



# The Clanthian Crier

All the News! Mostly True!



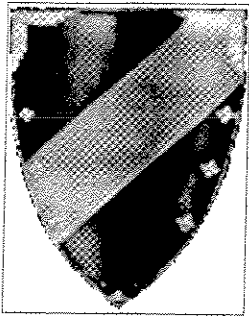
*Attention New Towns People!*

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 then that!

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

## A Swirling Political Cesspool: Can Clanthia Survive Without Devron?

Are the Barons as a collective



strong enough to re-stabalize the Sutherlands?. After last gather, all signs point towards 'NO'. The political games being

played are to such an extent that no one is safe. A perfect example of this is Nayvarn Contari, who was being accused of treason and accused of trying to take the throne for himself.

First of all, where did this rumor start? It started with a trip by the well known ranger to Orbonne to seek the heirs to the throne, Devron's children. How that can convince the Baron's that Nayvarn is trying to commit treason I do not know. Nayvarn however was also gathering those who held kingdom rank together as well, now some of the Baron's may claim this to be Nayvarn trying to gain support for him as the new power, but I would argue this: is it more likely for a Ranger who has been devoted to Devron for a decade to suddenly write him off and attempt to take his place, or that he was simply restore some sense of order and normalcy in a land full of questions about its rulers fate? I would say

the latter is the most likely. So why accuse him of these treasonous acts? The answer is simple, a political grudge. During the war between Sadhe and Sudbyr, Nayvarn when to the fighting to heal the wounded after a battle. He healed people of either side, since both were part of the Kingdom Nayvarn was dedicated to. For these actions, Baron Keres moved to have Nayvarn, one of the few Blade singers, band from Sadhe. Keres, in short, was told no by the Elven houses, and Nayvarn cleared to pass to and from his homeland. This has bothered Keres for months, and his personal grudge against the Blade singer have become part of his political schemes. Baron Ming was against taking action against Nayvarn because he believed he was not guilty, but was out voted three to one by the other barons. Baron Keres obviously pushed for punishment because of a personal grudge, but what is the motivation of Isle and Rossanoe? I can tell you that it was not evidence, but persuasion and baronial opinions. Baron Harold was persuaded by a tag team of Baron Keres, who's lie looked like fact than speculation since Sir Wilhelm expresses his opinions of Nayvarn.

The Bad advice Baron Harold took, as well as the bad blood with Sudbyr make this decision for the Isles. Baron Rickwood on the other hand is a little harder to read. He could be a little angry about Nayvarn pushing for Kraken to start a knightly order, or he could have gotten bad advice, or simply buckling to the majority, or perhaps

the ties he made with Isle back, when Sudbyr invaded their island was stronger than most thought.. My guess is as good as yours. At any rate, make no mistake that Keres was the ring leader, and he went for blood because of a grudge... not treasonous actions.

Keep this next item in the front of your mind when listening to threats of treason and such. This is not the first time in recent history that the King has been missing. I remember an All Hallows when the Carpathians successfully invaded, at that time then Emperor Devron, was missing. Some said he was dead, others said he had given up on the Southerland. In light of the events Og, a well known Black orc in the Sutherlands attempted to name himself Emperor with the supposed support of Nova and Riak. This ascention was accepted my all the Baronies, except one. That one Barony was Sudbyr under the wise guidance of Baroness Lenoire. Perhaps some of the Barons are getting a little over zealous at proving those previous mistakes would not happen again. But One Baron has made a bold move.

Baron Ming decided to declare Necromancy legal in Sudbyr. Once again a mob was rallied by the other Barons to confront Ming. The Charge was led yet again by Baron Keres. The attempt to aggressively persuade Ming to change his mind failed as Ming called the bluff of the other Barons.

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Thus we now have Keres leading two charges against those who he hold grudges against, Nayvarn and Ming. It sound more to me that Baron Keres, a proven elitist who views not only the elven race but he himself as higher than everyone else, is making his play for power. The only thing worse than that is that it seems to be working. Twice now he has convinced two of the other Barons to side with him. Could the Baronies handle one of their own trying to ascend to the throne? Who will be next on Keres's list of offenders that he will attempt to crucify? To put it simply there are three possibilities that from a political standpoint, and five from a power and influence standpoint. The three would be Losar, as he has been court mage before, and is a loyal servant of the king. Next would be The Planar knight of mercy, Fredrick, who is still a Kingdom Lord, and lastly the Warlord and all around getter himself, Morgrim. The other two, are obviously Nova and Rjak,

Needless to say all the Big players will be involved one way or another. It will be interesting to see just how much longer Keres can keep up his shenanigans without the general populace doing something about it. I mean really, King Keres, it doesn't even sound good. But then again neither does King Aaron.

## **Goblins Battled in Southern LaRoche**

Reports have come in of a brave battle with goblins on a different front. To the southeast, the masses seemed to take advantage of the distraction made by the ongoing struggle just miles more to the west. A small band of goblins were found by none other then Baron Ming and

company while they were making their rounds "keeping the peace" in LaRoche. But, unlike the typical goblins that the kingdoms troops were dealing with rumor has it that these goblins were different in demeanor.

The peacekeeping group composed of Baron Ming, his two personal guards for the trip River and Lemech, his scout Frothas, Guildmistress Sefhrina, Guildmaster Prae, Terchaos of Sudbyr, an unnamed member of the Clanthian Healer's Guild, and about 500 cavalry from the homelands. Their opponents only numbered in about the 100 to 200 goblins strong max, but they seemed to have fought like the most skilled warriors of Clanthia. The goblins mostly seemed the same as regular goblins, but a few stood out as clearly different. One of the leaders of the goblin troops was described as: "A large human sized creature with dark green skin, almost black in areas, and viscosly cunning." That was another factor that made the battle hard; these goblins were very tactically inclined.

The battle began at around nightfall; the Clanthia's were starting to make camp as reports of movement in the distance came in from the lead scout at the time, the elf Frothas. The Baron quickly assembled a small group lead by Prae and Terchaos to check out the situation while the rest of the army was readied for any surprise attack. The Baron was on alert, but at this time it could have been nothing more then a few peasants on a pilgrimage to the closest safe town. His hunch to ready his troops, though, was a good one.

It wasn't long before it became obvious that the movement was hostile. A hail of arrows was the first clue. Luckily the troops were

ready, leaving only a few wounded from the initial attack, Ming ordered a defensive line and shields to the front before the next barouche of arrows. Frothas readied his archers for a counter attack at this time as well. To the Barons surprise, upon the landing of the array of missiles a volley of elemental magic also hit the troops from the front line. The goblin intruders were close now, only a hundred feet from their line, and they were armed with magic.

The Ice queen Sefhrina took her opportunity to counter attack with her own deadly arsenal of ice magic, but to her horror every goblin that feel was quickly picked back up by a green healer. As the army still approached the order of "Ready our gasses for close range combat..." could be heard. Not a welcome command to hear for the heroes. His healers were hard at work, but he knew that he couldn't allow the goblins to get the jump in melee combat. Quickly the Baron ordered a charge, and as responsive as he could utter the words the troops leaped forward to meet the hoard.

The group fought valiantly as the goblins seemed to have almost every asset to aid them in combat. Half way through the hoard Lemech and River crush their foes as the drove towards the leaders. It was about then that Prae and Terchaos meet back up with the group. There reports to the Baron were grim. More then half the forces that entered the combat had fallen, and though the goblin troops were thinning, their moral was only increasing as they seemed to fight with only more and more fury.

As the night moved on and combat ensued the Baron and company finally made it to the back ranks of the goblins. Only a few goblins remained, and they were gathered

for intelligence. No sign of the leaders were found, and a body count only gave about a quarter of the goblins that were there. An uneasy feeling fell over the group as they stood victorious over the encounter: goblins that fought like a battle honed soldier, some cast magic like the most experienced scholar, and almost all seemed unusually cunning and more agile than almost the quickest kobold. And what was the deal with their leaders and the new species look? Many questions lay unanswered that night and the Baron took his remaining troops and scoured the lands for more information.

The battle was hard fought, and Ming led a tactical brilliant counterattack, versus a force that normally would have been grossly underestimated. The heroes of Clanthia stood proud that night as they walked away from one of the most furious goblin encounters seen in almost a decade. Yes, the Barons word is law and Noble Justice in many cases is an acceptable form of punishment, yet a crime so grievous as that of treason warrants charges and evidence brought forth in a public trial, and through that court, guilt should be determined and punishment then dealt. Noble Justice should not be carried out randomly on the steps of the only remaining bastion of life in Clanthia. Trial by the Baron's was

a law set forth by the King, not the barons. The Baron's claim the King and Kingdom is alive, but their actions state otherwise.

## **Barons Pressing to maintain order**

The King is nowhere to be found and the Barons claim that all laws of the Sutherlands remain the same, yet the Baron of Sudbyr has declared the magics of Necromancy legal in the lands of Sudbyr. Yes, the Barons word is law, especially within the confines of their own Baronial Lands. However, Necromancy was made illegal at the suggestion of the King and of Lord Thomas, primarch of the Plane of Law at the time. The Barons decided as a council to make Necromancy illegal and the King enjoyed the loyalty of his subjects. No more does the King enjoy the loyalty of his Barons. Baron Ming of Sudbyr defies his fellow Barons and the Laws of the Sutherlands. Furthermore, the other Barons are too cowardice to uphold the laws of the Sutherlands, which is a crime in and of itself. Unfortunately for Clanthia, this crime is only punishable by the King or a King appointed Magistrate whom is inexplicably detained.

As the new year has dawned and the Barons fall from prestige, the following will surely come to pass in the year that follows. The magics

of necromancy will rain upon Clanthia like hail as the grasslands of Sudbyr again become blighted and swamps become more treacherous than ever, empowered with the newly free flowing necromancy that surely now ensues. Chaos magics and poisons will once again be wielded openly and enforcement of the law denying such action will fail. Darkholme may take steps to reform the Barony of Darkholme and petition for Baronial status but will be denied the request by the power hungry Barons that are now in place that do not wish to share power with a fifth Baron. Devron's loyal Guildmaster's will have their Baronial Lordship rights and protections granted by the King stripped and will be considered commoners once again either by law or by baronial action. (They aren't treated like such already?). Garrison Troops will also have their Baronial Citizen rights rejected.

A sad day in Clanthia, for I am sure that the King the Baron's claim to serve will remain in hiding, watching his Barons fall further from their oaths to uphold the dignity of the crown. I fear the day if the King ever returns to find his tarnished crown. I will celebrate the day the King polishes it. ~Anonymous

## **Strangers in Town offer Adventure and Employment to new adventurers**

Lately there have been a few men in and around town that seem to be keeping a keen eye on the comings and goings of people through the gates. Rumor has it that they have recently returned from duty along the southern border of La Rochelle and have received permission to operate in Clanthia from the military. The leader of this organization, known as the Southern Foot, asked The Crier to publish the following:

**"Attention Young Adventurers of Clanthia!**

The Southern Foot is seeking to employ young adventurers and newcomers to Clanthia to complete various jobs and tasks. All work is freelance and there is no future commitment to our organization. Pay is excellent for successful completion of any job. The Southern Foot is seeking only those adventurers who are relatively new to town. Veterans need not apply. This is to provide for the common defense La Rochelle and the Sutherlands as a whole by both educating and training the next generation of adventurers. If you are interested in the opportunities we offer and you have been leading the adventurous lifestyle of Clanthia for less than one year, or have recently worked for the town guard through Martin, please seek me out on Saturday of the upcoming gather just before Noon. I have work for you.

Sincerely,

**Bowie of the Southern Foot"**

**The Celestial Guild is buying rumors.**

See Guildmistress Sefhirina or Guild Second Kal'Eras for details.

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

- The Baron's declared power over kingdom troops, many soldiers have abandoned their posts.
- Necromancy has never been illegal in Sudbyr.
- The obelisk in the healer's guild is eating life force.
- Budding young romance is often born at these Dances. Who will it be this year?
- Hordes of straw golems march upon an abandoned keep in Darkholme.
- Orbonne has declared themselves a kingdom under rule of King Devron's son.
- Iron Hand has entered Orbonne to put an end to this treason single handedly.
- Baron Keres isn't done with his vengeance yet.
- A few loyal subjects are searching for a good place to rebuild the Palace of the Sutherlands, the Barons are sure to put a stop to this treason.
- The High Captain of the Blood Guard are protecting Devron's children
- The Barons have ordered the slaughter of all subjects protecting the king's children.
- Baron Keres claims Devron's son is not the heir to the throne of the Sutherlands. Treason? Will the other Barons stop him?
- Just as Akeem, the Ancient One and the Draco-Liches, the King was Concluded, he will not return.
- The planes are locked because all the primarchs are dead.
- The devourer had a son, created him from the wellspring of creation on accident.
- The Baron's Word is Law
- "Does anybody know why Praetheus is still shouting?"
- "The ancient Glyph magic of the Dwarves and Areen has been resurrected. Who has performed such an amazing feat? And who is their mysterious apprentice?"
- "The Barons have dismissed the Orbonnian Dukes as impotent. Does anyone actually remember the last time the Sutherlands tried to invade Orbonne? Didn't everyone die? Twice?"
- "A baron has made a deal with Ivan the Ironhanded. Who has the most to gain, should King Devron not return to power?"
- The King is no where to be found and the Barons claim that all laws of the Sutherlands remain the same, yet citizens of the Sutherlands are being assassinated by the Barons.

**OOP Information**

- Stay in Play! Play your character. Don't bring oop into in play!
- Pull Tags, mark spells, fill out marshal notes.
- Remember the new rules that are in effect this event.
- The Band/Ball will start around 8 pm Saturday. (Time subject to change.)