



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!
see Lt. Coral Reef at the Garrison building or inquire with any Noble for details.

A Survey of the Dangers to the Sutherlands

By Quentin Lamaraine

In the interest of education, I thought it best to provide the heroes of Clanthia with a brief summary of what I have found to be the various current threats to our world. It seems that while many of these threats seem to occur seasonally, there are some present that have been long-standing battles between "them" and "us." Keep in mind that while there are other, smaller and occasional dangers, the following seem to be the highlights of the issues thus far.

- First, there is the matter of the "keys". While not the main antagonist in and of itself, those after them seem to be the largest threat to our fair city at present. The basic premise, as far as I can tell, is that an item exists which can fashion an entire planescape. This item is of a power scale similar to the Rod of Mir, yet unlike the Rod, can only be used by Mortals. As such, to unlock the item - whatever it may or may not be - requires keys. We have been told that the keys will surface in our planescape as weapons. Some have already been uncovered, others still remain. The Agents of Death possessed one for a time, as did a group of "Adventurers" who surfaced Sunday night of the Festival Gathering. The main seekers of these keys consist of a number of different

factions, but all seem to be the refugees of a destroyed planescape called Eira. Of note, the former Brothers Grimm, the former Fears of last All Hallows, Torval, Legariel, and this rather vile group of adventurers seem to be the main factions thus far. As such, until we as a whole know more about this threat, we are taking our usual measures to safeguard ourselves: standard Clanthian paranoia. Some have received odd visions, and others spoke with a blind prophet named "Legariel", but slowly the information is seeping through the cracks and we hope to have enough knowledge to act upon soon.

In the meantime, it is the opinion of this author that no one group should safeguard more than one or two of these keys. As such, we have faith that our Barons will continue to act in our collective best interest. Expect that any number of creatures with aims of improving their station in life will seek out the keys—and it out on us.

- Next, there is the matter of the Order of the Shimmering Star. Doesn't ring a bell you say? How about the mass of Undead of last gather, or the repeated invasion of the Half-Golems? Both of those threats are the same faction of people who have been attacking us of late. This Order was once in possession of an Orb of great power. After they quarreled over it, they attempted to wrest control of it for themselves. Their Order shattered along with the Orb, and the Orb itself vanished. Each member of the former Order used the sliver of the

Orb they chipped off to fashion their own unique magic item, and each began to seek for ways to extend their lifespans as they hunted down the other pieces of the Orb.

The Orb's extension of itself, or possibly just a Guardian it created to preserve what remains of itself, is a sentient Adamantine Golem who calls himself Kohit. While affectionately called "Mr. Plates-on-face", he is the one who has been transforming innocent people into half-golems and giving them voice-controlled orders. After some inquiry, it was brought to light that the Orb resurfaced and made an attempt to embed itself as the power source fueling our Celestial Guild. Kohit initially wished to grant us the powers of the Orb in exchange for our help in renewing it. His only mission is to make whole the Orb. And so the Guildmistress appealed to the Barons for aid in recovering the lost pieces and to use the Orb to power Clanthia's Celestial Guild. I have been told that while we gave the Guild assurances of help, much of the town did not know what we were facing and as such did not fight as a whole, and thus allowed these greed driven mages free reign of the town rather than fighting and defending. But eventually we did drive off some of them, and once we did, the item found was kept by individuals rather than donating it to the Guild. While standard practice for Clanthia, this act disgusted Kohit and caused him to rescind his offer and began attacking us by the next gather to get it what he sought. In

short, while diplomacy could have given us a great reward, the standard "Clanthian Smash job" prevails again. I feel this could easily have been avoided if we only had shared this information more freely so that most of us knew what was going on at the time. I will make it a point to try to issue these bulletins both in the Crier and generally make sure all the baronies know what's going on as much as possible.

- Finally, the last and perhaps oldest present threat to our city lies in the corrupted soul of the vampire known as Arikel. She is an ancient vampire by most accounts. And while some claim her to be the oldest, she is not. She was accidentally awoken by a group of Clanthians on a high adventure, and since has wrought havoc on our city in return. All anyone can attest to is her level of power; I have completed a survey of her abilities that I have personally witnessed. They are as follows: she is (i) able to Teleport via Blood Magic. [Note: for those not accustomed to fighting vampires, they usually use gaseous form or Celestial High Sorcery.]; (ii) able to possess living creatures. Her own body long since rotted away, she can "body jump" into hosts – willing or unwilling – and take control of them; (iii) able to Parry the most Fatal of a warrior's swings multiple times; (iv) has not only the standard Resistance – both passive and active – of greater vampires, but has even more, putting her on par with the greatest Necromantic creatures ever faced; (v) employs a Necromantic spell column along with Necromantic formal mastery; rather than spawn other vampires innately, she has preferred to formally create undead from townsfolk and innocent villagers; and lastly, (vi) her vampiric abilities to Charm and

Dominate are more long-lasting than is typical.

During the Festival gathering, she sent a disposable army of lesser undead after us, and this resulted in the loss of many Clanthians' lives. Since she was strangely absent last gathering and there has been news of even more questionable activity in the towns of La Rochelle and Sahde, I am confident that the "plague" stricken villages and the "empty" graves all bear her signature. Rest assured, we can expect more undead hordes from this foul creature. What troubles me most about this foe is that it is thus far impossible to kill her, as destroying her body will just cause her spirit to jump into a new host. She has no known phylactery and other than her gender-host restriction, no known quirks or weaknesses to exploit. Even her reasons for traveling to Clanthia are unknown.

Anyone with any pertinent information on this threat or any other, kindly ~~seek~~ me out and I will more than likely recompense you should the information be useful.

These are three of the most of the major threats to our city, and by default the Sutherlands as a whole, and it is by no means complete as I am sure there are others. More threats continue to surface practically every gathering. And it shows no end in sight. It is my belief however, that we as a whole are growing a bit lax in our ability to serve as the shield that saves the Sutherlands from impending doom. I think these problems need to be addressed so that we may all better serve our King and defend our Kingdom.

While some of you may not recall, there was a time when our

Kingdom's troops patrolled regularly. During said time, there were NO monsters to be seen in the central part of town. We townsfolk had to walk the trails looking to clear them of unwanted monsters and the like. Additionally, there was a time when we all jumped at the chance to defend our city on the field of battle. While I may just be remembering a fonder time, looking through the glasses of nostalgia, I am utterly convinced that there has been much change in the manner in which we conduct ourselves of late. As such, I think that we should again remember the way it was done before, and if we rout out the monsters along the trails, we can return the center of town to a degree of civility. I hope those of you who do not remember those times will be more aggressive than the rest of us, if for nothing else to feel safe in the middle of the Tavern as you eat your daily meals.

Some honestly do not believe that the threats to our city bear any weight. I hear "I don't hit hard enough" or "its too powerful" or "why bother" or even (my favorite) "let [insert Barony name here] handle it" all the time, and it drives me crazy. Yes, we do not always get along. But we have united in the past in order to beat our common foes. While I am not advocating total peace, what I am asking is for unity against common enemies. I think if we all defended each other as citizens of the Sutherlands first, and then members of Baronies second, this paradigm shift could easily make all the difference in our efficiency in defeating our foes.

All I ask is to try and put yourself in other people's shoes and maybe try to appreciate each other a little more. We all fight, we all sacrifice, and we all die in the name of saving

this world from the continuing line of constant threats to our way of life, I would hope that a little common sense, justice, consideration, and most of all gratitude could go a long way in

inter-baronial, as well as inter-personal relations.

I thank you for your time and if you have any questions about these threats to our city, I am happy to

share all that I know with any citizen of the Sutherlands should they require it.

Invasion of the Body Snatchers?

Rumor has it that the unseemly vocation has become newly popularized in the areas of La Rochelle, as well as inside the neighboring borders of Sahde and Sudbyr. The families of the newly dead have returned to graveyards only to find their loved one's final resting place desecrated and empty of their bodies.

"Its horrible," said the sobbing mother of one victim. "She died so suddenly, and now this?"

It is a strange phenomenon that many of the pillaged graves belonged to those who had died unanticipated deaths of unknown reasoning. Recently, a rash of deaths have taken the lives of many young and healthy residents of the Sutherlands. Local midwives, hedge witches, and healers are all but stumped on the cause.

In response to the mystery graverobbing, night vigils have been held after burials in order to watch the over cemeteries and the newly deceased. Many have watched the graves for nights without disturbance, while others have faced the same fate as those lying six feet under. Some of these watchmen have been brutally murdered, and the newly deceased once again removed, while others have disappeared, along with the body.

The city of Tiksylyvan has been victim to this phenomenon several times in the last month. "Its baffling," said the Mayor, "That we cannot catch these criminals at their game. I wouldn't be surprised if these graverobbers were also somehow behind the deaths themselves, as well.

Martin Brynstone, a bartender and owner of the Pig and Cleaver, a widely traversed Tavern and Inn in the city of Tiksylyvan, agrees with the Mayor's surmising. "It's happened before," Marty says, "About 40 years past. Up in Finis or thereabouts. Some old coot who collected stories, died a few years back, told me about it a few dozen times, like old coots do. Didn't think it had much truth to it 'til now.

"He said a mystery plague came to his village and killed a many of the young people, those in the age best for working in the fields. All of their graves got opened up and the bodies taken. It was heartbreak for the village, almost a devastation.

"However, he said to me that after a couple months, the night sky lit up and they could hear people chanting from far away. A few hours later, the light vanished, as did the voices. And the dying stopped."

How this phenomenon will come to an end is simply a guessing game. But may it end soon, or perhaps we will all meet our untimely ends.

Phantoms plague town

Seemingly endless horde of spectre like creatures plagued the town late Saturday night of last gather. These creatures were aggressive but most seemed relatively weak all things considered. They mindlessly attacked the town down in Rossanoe where the town had gathered. This went on for over 2 hours until the wee hours of the morning.

Occasionally a stronger one or several would come forth and split the town apart, before being absorbed into someone. This person then became a beacon for the creatures who seemed to materialize right next to the unfortunate soul, usually quickly beating them into the dirt.

Rarely a rift would open that would spew Death spells or other damaging effects, including Weakness and Curse. What's all this mean? That is the question.

Mind Flayer Threat ended?

The Mind Controlled Mind Flayers were tackled by a group last gather, comprised mainly of Sudbyrians. The intrepid group reportedly ventured deep underground in the mysterious Underdark, where they took the fight to the squid heads. Not everyone who went underground returned, but no sign of the Mind Flayers has been seen since, and reports are that the group met with success. There are however some unanswered questions about the whole adventure, and rumors are that Lord Thoma or his associate Amelia Fairchild are investigating.

Notes from the Celestial Guild

The Celestial Guild is pleased to announce a series of classes on the mystery, magic, and power that is Formal Magic. In this, the first of many such classes, your instructor will teach the basics of Formal Magics, including the preparation, concentration, and equipment necessary for the casting of rituals of power, as well as a brief overview of the popular rituals and components.

This class is free, though kind donations to the Celestial Guild are always accepted. Prospective students need bring nothing but their minds to class, though a quill and parchment will likely be useful. Students need not be able to cast Formal Magics themselves, though some level of formal is encouraged, and will be required in later classes. The Celestial Guild maintains a quantity of components and scrolls, should a student wish to practice for a small fee.

The Introduction to Formal Magics class will be held at the Celestial Guild on Saturday, July 22, 606 from the hours of 2pm - 4pm. To reserve your seat please speak with Guildmistress Sephrina, though walk-ins are of course welcome.

New to Clanthia?

Or returning after an absence? You probably have a lot of questions. What are the laws here? Who's in charge? Where is the Great Forest? And what the heck do I do with all these rusted pieces of chainmail I keep finding on creatures?

For answers to these questions and more, contact Constance Damask of the Isles de Honig, and the recently formed Guild of Scholars and Sages.

Not New to Clanthia?

Your questions may be different, but no less important. What is an auroch? Where are the Vie Mountains? Why did certain formal scrolls become weaker recently? And where can I buy those delicious cookies that increase your fortitude for a gather? Constance Damask of the Isles de Honig and the Guild of Scholars and Sages has the answers - and if she doesn't, she can get them. In depth research available for reasonable rates.

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

- "Tavern supplies have been mysteriously disappearing over the last few weeks - Workers are baffled!"
- All the residents of the port city of Perth, in the northern Sea of Tears, have disappeared.
- It's reported that some of the goblin clans are being educated by larger goblinoids.
- One that everyone thought was dead has returned. And he's not happy
- Lady Iris of Sudbyr, a Healer. Antarr DuVall, caster of great reknown, devoted citizen of Sudbyr...and would-be husband?!
- The Sarr Matron, Fatima nears death, and civil disorder is likely to follow for the Sarr as no clear successor has been named.

Wanted: Full time body guard
Lord Pharr of Sudbyr seeks a full time fighter or Knight to serve as Body Guard. Pay is excellent, risk is negligible. Loyalty and Strength of character are more important then how hard one swings.

Binding Magics will be used to assure confidentiality.

SEE FLORA OF SUDBYR

"Wanted: Celestial One-shots of a select nature
Will trade potions or money.
Seek Antarr DuVall in Sudbyr."

The Crier - 7/21/06