1 The Fist of the Clans

Three decades ago, there was the Fist, an inspiring and nearly unbeatable regiment of soldiers who defended the Clanlands during the first wars against the Realm. It is from these noble soldiers that you have taken your inspiration, for many of your number fought in those first battles against the West.

When the Westerners claimed peace, there was still the Fist; smaller, and often working behind desks, but still dedicated to the freedom of the Clans and the Human Beings. This Fist had but two fingers -- Lance Bluemist and Dirk Brightwind -- but they were responsible for the freedom of many "prisoners of war" that the Realm had been holding onto.

After that task was through, the Fist remained, though it stayed dormant. Lance and Dirk were joined by Cord Sweetwater, who patrolled the westernmost border of Sweetwater Bay to defend against outside invaders, and Charity Goldenfield, who had been brought to the Realm as a youngster and chose to remain, to be available when the Clanlands needed her to fight for them again.

When the border between the East and the Realm was opened freely, the Fist was there. When the Realm began its desecration of the Shrine of Mishael, the Fist was there. And now that the war has been fought Now and forevermore, there is the Fist, equally devoted, equally powerful, and still dedicated to the survival of the Clans. You have brought into your circle Mercy Goldenfield, who has helped finance many of your operations as well as provided a useful political tool, and also a Realm mage, who has betrayed his own people to help you achieve your victories -- Naptuhim Nahor. You are all united in your desire to insure that the Realm's mistreatment of Clansmen comes to an end, and that it be prevented from ever occuring again. You are all united in your desire to prevent the Realm from conquering and dominating the Clanlands, to achieve your victory. And united, you are strong.

Now, there is a peace summit. Strong feelings have arisen on both sides, and the threat of wanton violence is heavy in the air. Is peace possible? Is it desirable? Those are the questions you will have to answer before your Fist strike again. You are but five, but together, on this Castle, you shall resolve much. War or peace? Trade or exclusion? Immigration or border patrols? In past months, your Fist has led military raids, espionage teams, and diplomatic committees in the fight to end Realm oppression; your skills are many and diverse. You have each been involved in your own missions, the details of which have remained unpublicized. Now is the time to come together, for united in a single cause, none can stand against you.

Here, now, you must unite.

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