

The Clanthian Crier

All the News! Mostly True!



New to Clanthia?

A bit green behind the ears? Check out one of our Guilds, Baronies, or even a Merc group. Most people are very helpful, at least for a few coin! If you are the loner type, watch, learn, and be careful. In this town, the sheep are quickly separated from the wolves.

Battle Waged in Finis

The following is a report received from a soldier at the battle.



The group consisting of Akari, Victor and 50 Sea Elf soldiers arrived in Finis together. Immediately they get word that

Dulgan of the Isles DeHonig has come to the city along with 500 Dwarves that seem to be following him. Traveling with the Sahide forces is a Sea Elf Maiden. She has tribal tattoos that take the shape of lightning bolts running down her face. The hood she wears seems a bit out of place for an underwater creature, but she wears it rather well. She thanks the group respectfully and thoroughly for coming to her aid.

As the camp is made and the soldiers sit around talking, the rumbling of hundreds of feet, like a heavily armored army, comes from off in the distance. Caution fades into surprise as Dulgan, leading at least 500 dwarven soldiers wearing Red and Gold come marching through the city to the port, where you wait with the Sea Elf. Almost immediately Tarwhiri, the sea elf maiden, speaks up.

"Excuse me, but I was NOT told that these dwarves would be coming along too. I was told that a few sea elfs and the two of you would be coming. What is this?" There is anger in her voice that is surprising to say the least. "I guess that you are not as stupid as I had hoped that you would be! Perhaps your leader is not just some brainless woman with little worth other than to carry a child. THIS DOES NOT MATTER! I will just have to deal with all of you."

Her eyes go from a crystal blue to an inky black, her skins shimmers lightly for a

second and she seems to grow a foot or more, making her at least 7 feet tall.

"Minions from the void, here my voice and come forth onto these lands. It is I, the Maiden of the Waters Deep that calls to you, COME FORTH!" With that, a ripping sound comes from over the water about 200 yards off shore, with that a whirl pool forms which quickly inhales a large fishing vessel that was coming in to port for the day.

Being well trained, every one immediately takes up their readied position. Without prompting from either side arrows are let loose from the Sea Elves side while throwing axes are heaved from the dwarves. A brief moment of silence as the Maiden grins at the on-coming assault of flying weapons. It takes no genius to come to the conclusion that the Maiden is immune to ranged attacks, as she merely allows the arrows and axes to hit her and bounce off harmlessly.

About that time a number of rifts began to open all around the two groups, and from the rifts great hounds with multicolored eyes came rushing out. The beast are met with fierce resistance from both sides and the numbers of soldiers are negating the effectiveness of the beasts attacks.

As Dulgan, Akari and Victor go to engage the Maiden, a wall of water comes rushing out of her that pushes Dulgan and Victor back to ground about 10 feet away. Akari however, seems to be less effected by the wall of water and lets loose a few spells that hit their mark. Unfortunately, the spells were either resisted or did not have an effect. Now alone with the Maiden staring down at him, Akari uses his natural swiftness to try to get out of the way of her next attack. He drops to the ground and rolls to his left, just missing a burst of black energy that comes from her hands. By this time Dulgan, Victor and the others are back on their feet and closing in on the Maiden again. All around things seem to be deteriorating rapidly as more and more rifts open, and more and more hounds come into the fray. Hope is not lost though as the alarms of the city had just begun to sound and off in the close distance soldiers

wearing green and blue come rushing to the aid of the two groups. Still spinning and ducking his way around, the Maiden seems to be focusing her attention on Akari at this point, only breaking her attention once to remove the head of a sea elf archer that foolishly got too close to her. Her full attention not being drawn away until Dulgan swings a mighty blow against her, which digs deeply into the back of her leg. Turning towards Dulgan, pain obviously gripping her whole body she grabs the dwarf by the shirt and with super strength throws the dwarf clear over two rows of fighting to land roughly to the ground. Dulgan smirks as he shakes off the fall only to find that he is staring eye to eye with a void hound. Without hesitation he sticks his sword down the throat of the beast and twists it once before pulling the blade back out. Blood and last nights dinner fall into the dwarfs lap from the beast gut before it falls dead to the ground.

A sense of dread comes over everyone when they realize that some of the hounds are actually pulling the bodies, alive or dead back into some of the rifts and reemerging with out the bodies in tow.

Buy this time, nearly every soldier from the city that is within close distance has mobilized and are soon to engage the forces. Sadly, a glance to the shore line reveals that now hundreds, maybe more Sea Elves with sunken black shimmering eyes are coming from the water line. They to join the fighting, which is at the moment a fight that favors the two groups lead by Akari and Dulgan. All the while Victor was doing what he can to aid Akari and Dulgan, though now his expression changes into pure hate and rage as he sees that his Sea Elf brethren have been twisted into void creatures. No one is quite sure if he does it for mercy or revenge but he begins to kill Sea Elf and after Sea Elf with little resistance. If everyone fought with his vigor, this fight would already be over.

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by Tom Bates
www.solarinc.com

For nearly 15 minutes the fight goes on, neither side seeming to gain any ground. The Maiden has turned her attention a few times on unsuspecting weaklings and ends their life in vicious and unnecessary ways.

Suddenly, with out warning the Maiden lets out a scream that stuns everyone within 20 feet of her. During this time she declares "Minions! We have what we have come for, retreat back to your home. Stand ready to destroy again when called."

Lord Xur

Who exactly is this "new" menace? What does he want? The following information was gained by a traitor. A necromancer who sold this story to The Crier for a high price indeed. If it was known who gave this information, his or her life would surely be ended. Permanently.



Lord Xur is the dead Liche King Akeem's blood brother. For several millennia he too has been undead, in the form of a Death Knight. For most of this time, he was the Hammer of Akeem's Will. The one who lead his legions, and killed thousands of people in Akeem's name. Where he hails from, can only be assumed to be the same mysterious desert home land that the Liche himself comes from. Twice has the duo come close to conquering the known world, and twice have they been barely defeated.

Some years back though, in 595, there was a rift between the two. Akeem had been weakened by a battle with the great Dragon Sulfur, which resulted in both dragon and liche being near mortally wounded and the fight being a stalemate. While Akeem was regaining his strength, Xur decided he had had enough of being the servant, and it was his time to be Master. So he took steps, and recruited other traitors to usurp Akeem's kingdom of the undead all the while keeping the Liche Lord imprisoned in a weakened state. Eventually a group of Clanthians released Akeem and Xur was enslaved with an even tighter leash. Combined with the enslavement of the Ancient One, a Liche perhaps even older than Akeem, the Liche King was truly master again of all that was Undead and much that was living.

For several years this remained status quo.

Then something happened. Xur was sent to Carpathia to investigate something on Akeem's behalf. What transpired there is not known, but Xur never returned. It became known he was now controlled by the mysterious force called the Void. Scholars speculate that the Void gains power by people simply knowing about it. Very strange. Thus for many years all record of this malevolent force has been erased from written record and any real knowledge closely guarded.

Xur has since menaced Akeem and his followers, with renowned Clanthians Duradan, Balik, Edgar and a few others having dealings with him. With Akeem's death at the hands of the Devourer, there was no force of Undeath that could control Xur, and he seems to feel free to roam freely around the world. He gathered in a large portion of Akeem's old undead army under his own banner, and has been in parts unknown the last year.

With the alleged imminent attempt to restore Akeem through the Four Winds Graveyard, Xur has taken an interest in Sutherlands affairs once again. The true intent of this Death Knight is not known though, but any interest in our affairs is not a good thing.

First hand reports state that the last time Xur came to town, it took the ENTIRE town to force him to retreat. Woe be the one who meets Xur in single combat!

The Crier is looking for any and all information on this!

To the Healers Guild:

"It has come to my attention that there is a particular air of paranoia about the Healers Guild as of late. You fear that someone - or perhaps, many - wish to wrestle control from the Guildmaster and his Guild second, and take over the Guild. This is entirely untrue.

With that, all the void creatures began to retreat, the hounds making a run for their rifts, while the Sea Elves run quickly back in the water. It is unfortunate, but a few of Sahde's Sea Elves take up a pursuit into the water, a decision that becomes clearly folly when the sharks that were waiting just off shore rush in and attack the pursuing troops with out mercy.

After the attack is over a damage assessment is made. Approximately 75 Sahde Troops including surface and sea elves and 50 dwarves are dead and unable to be revived. A total of approximately 50

dwarves and sea elfs are unaccounted for. Nearly that number of void creatures lay about the ground.

Most importantly, Dulgan and Akari are in the number of the missing. No one claims to have seen what happened to either of them. The Dwarves that accompanied Dulgan turn to the Sahde troops highest ranging officer. "We want our friend back, where is this Xur?"

The Soldier replies: "We are getting reports that Xur's forces are making a move against Rossanoe. We are waiting orders now."

Why move in and repair the rotting, decrepit, condemned eyesore of a house when it's so much easier to let it collapse under its own weight and build a new house somewhere else? It will take a lot less effort to let you continue to atrophy and die as an organization than it would be to fix the mess you've created.

No one wants your precious Guild, because it's not worth wanting. Just because you are necessary does not

mean that you are important. In light of your recent suspicions, some of you have made a weak effort at appearing to be active in town. Will this continue? Will you turn your Guild into something worth defending, an organization that people can take some pride in joining? Or will you quickly return to your sedentary, hypocritical, self-absorbed ways once you feel that the threat has passed?

Is it fair for you to continue to hide behind the King's colors, when our Beloved Monarch is not able to witness the mockery you've made of that which He was benevolent enough to support? You don't deserve to wear His colors. Your actions, or lack thereof, have made the once glorious Purple and Gold a local mockery, and it's not right that you should associate such incompetence to our mighty and noble King.

But what chance is there that you will take efforts to improve yourselves, your organization? Nothing will truly be done until the Guild Master's puppet-strings are severed so that he can make or break this once proud Guild.

In conclusion, I only want you to understand how little public value you and yours currently hold. I take no pleasure in writing this, but I feel it is a necessary action. Dwyden, you were once considered a great man. Once, long ago, I respected you as a man of action, a good man. Now, you are a mere shadow of what you once were, and what you could be. In addition, many of the members of the guild hold potential to be more than they are. Surely you all have secret dreams of greatness. But your dreams will never be reached unless you all take steps to achieve greatness, help your town, and get up off

your bloody porch and do something. Respect and rewards do not come to those who sit idly by."

Uriel's Guard

We the Guard would like to happily inform anyone who is interested that we are looking to fill a certain number of vacancies in our military unit. We encourage anyone to please come up to any member who is in colors and ask for a meeting with myself. If you are interested in hard fighting, serving the country during battles and good fellowship this will be the unit for you. You will be cared for and not left on the field of battle without all of us beside you. We will always fight together and lend each other our shoulders to lean on. We have only had two members go to the resurrection circle since we have been in Clanthia. Before that our history is written in blood. We are now well established for a new group to the area and would like anyone who is interested to please contact us. If you would like to be a member of a unit but do not want the constraints of having to be held to the group of your choice this would be the place for you. If you join but decide that it isn't for you we will all wish you safe travels without one ill thought. We are looking for stalwart men and women of any profession to fill

our ranks with. We hope that you will please give the concept some thought.

Commander Tomas of Uriels Guard

From the Dead

Just over a year ago, King Devron met with Barons Keres, Aaron, Harold and Lord Pharr. The King cryptically stated that each Barony would need to have a strong leader and a strong military in the near future. Did the King foresee something in his own future? Have the Baron's followed what has turned out to be the last order of King Devron? Difficult questions indeed.

Heavy Fighting Occurs in Isles

At press time we received reports that Baron Harold and his people were involved in heavy fighting in their home land of the Isles de Honig. Details were unavailable, but we can only hope they were able to fight off whatever Xur had to throw at them.

Messages from Count Losar

Let it be known that anyone convicted of dealing, either through action or lack of action, with the being known as Xur or any of the followers of Xur or the minions of the Void shall be have "Open Season" declared against their person(s). Under Open Season that individual is to be treated as an enemy of the Kingdom and killed on site until they no longer resurrect or the Ordinance is repealed.

It would seem that I "misplaced" a mithril ring of mine during the battle in the graveyard last gather. It is of medium size and has a large pyramidal design of small skulls on the face. If needed, I can describe the enchantments it contains for verification. Should this item be returned, I would be most grateful and a significant reward would be given to the presenter....no questions asked.

Count Losar

Laws of the Sutherlands Kingdom

By order of His Majesty Devron Nolaric, King of the Sutherlands, Count Losar and the Council of Ruling Barons, commission; or attempt to commit, any of the acts below is hereby declared a crime against the Sutherlands Kingdom and its People.

Treason: Treason is defined as willfully acting to overthrow the Sutherland Monarchy or to harm or kill the members of the Monarchy. As well as aiding the enemies, either through action or lack of action, of the Sutherlands and/or one's lawful Lord(s). The penalty for treason shall be most severe and may include torture and Obliteration.

Sedition: Sedition is defined as any willful incitement of discontent or rebellion against the Sutherland Monarchy or any speech or writing which promotes such discontent or rebellion.

Murder: Murder is defined as the willful killing of any citizen of the Sutherlands, whether by direct or indirect action, leading to said citizen's resurrection or final death.

Assault: Assault is defined as any willful attack, be it physical or magical, against another citizen of the Sutherlands, unless the attack is, beyond any reasonable doubt, self defense against an unprovoked attack. Assault also includes the destruction of protective magics cast on a citizens residence.

Use of Necromancy and Chaos: You are considered to be using Necromancy or Chaos if you willfully cast or use any physical or magical spell, scroll, ritual, ability or item where the effect falls within these particular realms. Desecration is not considered a crime under these acts.

Use or Possession of Poisons: Use or possession of poisons is defined as the use, sale, purchase, manufacture and/or possession of toxins.

Theft: Theft is defined as the illegal taking of another's property, whether by force or deception and shall include the possession or fencing of stolen goods.

Contempt Towards Nobility: Contempt toward Nobility is defined as any disrespectful or contemptuous statement or action made toward or about any noble of the Sutherlands Kingdom.

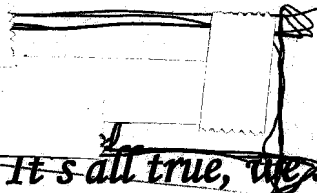
A note from the Count:

I will never assume you are stupid, please do not make that assumption of me. You know what the laws are and they can be changed to thwart any tactics that may be used to thwart their intent. Those who know me often hear me say "It is not the words I speak, but the intent behind those words that is important". The same goes for the King's laws. They are here for the benefit of the Kingdom as a whole and I expect the citizenry to uphold them. You will notice that no punishments are listed. This is by intent as each crime can be different and will be weighed on its own merits or demerits.

- With the ascension of Lord Keres to his new duties it is necessary to remind the citizens that there are currently no named Nobles in Sahde. The Kingdom would like to extend its gratitude to those that held a Noble title in Sahde for the duties that they performed.

- Let it be known that Lord Morggrim has terminated the state of martial Law and the Sutherland Monarchy will now resume to its normal chain of Lords, Barons, Count and King.

Long Live the Sutherlands
Long Live King Devron



It is signed by Count Losar

Clanthis's Latest Gossip - It's all true, we swear!

- This town has been in the soft grasp of feuding Barons for too long. Let us see what an Iron Fist can bring to the table.
- It is rumored that un-dead are now able to be made through studies of alchemy.
- The Planar Knights are re-grouping for a fight against the void, applications are being accepted.
- Gems linked to the defeat of Azrath are up for auction, any interested should contact Forthas of Sudbyr
- Speaking of Forthas, he has been recruiting many young females to replace his missing scouts, rumor has it that they have been impressed by his mighty artifact bow.
- Wilders often make the best spies, after all who would suspect a small furry thing?
- Void tainted people are every ware, trust no one.
- Argus left the Sutherlands', without so much as a goodbye to his Darkholme brethren.
- A hooded figure in gold and black armor has been seen in Sudbyr, coming and going in the middle of the night.
- Dear O, I know where you sleep. Signed Astral
- There is a new face trying to lead an old land.
- When the world goes dark, look to your own.
- Those who watch their backs meet death from the front.
- The Healer's Guild is losing members to their own causes.
- The Society of Ruin has been given a moment of pause by the research efforts of townspeopont
- Rumor is Sephrina will be returning to Clanthis next gather. Does this mean Lord Pharr wont be "far" behind?
- For how long can Grimli continue to serve two Masters? Or is he the ultimate master of deception?
- The Barons have been put on notice. The Guild Masters are next.

Attention all formal casters!

Need vessels? Contact Sulserig.
Best jewelery in town.
Master crafting? No Problem.
Vessel cost are case by case.
Master crafting is 50 gold per vessel.
Other arrangements for payment are possible.

Welcome 2008 Plot!

Aaron and Stephanie Craven!
Look for posts on the board with the rest of
their team. Bug them with lots of email. ☺

Special Thanks to Plot 2007!

Paul Troy, Vern Starr, Mary Seagrave, John
Waldrip, Kat Kline, Kat Bolado, and Brian
Rentfs. (Plus anyone I missed!)