

Civil War?

Westward, Ho!

By Phineas Goodweather

Reports from across the Sutherlands indicate that the armies of the Sutherlands are on the march. A massive fleet of ships was reported to have departed from the Isles around the same time the armies of La Rochelle, Rossanoe, Sahde, and Sudbyr began marching westward. The destination is almost certainly Darkholme, given that former barony's recent secession from the Duchy and former baron Morgrim Thaonin's actions at last month's gathering in Clanthia.

Some rumors, however, suggest that the leaders of the Baronies are not actually in command of their armies. Citizens who have approached the columns of soldiers as they pass through cities and countryside have reported the soldiers displaying a single-minded focus on orders issued by King Evander seemingly beyond that of even the most strict military discipline. Is there magic at work here? And if this is true, how will the Duke and Barons

react to losing control of their armies?

A Feast of Surprises

By Jenny Vertident

Court had been called, and Clanthia seemed to wait with baited breath and a watchful eye towards the conspicuously absent Darkholme as the dignitaries began to arrive. All in all, the attendees of importance are as listed below:

- Lady Bethany, Premier of the House of Igraine and Heir Presumptive to the Throne of Man
- His Grace Timothy, Duke of the Sutherlands
- Her Majesty Colora'Viir, Queen of Merthyr
- Guildmaster Calivar, Master of the Healer's Guild of Merthyr
- Warlord Stor'Laaga, King of Orcs
- Lady Isabelle, Councilwoman of Illmorja
- Consul Remius, Triumvir of the Carpathian Empire
- His Majesty Evander Nolaric, King of Orbonne, King of the Sutherlands, Ruler of Men

Most discussion seemed to do with who was to wear the Crown of Man. During this time, Darkholme, including Morgrim, arrived carrying with them the sword of Man. His Majesty seemed overwrought and worn, and after a period, he seemed to have had his fill of niceties and banter. Standing from his chair, throwing the Shield of Man on the table to gain the silence of the room, King Evander ordered his four barons and his allies to decide who would take the Crown of Man. The young King was no longer sure he could shoulder the burden of ruling over Men in addition to his two kingdoms.

His Majesty left the room for the porch, presumably for a bit of fresh air and a reprieve from the 'niceties' of which he tired, and discussion began in earnest. Many of the town's movers and shakers talked themselves hoarse. Finally, His Majesty King Evander returned to his seat to hear what the Council of Barons decided. That decision? We may never know, except that Darkholme took issue with it. The moment that His Majesty

was distracted by the Sarr Trouble, however unintentional it might have been on her part, Darkholme's forces snatched the Shield of Man from in front of the King of the Sutherlands and Orbonne, fleeing with it to their embassy.

Morgrim's Betrayal

By Phineas Goodweather

King Evander and nobles from other nations across Tyrra assembled in Clanthia last month to address the citizens of the Sutherlands, but this assembly was thrown into confusion when Lord Morgrim Thaonin stole the Shield of Man from King Evander.

While Morgrim was quickly apprehended, he was able to pass the Shield to members of Darkholme who managed to take refuge in their embassy. Guildmaster Kal'Eras set himself to destroy the Ward that protected the building, but the thieves were able to teleport away with the Shield.

King Evander, having taken this as an act of war by Darkholme, returned to Orbonne to prepare a response.

As Darkholme had previously seceded from the Duchy of the Sutherlands, the Baronial Council found that Morgrim's actions could not be considered treason (for which the punishment is Obliteration), and instead sentenced him to be Soul Wracked and formally cursed.

This apparently did not sit well with acting Guildmistress Olivia of the Healers' Guild, however. While the details are unclear at this time, this somehow resulted in a vocal confrontation between Guildmistress Olivia and several members of the Baronial Council in the Healers' Guild on Sunday afternoon, while Morgrim relaxed on the Guild's porch.

Pyrite: Thief or Victim?

By Raylora Martinique, edited for space by Phineas Goodweather

Two months ago when numerous Sutherlands citizens were afflicted with Zealotry in an attack by rebels from the Great Empire, a brief but violent encounter occurred between the dark fairy Pyrite and the gypsies on the tavern porch. The Augur & Scribe as received several inquiries as to this confrontation, we have interviewed several witnesses to the confrontation itself as well as the preceding and following events.

According to Nessa, Bandoleer of the Sbaity clan, Kyril and Oleander witnessed Pyrite searching through Norrin's pouches while Norrin was laying on the ground unconscious. Later, Kyril overheard Pyrite telling a racist joke about the Romani. "He then threatened my children," claimed Nessa, referring to the Carpathian leaders Simza and Samir, who had earlier had a vocal confrontation with King Evander in the tavern. Kyril and Oleander went to discuss things with Pyrite, which resulted in

Pyrite's death and resurrection at the Healers' Guild. Kyril could not be reached for comment.

When asked about these events, Pyrite claimed he had only been searching citizens "to defend [himself], actually, and I gave it all back when they got fixed." As for his death, he says, "I woke up in the rez circle, Kyril came in told me he killed me for threatening his daughter (I didn't), insulting Nessa (accidental), and stealing from people (I didn't)." Pyrite also claims that Kyril took several months' worth of alchemy and poison production from him on the basis that it was stolen, and has thus far refused to return it.

Speaker Grog investigated the incident, and the Augur & Scribe has been assured that justice has been served.

Elements Ascendant!

By Phineas Goodweather

Due to unforeseen consequences of actions taken during All Hallows and the revocation of the Will to Rule, the planes are experiencing a state of imbalance. Chaos, Life, and Death magic has been inaccessible, and necromancers are reporting that they are unable to create zombies. The Elemental Planes have taken full advantage of the power vacuum, with reports of elemental creatures and strange elemental effects coming in from across the Sutherlands. We can only hope that our leaders will find a way to set things right.



Dear Aunt Jenny,

What kind of advice would you give to an earth caster just starting out? I've lost half of my spells, it seems, and my biggest and baddest are useless. I'm looking at specialization, but I'm not sure what that entails.

—Caster Adrift

Dear Caster Adrift,

Specialization is quite a commitment, though depending on what your end goal is, it is a very good idea. Now, the process of specialization is the same in all cases. You find a teacher for your specialization, create your new spellbook, spend a bit of time learning the magic, and Voila! You are a Druid, Healer, or Necromancer. Now, your main complaint was that your 'biggest' spells were not working well. I suppose that this has to do with the spells Life and Death not working? And perhaps all of your Chaos going away as well? Well, you'll have that same problem with the Druid specialization. You might think that they have some special deal with nature to make their magic work, but you would think wrong. If you particularly want to be able to climb into trees and talk to animals while your magic is useless, seek out the Druid's Grove in Clanthia for a teacher.

Next we come to the Healing specialty. It takes a very particular kind of person to be happy as a Healer. That person needs to be self-sacrificing, not particularly interested in staying alive on his/her own, and have a sincere interest in helping those around her/him. You, on the other hand, said your 'biggest and baddest' spells are useless. I suspect you would make a shoddy Healer, but seek out the Healer's Guild if you think I am wrong.

Finally, there is Necromancy. Necromancy is for another particular sort. With it, you can only heal yourself (and your undead minions) and while you can take down most anything that comes at you, keeping it alive for questioning is also quite possible. All of this said, it seems that about half of the town will actively avoid you, possibly because they are Druids, Healers, Gypsies, or simply... well, I don't quite understand the Sutherland's approach towards Necromancy. Apparently Sudbyr is the only place to practice the craft legally. Seek out Baron Celian for more information.

I would suggest making potions while you make your decision.



Story Time with: Firebeard

Ahoy, me hearties! This fine gentleman with the quill has taken it upon himself to immortalize the epic adventures of your favorite seafaring dwarf. Perhaps ye may have heard a tale or two of mine in a shanty, but you may not know the whole story. Sit a spell, lads and lasses, and become bewildered and amazed! Me tales are bound to enrich your lives and motivate any landlubbin' scallywag who wishes to become a wolf of the sea.

Do ye know the tale of the Naga? It all started many moons ago, during the warmer season. I was regaling newcomers to Clanthia with me sea shanties when a distressed bonnie lass approached me and pleaded for me help. Her son - just a young lad, but a daring treasure hunter himself - went out on his own seeking an ancient vessel rumored to carry booty by the bullion. As an experienced sailor, it was only natural that I accepted her

quest. I immediately formed a crew of the best men and women in Clanthia that were readily available in my vicinity to aid me in this journey. Twenty men and women, each worth their own weight in salt.

We set out, and for three weeks we braved the elements and the dangers of the land. I utilized the strengths of the crew when set upon by monstrous creatures, having those with shields shore up our defenses in the front while the rest of us attack from the sides or at range. Our tactics were flawless. Upon arriving on the beachfront, we were met with large, crablike creatures who barred our entry into the large cave where the vessel was rumored to be. One of them boasted of being an expert fencer, and so I put the giant crab to the test. For the next hour, we dueled; pincer against scimitar. Though he was a worthy opponent, my swashbuckling skills bested his, and we were allowed entry into the cavern.

Inside there was a raging current impeding our progress. No other man or woman there, save for me, could brave this torrential onslaught of salty brine. So I carried each of me crew - two at a time - to the other side. The moment this task was complete, I was attacked by a gargantuan, serpent-like creature. He was no leviathan, but he certainly could have been it's offspring. I lunged into it with both me scimitars, finding purchase upon it's scaled belly. I called for me crew to attack just as I felt a shock through me body. This beast was capable of producing lightning! So with all me might, I drew the lightning through meself and contained it so that the crew would not come to harm. Some of them say that me beard began to spark aflame while I held the creature exposed. With me help, the crew managed to slay the beast.

We finally arrive to find a very old, long abandoned vessel nestled into the back of the cavern. We board the ship and head for top deck, where we are greeted by a beautiful naga princess. Perhaps SHE was the rumored booty this vessel supposedly carried. Behind her was the bonnie lass' son, tied to the mast. She explained that he was found trespassing in her home, and that he would be her dinner for tonight. I exclaimed that the boy would hardly be worth a meal, and even more so compared to a hearty song! So I sang the best sea shanty ever sung. The crew had to remain deaf to the whole performance on account that the naga princess only wished to speak to and be heard by the crew's captain - which is me - so they were unfortunately not present for this. Smitten by my spectacle, she released the young lad into our custody and tipped me a generous sum of gold. She may have also stole a kiss from yours truly!

With the deed done, we set out from the naga princesses' lair on much friendlier terms than anticipated. We returned the boy to her bonnie lass mother, and because I am a good man, I gave her a share of me funds from the performance to them. Once we arrived back into town proper, the crew and I visited the tavern where I split the remainder of me performance funds with them, and we celebrated our victory with tankards of ale. Because what good is a captain without his crew, eh?

A retraction regarding last edition's All the King's Ire:

Pyrite was asked his opinions and feelings, and it was taken as fact, after which some liberties were taken in editing the content so generously provided, and the meaning was lost. Pyrite was never advised that he was quoting the king, because he wasn't.

Jenny Vertident (and this publication) apologizes for any misunderstandings that may have arisen from this error, and will endeavor to take more care in any future interviews she is allowed to conduct.

Reward Offered for Missing Property Belonging to The Merchants Guild

The following were lost by members of the Northern Compass Trading Syndicate & Merchants Guild. Any information on the whereabouts of these should be brought to Guildmaster Wellin, or Guildsecond Avalon. Descriptions are given below. A reward is offered for the safe return for any of the below-listed:

- Short sword w/ smoky blade tinged w/ red, angular hilt, grey ribbon tied to it. Identifies as "Ash".
- Red ruby bracelet with gold clasp.

Lost in the 4 Winds Graveyard, October 715:

- Gold dagger with maroon leather grip, crystal tree decorating base.

Lost March 715, in Clanthia:

- Chainmail necklace with green gem droplet, identifies as "Mindless Circlet".

Lost Early Spring 715:

- Chaos tainted individual dressed in purple based multicolor clothing. Current race unknown. Answers to the name of Soodus.

Lost August 714:

- Focus: Looks like a tree branch with crystals on the end.

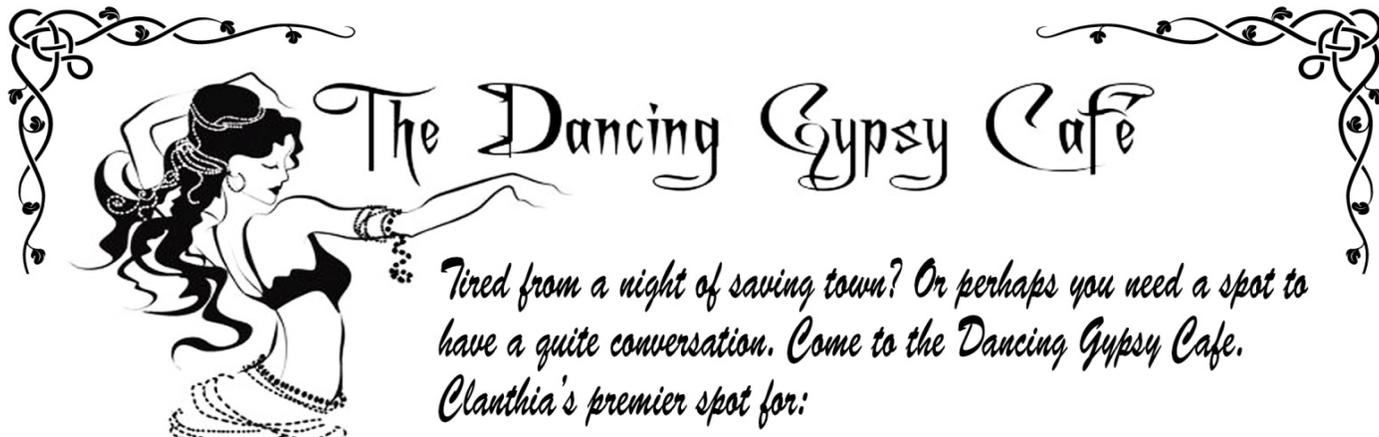
Have Intelligent Guardians?

So you've got 99 problems, and your intelligent guardian is one of them! Or does it really have to be? Fear not! Turn that liability into some profit! The Merchant's Guild is currently taking orders to buy your noncompliant intelligent cabin guardians.* Feel free to contact your local member of the Northern Compass Trading Syndicate for a free quote. Terms and Conditions will be provided within one month for customer approval.

*Stock quotas on various types accepted due to limited storage space. All deals must include Master Control and subject to careful inspection. Proof of ownership may be requested. Not valid for Life or Undead guardians. All sales final. Offer not valid in the Great Empire, Carpathia, or Shadowmoor. Ask about our new storage rental plans.

Scuttlebutt & Hearsay: The Latest and Greatest Rumours

- Olivia Oakwrought was seen skipping happily after being loudly "reassured" by Baron Lachlan that she would not be the Guildmistress of the Healers' Guild.
- A small group of Sutherlands citizens loyal to King Evander may have immigrated to Orbonne.
- Olivia supposedly advocated for Morgrim to be Obliterated for stealing the Shield of Man, but Morgrim was seen sitting on the Healers' Guild porch on Sunday and Olivia is still alive. Has the lord of the former barony of Darkholme gone soft?
- The Baron of Sudbyr is said to have the ability to walk between raindrops.
- Elemental magic is finally more powerful than that of the moral Planes. Orion is triumphant in the wake of experimental success!
- An eye for an eye might leave Gideon blind.
- Ice elementals assaulted the Healers' Guild. Akari was conspicuously absent. Coincidence?
- Now that they seem to have shaken it off, has the Armorsmiths' Guild curse been passed to the Healers' Guild?
- Sudbyr seems to be a pillar of stability and moderation in these troubled times. How did that happen???



The Dancing Gypsy Cafe

Tired from a night of saving town? Or perhaps you need a spot to have a quite conversation. Come to the Dancing Gypsy Cafe. Clanthia's premier spot for:

- ❁ Wine, Ale, and Spirits ❁ Entertainment
- ❁ Magical Foods ❁ Divination ❁ Master Jewelcrafting
- ❁ Master Weapon and Armor smithing

The Traveler's Rest Inn

- ◆ Offering comfortable, protected, safe lodgings for the unaffiliated.
- ◆ Grand Opening Admission Price: 5 gold! Newcomers stay free for their first **THREE** visits to Clanthia!
- ◆ Donations accepted, investment opportunities available!
- ◆ Questions? RSVPs? Contact Bia Berelli-Sbaity or Roxanne Dragomir-Sbaity at the Dancing Gypsy Cafe.

WHAT DO I SEE?



by "Genn" Starling and Steve Oppelt

The Laws of the Sutherlands

The rights below apply to all citizens of the Sutherlands loyal to Duke Timothy, and these laws apply to all found within the Sutherlands. Violation of these laws will be brought to the attention of the Nobility. Conflict between baronies will be handled by their respective Barons. Arbitration of the Laws of the Sutherlands is left to the Nobility of the Sutherlands.

These acts are illegal and will be punished accordingly.

Theft

The willful taking or destruction of property of a citizens of the Sutherlands.

Assault on a Baron

Any willful attack on a Baron.

Murder

Willfully causing a citizen of the Sutherlands to resurrect or meet final death.

Necromancy

The use of Necromancy is illegal.

Treason

Acts of betrayal, opposition, or sedition of the Nolaric Line, Duke Timothy, and the Duchy of the Sutherlands.

Punishments

All punishments are at the discretion of their respective Nobility, or Guild Masters with the exception of .

Theft

Fine and compensation of equal value of items stolen or destroyed.

Assault on a Baron

Punishable by minimum of Soul Destruction.

Murder

Punishable by death and a fine.

Necromancy

Fine and further action at the discretion of the Nobility.

Treason

Obliteration. Guilt determined by council of Barons or Duke Timothy.

All fines collected will be given to the Knight's d'Eit.

Duke Timothy reserves the right to repeal or amend any punishment issued for a violation of the laws at his discretion

Signed by

Khara, Baroness of Sahde

Lachlan, Baron of Isles d'Honig

Celian, Baron of Sudbyr

Tristan, Lord Seneschal of La Rochelle

Holly, Guildmistress of the Armorsmith's Guild

Cyrus, Lord Seneschal of Rossanoe

Thisiana, acting in the name of Darkholme

Kal'eras, Guildmaster of the Celestial Guild

Commands from Duke Timothy

The following Commands were made by Duke Timothy at Public Court on March 19, 716.

I – Moral plane elementals and any golems made of gemstone must be removed from any building where Sutherlands Nobility sleeps. Furthermore no Sutherland's business may be discussed in any building where any summoned or created creatures/automatons are present. The lone exception are guardian creatures native to the Woodlands of Tyrra, such as wolves, bears, large predatory cats and birds of prey.

II – Any and all dealings or contact with Dragons shall cease immediately.

III – Carpathians spies are to be taken into custody immediately and presented to a Sutherlands Noble. They will be treated with respect and not abused while detained.

IV – The Great Empire is to be dealt with in whatever manner the Baronial Council decrees on a case by case basis. It is asked that pains be taken to ensure no harm comes to non-combatants on either side of the conflict.