



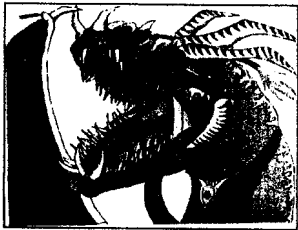
The Clanthian Crier

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 than that!
see the troops at the Garrison building or inquire with any Noble for details.

Dragon Comes to town?



A strange happening occurred late last weekend, with a Dragon and several

draconians coming to town. The creature had boasted that he would be coming in a letter posted in the tavern. The beast had said he would either fight or answer questions, that the choice was ours.

The town chose to ask questions. Various nobles spoke with the creature in front of the town, and the gist of what he said is this.

"He and his kind have been trapped for ages in a sort of protective bubble. This bubble covers all of their continent. There are different types of dragons, like him, each with their own personality and desires. The dragons we have known here in the Sutherlands, like Sulfur, Honig and Faerun are all distant relatives of theirs but immensely more powerful, and were created to combat a power hungry race ages ago, called the Aelumari. These Illmorian dragons have recently been released, and are now finding their way in the world."

"Hexon is a most powerful sort of their kind, and he is the motivation for the Illmorian aggressiveness."



At about this time, something calling itself Sir Christopherson appeared, and said that this Dragon was

trespassing on Sulfur's land. (I wonder what King Devron would have to say about that??!) The beast quickly bowed and left the area after this. Sir Christopherson or whatever it was mingled around town a bit, talking to various towns people before it too left.

What is all truth and what is all manipulation will be seen over time!



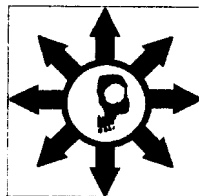
Trouble in Carpathia

As if this land doesn't have enough problems, with its entire civilization collapsing in record time... Three of the most powerful Chaos Lords took up residence there last year. They apparently had been hiding from one of their own kind, called The Devourer on the Planes of Chaos. This Devourer was consolidating the power of the chaos lords for his own, by killing off all rivals. Reports said he gained a bit of power from each one that he destroyed.



Tarek Dar, Lord Vallazir and The Mistress of Chaos got out ahead of the

carnage, and were relatively quiet doing *something* in Carpathia. Well, the status quo changed last Saturday night. Those who have chaos in their blood felt a tremendous surge of chaotic magic, and were temporarily imbued with massive powers.



A while later, a desperate cry was heard down near the lake, then a loud roar. Those in the know of such things

report that The Devourer was seen walking the Capital of old Carpathia with the heads of Tarek Dar and Lord Vallazir in his hands. Of the Mistress there is no word. Inquiring minds want to know how this creature whatever he is, managed to get to Tyrra...

A True Change?



The time has come for the so called purists races to give up

this notion that someone race changed is not true to their race. Surface Elves, Fendari and Drae are the principal offenders here, with them showing no respect, and even derision towards anyone of "non pure blood". Honestly, this elitist attitude has become far too tiring and is just a cover for their own fears and inadequacies.



If they were to trace their own ancestries back, at least two of the three would find they themselves are not of pure blood, with the Drae

owing their parentage to their despised "cousins" the Surface Elves, and Fendari reportedly being ancestors of the now dying Arcane race. Surface elves themselves are rumored to be descendants of another race.

The Crier - 10/07/05
by Tom Bates

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

- Strange but it seems that you never see Sir Wilhelm Gannon, and Sir Rok OgreKnight at the same gather. Could one of them be avoiding the other?
- The Pantherghasts were made by disgruntled elves.
- The Black Dragons have been seen meeting in the shadows with another large group... What could this mean?
- Angel the Unseelie has been permanently killed by her family for disrespecting the Garrison as well as the King.
- Cecil is using Sudbyrian Influence and Troops to take over the Oasis.
- The Illimorian Defector is really a double-cross and not to be trusted.
- Three of the Four Horseman are alive and well. The Fourth is being searched for across the lands.
- Kay, of the Black Dragons, has a secret admirer.
- Even for a Noble, Lord Scyld has a big mouth and should watch what he says.
- 'Who is the Black Knight,' and why does he drink the blood of werewolves?"
- Tyberius, Vashanka, Talzarus, and Lia will be returning next gather. Who are they?
- A long abandoned keep in the mountains north of Sahide has been retaken, and new construction has begun. The corpses of the previous occupants litter the surrounding hillsides, in the hundreds.
- Cecil of Sudbyr was on the brink of being a Noble, but may have blown it last gather with his outburst.
- Baronial strength IS returning The Sutherlands, and with it will come a crackdown (read: make illegal) Poisons and Desecration.
- King Devron is being forced to make concessions to the Necromancers in order to protect the Sutherlands.
- Lord Pharr is controlled by the Illimorian Dragon, yet no one has done anything about it.

Who's Who in Clanthia

-Nayvarn, you have been coming to Clanthia for a long time. What is it about this town that continues to bring you back when some many of your contemporaries are no longer around? "First often I help people that is my nature, and I find that repeatedly this is the place I can help most. Secondly off I would have to say Friendships I have made over the years. And lastly is a sense of duty, not just to the Kingdom, though that is an important part of my thinking, but a sense of duty to the land and her people. I have made promises to help many, defend others, and just plain share the load. Some may call it honor, or whatever, but it honestly just my nature to make sure I keep those promises and oaths I have given. So I find myself in Clanthia, and all throughout La Rochelle and the Greater Sutherlands, again and again."

-Your close ties to Nature are well known, and you seem able to maintain a balance between the various groups of opposing forces in town. What can you tell us of this? "Again I help people. I grew up in a family of ambassadors and Diplomats between Seelie and Unseelie courts, it helped shaped me to have what I hope is a balanced perspective on life. That means sometimes being able to balance and mediate between groups so they don't end up coming to blows. I can't save the world, or the multiverse, but I can help, and defend those in what I consider my little part of it. There are many whom in their own way serve the land, or defend her, from invaders of any kind. Do I always or even sometimes agree with their methods? No absolutely not, but I can respect that they are helping? Yes! Moreover if they truly are helping, hopefully I can be a influence on them to make sure as many of their actions as possible positive."

-Do you long for the days of old when things like Necromancy and Undead were illegal? What about Poisons? These are two hot topics in town as of late, with rumors of the King declaring them illegal running rampant. "No. Now that I have said that let me clarify. First on Necromancy I have heard many scholars debate over this or that, but I have seen those of the greatest of Druidic arts do things most Necromancers never would. I despise Animations everyone knows that, but after this past year I realize it doesn't matter what type of animation it is. Necromantic or those "Plantimator" types, It all is unnatural, and upsets the balance, So I despise all forms of the animation of the dead. So I would support Animations as being illegal, I would not support hunting down Necromancers and killing them because of their profession. Let a persons actions dictate whether they should be hunted down or not. As for Poisons, there are many of those in nature as well. But if the king chooses to make them illegal because they are seen as an item, which can only be used to further illicit conduct, I guess so be it."

-What is the most memorable moment you have experienced in Clanthia? What about your greatest failure? "The moment that both my Ent and the Plane of Life agreed that I was doing what was right, not for Life, but for the living in taking over the Healer's Guild temporarily until a suitable Healer could be found. But it was not just their support, but the support of many of the town, and the Sutherlands in general which truly touched me and made that one of the great memories of my life. The other great moment is much more private; it was in finding my soul in my wife Yana.

My Failures are in being unable to always help those I try too. Be it an apprentice I am unable to truly get to understand that one must live by their nature, not by the whims of others or gold or stuff. Be it the times I have been unable to avert conflict between friends, no matter what side of the fence they are on, or when I have not arrived to save someone from themselves. I guess it is I do not fear failure on a battle field for I know I will be there and give my all, and there is no lose of honor in death, especially when protecting others, from an enemy. No my failures are in being unable to protect them from themselves, and believe me I am sorry to say I have failed too many times."

-Finally what can you tell a new towns person that might be good advice? How about a new ranger or druid? And how about a young Necromancer? "Any new person needs to know to explore, learn the land, be polite and others will be the same to you. Find a group be it joining the retinue of your home barony, a Guild, or Kingdom military service with the Garrison, Celestial Knights or Golden Lions. Find a mentor, and learn your trade well.

A young Ranger or druid I would tell the same, but add always remember to do what is in your nature. And do not rush to judge others until you have seen their true actions. I have seen a Necromancer come from a walk in the forest to warn a young Ranger against violence, not as a threat but to try to teach the young ranger, and to tell him not to make the same mistakes that Necromancer had when he was young.

To a young Necromancer. Often I have had brash young ones come to me as if to dare me to question their choice, or the power of their dark path. I warn them that path, actually any path can consume a person, and no one path is truly more powerful then any other, that is the balance of things.

Lastly I tell them the "Rogues Theory" which applies to all of us. There are Smart Necromancers and Dumb Necromancers, There are smart Druids, Rogues & Rangers as well, and believe me there are Dumb Ones. Smart ones make themselves an asset to keep around, and do what they do with out having to make sure everyone recognizes their actions. Dumb ones, well they walk up to High Warden of the lands and say "Hi, I am a Necromancer, and I am going to raid the Healer's Guild and the Druid's Grove all by myself, because I just learned to create a skeleton so I'm just that cool." And yes that exact thing has happened. So just like my counterparts one the otherside who hear a Druid say they just learned to Throw an Entangle spell, or Healer say they just learned to cast Destroy Undead, now they are ready to take on the Necromancer's Guild. First offense I simply tell my counterparts, and they just as I police our own. Because otherwise dumb people get a lot of people killed needlessly. And we all agree upon that! "~ The Crier thanks Nayvarn for a superb interview!