just yet with too much information.*

*The King's Messenger – This is simply the fastest man in Clanthia, although endurance will certainly play a large role in it as well. The runners will have to collect a series of tickets from check points along the way, first one back to town with all the tickets wins the event. This is a sanctioned event, that will have guards stationed along the way in order to prevent someone from getting creative and hindering one of his or her opponents.*

*The Test of Wits – For those who are not strong of arms, or fleet of foot, perhaps you are sharp witted? This will be a contest designed to test that large thing that rests on your shoulders! It might involve solving a puzzle, completing a riddle, or some other test of your wits.*

*The Rogues Challenge – For those who seek the shadows to conduct their business. This is an event that tests many facets of the rogue. It will include identifying "merchandise", "borrowing" a few items from marks, as well as any other skill possibly to be used by a rogue.*

*Games of Skill & Chance – Various merchants will be supporting games of skill & chance, to win coin or magic. Bring your Silver and Gold coins to pay for the chance to win something nice.*

*Merchants Group – As announced in the last Crier, the King has sanctioned a group of merchants to sell various items in the Sutherlands. The Merchant King with his special auction of rare items will also be present, as will a variety of other colorful merchants.*

*Special Note: the new Merchant's Group will be selling items on Consignment. If you have an item you wish to sell, simply supply us with a written description of the item, we will be identifying the items before sale to verify its veracity, and the minimum price you will accept, and we will perform as middleman for a slight fee. See the Merchants Representative at the Festival.*

*Ok, I think that is enough to wet your appetite! Be sure to make your reservations early (oop – prereq.), as the Festival always fills the town's lodgings up quickly.*

### *Thorrn'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! +++*

*Don't forget to sell your unused items on consignment with the new merchants group next gathering.*

### *Celestial Guild:*

*Identifies, Invests, Creature/Construct Creation, Magical Items, SpellStrikes, Cloaks, Damage Auras, One-Shots. See Guild Second Sephrina*

## Crier Staff now has Openings.

Looking to make a name for yourself? or just earn a few coin for your talents? Then write for the Crier. We are the top circulating paper in all of the Sutherlands. No one reaches more people then the Crier! We have need for all types of people. Writers, Creative types, Artists, just about anything. Help make Clanthia and the Sutherlands even better by contributing. See Andrew the Scribe at the King's Keep for interviews. (oop- email Tom Bates at [Dangbear@hotmail.com](mailto:Dangbear@hotmail.com), or find me at the event. )

## Late Breaking News!

Several Baronies have reported major occurrences this past month:

- The Isles reports a falling star having directly hit a large fishing town on one of their outlying Islands. Scholars are studying the area now to see if this was an act of nature, or perhaps something more insidious from an old enemy. The loss of life was reported to be high in this town.
- Rossanoe reports a series of food riots, due to an unexplained spoilage of several large food reserves.
- A squad of Sadhe troops on a routine training mission wandered into the Dragon Lands, and were quickly surrounded and overwhelmed by a superior force of orc warriors. The few survivors report the losses were large.
- Sudbyr also reports loss of troops, due to reported Beastmen. These creatures seemingly appeared from thin air, and killed many peasants before they were hunted down by Elite Sudbyr Units.

## Miscellaneous (oop stuff)

- The Tavern needs your help. Please volunteer!
- Monsterring is required of all players. Get out there and let some other people have fun while you are helping the game. You can also earn extra build by monsterring, to strengthen your character.
- Next events Festival is going to be awesome, but we need more volunteers to make various props and phys reps. See Matt Rickwood for details.
- Pre register for the next event, it is a 4 day and beds go quickly.
- Stay in play, as much as possible. React as your character, not the real you. When things go bad, shrug it off, and work to avoid whatever happened next time.
- Remember the designated list of Lore Skills are Learn Only. If you had one of these skills, you may get a refund on your build spent. See logistics for any questions.
- Food for the Festival. We are asking everyone to bring some type of Food for this event. It can be a homemade cake your mother made, to a store bought deli tray. Anything that is tasty, and you would eat is welcome. The Baronies are bringing large quantities of food, but we need EVERYONE to contribute or bring something as you can. The food will be spread out in the tavern for Saturday afternoon. This is going to be the best Festival in many years, if not ever.

### For Sale

a variety of potions and earth based enchants or items. In a pinch, everyone needs Defends and Renewals! Don't get caught without. We also make the highly valued Life one shots. No need for one of your friends to ever die again. See the Healers guild for prices.

### Want to Buy.

Race change Scrolls and Components. Paying top prices.

See Lord Pharr of Sudbyr

Hungry? Starving? Famished?  
Then look no further. The Tavern  
has something to satisfy the biggest  
ogre to the smallest hobbling.  
Delicious and cheap, check us out.

Your ad could have been  
here!  
We reach more readers  
than any other paper in the  
Sutherlands

Annalae and Ekkaya  
Your Mistress and her friends  
Terry D and Val Z will be visiting  
you this gathering. I hope you have  
the appropriate "gift" for her.  
Signed Anonymous