



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!
Check at the Garrison building or inquire with any Noble for details.

'Be Careful What You Wish For,

by Antarr DuVall.

Without divulging details that might make some in town uncomfortable, I feel strongly that at least part of this

story needs to be told. For one, there are a tremendous amount of rumors circulating, and truth remains the swiftest cure for such childishness. Secondly, the story might lead someone else who is wavering about a difficult decision in a positive direction. Last Gather I was given a powerful gift by someone I had helped constantly for years, a one-shot gift that would grant me my fondest wish, and I had less than an hour to decide how to use it. What did I ask for...a Princes Ransom in gold? Magical artifacts beyond imagining? High Sorcery at my command? No. I spent the wish trying to undo a terrible genocide that happened centuries ago, when thousands of innocent lives were lost in a single day. Simultaneously, I arranged in my Wish for these freshly restored beings (all of them incredibly magical and powerful) to become friends and allies to the Kingdom, should war ever threaten us again. I stood to gain nothing but inner peace by spending my Wish in such a way. I > *could* have had *anything* - my enemies slaughtered, a mountain of mithril pieces, but I chose this...and I chose it knowing full well that it would gain me powerful enemies in town, even a trip to an Obliteration circle. What was my motive? The acquisition of material things is no longer a > driving force in my life. I didn't need the hour period - I knew in an instant what my wish would be - the dream I have had almost every night for half a decade: the reversal of this races genocide, instigated as it was through trickery and deceit. My

single life was, and is, nothing compared to saving that many lives, that much knowledge. Not to mention, potentially gaining that many allies for the Kingdom. As it was, the ritual was never cast. Perhaps some Rules still linger; perhaps the Framework is not yet shattered. Perhaps it was a simply a test...he who does not ask for power, is often the person who > deserves it the most. But to all my 'traditional' enemies, know this: it was briefly in my power to snuff out your existence for all time, with no defense allowed I chose instead to trade my own existence for a chance to save countless innocents, none of whom I have ever met. My soul is content, even though my Wish was not granted. I did what I could to help the Kingdom, and also attempted to reverse one of the greatest historical tragedies of all time. If that is a foolish act, then I am a fool, and will remain so as long as there is strength in my body. Ask yourself...what would you wish for? More importantly...how would you sleep afterwards? I sleep very, very well. Signed, Antarr DuVall Master of Symbols'

New to Clanthia?

'An Orientation for the Novice Adventurer will be held to welcome travelers and adventurers new to this great city and Kingdom. We will be available Saturday afternoon at 2 PM, on the back porch of the tavern to answer questions you have about local laws, current events, available resources and ways in which even the most inexperienced adventurer can make an important contribution to life in our fair city. We will also have people available to spar and help you to improve your skill with a weapon. -Constance Damask and Moira Atropos'

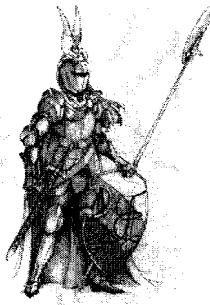
A new Knights Council for a New Age!

It is a new Council for a new Age. Upon recovering the "Codex of Knights" last gather through much valiant effort and great sacrifice, the Knights of the Sutherlands have succeeded in establishing "The Council of Knights of the 3rd Age of the Sutherlands". Many years ago, this Codex was stolen, obscuring the Path of True Knighthood and binding Knights in ignorant subservience to a mysterious and deceptive creature of the 2nd Age. Now that their deceiver is vanquished, the Codex is now free and has revealed many previously hidden truths. The Knights called a public meeting, at which point the Codex guided the newly formed Council with a detailed Code of Conduct, Guidelines, and other sagely and honorable advice. Notable revelations from the meeting included:

◆ Knightly Councils will be organized by region, and are bound to serve their Lord and Land. ◆ The Knighthood Codes are incomplete due to the deceptions of the 2nd Age. Codes may be altered and expanded as the hidden secrets are discovered in the search for the true path of Knighthood. ◆ As of August 2nd, 608, all Knights and Dark Knights present at the council are now Fallen until which time they undergo Trial in which they must prove themselves worthy of their titles. If a Fallen Knight does not complete the Trial by the end of the calendar year, he is considered a Disgraced Knight forever. For more information, including a detailed account of the meeting and Trials, please contact Sir Wilhelm of Isles, Sir Vanyel of Rossanoe, or Dame Gwyn of Rossanoe. Congratulations to Sir Wilhelm, Sir Vanyel, Dame Gwyn, and Sir Lune, who have successfully undergone their Trials and have regained their Knightly status and titles!

The Crier 8-22-08
By Tom Bates & Leland Bridges
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A Crier exclusive from Sir Wilhelm



'Why did knights really lose all their abilities?'

Over the Ages, mortal Knights had been unwittingly bound to the whims and existence of powerful, other-worldly creatures. This was done to keep Knights and those they serve ignorant of the true purpose of Knighthood and implicitly subservient to the "greater" beings. When one being in particular recently passed from this realm, the powers bestowed upon all Knights departed as a result.

'What has been done to resolve it, if anything?'

Research conducted by the Knights of the Sutherlands indicated that, some time ago, a similar calamity occurred which resulted in Knights losing their powers. This research also indicated that those Knights, after uniting in the common Cause, were bestowed with the "Codex of Knighthood." In similar fashion, seven Knights of the Sutherlands assembled during the early August, 608 Gathering and quested to discover the Codex once again. After conducting certain sacrifices meant to prove their devotion to Knighthood and their Realm (the Sutherlands), the Codex was re-discovered. Since then, the Codex has instructed the Knights on those tenets of Knighthood that the other-worldly creatures have obfuscated over several generations. Amongst other things, the true Code of Knighthood requires a visible and functional Council with public meetings and well-kept records. By following the tenets of Knighthood as they are revealed, Knights are able to recover their status and title, and therefore receive granted abilities once again.

'Are knights and dark knights allies or enemies?'

The Codex speaks quite plainly on this matter – "A Knight and Dark Knight may share a common Cause, but they will never be friends or allies." Knights believe in the defense of the helpless, charity, and goodwill. Dark Knights believe in overwhelming power, the elimination of the useless, and the growth of their "dark path." It is inherent that these two paths are in conflict. Knights and Dark Knights are nothing of the sort if they do not oppose one another.

'Why are knights—both dark and light—from all over the Sutherlands announcing the times and locations of their trials to the public?'

Knights and Dark Knights share a common link to their Realm. They are in service to it and to the people residing therein. The conduct of the Knights of the Sutherlands reflects upon the people of the Sutherlands, and her people have an intrinsic right to witness the trials that determine a Knight's standing. Therefore, Knights undergoing trial by the Council – as outlined in the Codex – shall announce the time and location of their trials with an eight hour margin, at a minimum. All are welcome to attend.

Vampire threat reaching crisis level!

The vampires that have plagued Clanthia for most of the past year are reaching near critical level of danger. They seem to have insinuated themselves into very high places both politically and militarily. The paranoia being generated by this is starting to really show. Our troops are strained, mistrust is everywhere! Rumor is the notables of the town are going to try to end this threat for good on Friday night of the gather. Stay tuned and check with your local noble!

The Millstone?

Word has reached the Crier that a legendary place, The Millstone, has recently received a lot of "press". What exactly is this thing anyway? Well, the following information may or may not be true, and a high price was paid to get this info. (This high price will be passed on to you, our beloved readers, in the form of an extra silver piece per issue. Sorry!) Anyway, the Millstone is rumored to be old... First age old. Supposedly it is the axis on which our world Tyrra turns. If this is true or only a symbolic description is unknown. Anyway, long ago, in a gal... err land far away there was a race called the Aelumari. One of these Aelumari through hook or crook created Necromancy, the magic that is not a natural part of our World. His name was Eog. As punishment for his unfathomable crime, he was sentenced to be forever chained to the Millstone, ceaselessly turning the stone. Well, forever is a long time... and a few years ago some geniuses from Clanthia decided to free him, without knowing the consequences. They were successful but over time the Millstone slowly stopped. Some say this coincides with the Devourer's release. Other's report different significant events. Who Know! In any event, the Millstone has had several people attempt to turn it, most recently a group of Arcane who pledged themselves to the duty, but were driven off apparently by more adventurers from Clanthia. Any additional information will be well paid for.

Planar Champions Members of a group compiled of representatives of each Moral Plane that have come together with the goal to destroy Necromancy, rallied townsfolk to battle the vampires in Isles and Darkholme prior to the last Gather. Their assistance was useful in driving off the Undead creatures, though one of the Champions, Sebastian, was captured in the efforts. Erelah, Champion of Life and Law and Bartholomew, Champion of Death were seen walking together Friday night of last gather, presumably to deliver more warnings of imminent vampire attacks and spreading the word of the evils of necromancy. Saturday evening, other members of the Champions attempted to rally town to go through a portal to fight the Vampires and recover an artifact called the Compass Eternal, an item they said was necessary for our success, but would spell our doom should the vampires lay their hands upon it. Our leaders were skeptical of the offered help, suspecting that it could be a trap. They initially decided not to go, but were eventually persuaded by Edgar to join the fight. After an intense battle through the bloody mist, the Sea Elf vampire and the fallen Knight vampire were subdued; their corpses were taken to closely guarded quarters until sunrise. Both turned to dust as they were exposed to the early morning light, though local scholars believe that they will return, and that a detailed ritual will be necessary to destroy them for good.

The location of the Compass Eternal is unknown and thought to be in the hands of the Vampires, and rumors fly that the hesitation of Clanthia's heroes brought about the capture of the Planar Champions. How will Clanthia fare without the assistance of this vigilant fellowship and their sentient artifact?

The Areen Mage King known as Sophio is hereby banished from the Sutherlands!

Sophio met with the Barons of the Sutherlands last gather regarding the distribution of the controversial Will to Power scroll. Sophio had given one to his follower, Antarr DuVall, though the possession and casting of the Will to Power is illegal in the Sutherlands. The exchange between our glorious leaders and the Areen was cold. Sophio, sensing the hostilities, offered to leave and never return. Grimli was barking mad and in rare form putting on quite the show. Both Baron Harold of the Isles and Baron Aaron of Rossanoe quickly followed Grimli's "suggestion" and declared him officially banished. Baron Lamech of Sudbyr and acting Baron Bael of Sahde remained silent and did not cast votes. Sophio is well known for his hand in the disastrous and accidental release and subsequent re-imprisonment of the creature known as the Devourer, as well as some last minute involvement in the recent war against the Void. Should you spot him within Sutherland territory, please inform a noble post-haste. ♦

Other news

The Swamp Hags have been successful in their efforts to resurrect Ergock the Swamp Lord. Ergock and his minions came to Clanthia Saturday afternoon of last gather, promising prosperity and peace if we would surrender to his will and allow him to turn our town into a swamp. His offer was, of course, rejected, and battle ensued. Displays of hostility are expected from the Swamp Lord in the near future. ♦ The terrorist known as Soapy Bill has recruited former soldiers of the Baronies to his cause. Masses of military deserters poured into Clanthia, still wearing their baronial heraldry, posing as representatives of the baronial embassies, but attacking anyone they could. Eventually they dropped the ruse and forcefully confronted the nobles about the perceived wrongs done to them, but refused offers of recompense.♦

Given the recent events concerning the Knights of Clanthia, several have expressed worry over how the Fallen Knights unable to attend this past gathering, unable to go through the meetings, discoveries, and trials.

All are to retain the title Knight Errant (a traveling Knight) until their return, at which point they must present themselves for trial. Anything further to share the knowledge of our quest has yet to be discussed amongst the seven present. The Council will not condemn them for their inability to show up for Clanthian gatherings. The Council also recognizes that Knights on occasion do age and retirement of them from their duties should be respectful. Sincerely, Dame Gwynvari Hawke
The Council of Knights of the Third Age of the Sutherlands




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










- Hargo of Clanthia is seeking investors for a business opportunity, that he claims may bring in substantial profits. Sources say that he, a newcomer to the city himself, has been taking pains to welcome others unfamiliar to the city... Though his motives are unclear. :)
- Settlers and farmers in northern Rossanoe say they're going to move further south, but they're dragon their feet. They warn people to avoid open areas such as main roads when traveling in small numbers
- Although orcs tend to keep to themselves, 'random' encounters with them have been increasing since May 608.
- Misanthropes and malcontents intend to find the Millstone first just to see what happens when they turn it in the opposite direction.

Adventurer's Astrology

by Astros & Stella Lector

We of the Lector Family have seen signs of great loss and great gain in the past months. Wondrous and mysterious changes have occurred and the stars tell us that a new Era has begun. We are pleased to report that our readings show the fortunes have shifted to favor the common men and women of the Prime over the lords of the planes. May the stars shine favorably upon you all!

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|---|---|
|  | Ares (3/21 – 4/19): Know that you should keep your temper in check, as choice words may be overheard that could lead to disastrous consequences. |
|  | Taurus (4/20 – 5/20): Your attempts at subterfuge will be revealed if you do not take more caution in the days ahead. |
|  | Gemini (5/20 – 6/21): You will happen across something very valuable, but not realize its value until after the opportunity has passed lest you are vigilant. |

| | |
|---|--|
|  | Cancer (6/22 – 7/22): Now is the time to learn a new sort of skill and diversify your range of knowledge. |
|  | Leo (7/23 – 8/22): Though you have lost much, if you work together with those who follow the same path as you, you will have much to gain. |
|  | Virgo (8/23 – 9/22): A most distressing letter will bring great misfortune to those you hold dear. |
|  | Libra (9/23 – 10/22): Your hesitance to make a decision may cost you a great sacrifice, please do not ponder the consequences more than is prudent. |
|  | Scorpio (10/23 – 11/21): Trials and tribulations lay ahead for you in the coming days, make your choices wisely. |
|  | Sagittarius (11/22 – 12/21): The trust that you have in a close ally or friend will be tested soon, the stars are blurry as to how they will respond to their trials. |
|  | Capricorn (12/22 – 1/19): Magical rituals are in favor for your sign on this rising moon, we advise to take great risks in the rituals as the reward will be worth it. |
|  | Aquarius (1/20 – 2/18): Traitors have lain low in your midst for some time. Be prepared, for they shall soon surface. |
|  | Pisces (2/19 – 3/20): Simply put, death seems to have it in for you. Watch where you walk along the trails and turn your back on no one. |

General Forecast for Clanthia: A new era has dawned, and as such the fates are more fickle than ever. Expect the unexpected, but rest assured that death looms high, not merely in the fanged shadows of a blood red night but behind every corner as well. Persevere and overcome is the best strategy.

Lucky Numbers: 31-14-8-22-4

OOP Information

- Stay in Play! Play your character. Don't bring oop into in play!
- Pull Tags, mark spells, fill out marshal notes.
- Tell Scott "thanks for a great game!"