

SUTHERLANDS JOURNAL

July 610

Fletcher Quill, Publisher



Devourer Defeated!

"VICTORY" was the cry on many a citizens lips this past Gathering. The long time foe of the Sutherlands and all of Tyrra, Sar'Nil the Devourer, has been laid low at last. Journeying into the heart of the Maw itself, a place said to be cursed by many who have ventured there, The Golden Elf and the forces of Lastholme stood with the Titans themselves against the Great Beast. Soon after, His Majesty King Devron was seen leading a force of Carpathians who had joined forces with the others against this foe.

A mission was set to rescue His Majesty as he had fallen fighting the Devourer. Blitzing through the minions the Beast had left behind, the Clanthian heroes were able to break through the wards containing Our King's body. He was quickly returned to the Healer's Guild where a resurrection took place. Many were gathered within the HG afterwards, however this writer must only speculate on the information given there.

A strike force of the ones who spoke with His Majesty was organized and departed to the Maw a second time. Rather than fighting his

minions, these brave souls would be facing the Beast himself. Several hours passed, and an unearthly fog drifted over the land. An uneasy terror began to gnaw at many, but when it seemed the strike force had failed... they began to return! Bloody, yes. Scarred, yes. But the Heroes who returned were unbroken by the might of this Primordial! However, it was not without cost. Many lives were lost, and at least one soul did not return after the battle. We at the Sutherlands Journal give our dearest condolences to those who lost ones close to them, and our most gracious thanks to those who fought the Beast that night.

A World United?

Something wondrous occurred at the last gathering of Heroes within Clanthia. The citizens of the Sutherlands journeyed across Tyrra, to the Empire of Carpathia, to the lands of Orbonne to band all nations together in resistance against Sar'Nil. Even the Illithid Kingdom gave us aid in this fight. Never before has such unity been shown in our world. Never before have each of our Nations put

aside the hatred that drives us to war. It was, to say in simplest terms, inspiring.

And yet, in keeping with Mortal culture, this union did not last a full day and night.

Driven by a greed for something discovered after the Devourer's defeat, Orc troops arrived the night after the Festival to scout out our lands. Their unwelcome invasion was quickly turned aside, but the Heroes' rest was not long lived. Little more than an hour later, Carpathian reconnaissance forces were seen darting through the woods. These sanctioned cutthroats and rogues led many of our citizens on a chase throughout Clanthia, culminating in a deadly deep woods combat. Friend and foe alike were slain by each side as the darkness shrouded the senses of the combatants. Despite their training, the Carpathian force was utterly annihilated in the fierce battle, no match for the backtrail skills developed by the citizens of the Sutherlands.

By Homer Goodwill

A New Day Dawns

This year's festival games were a welcome respite from the grim business most Clanthian heroes are accustomed to. Epic battles, intrigue of a most nefarious nature, and aggressive creatures striding boldly into Clanthia proper are all regular occurrences, experienced on an almost monthly basis. Is it any surprise, then, that Festival games are so popular among the besieged citizenry?

The timing for this May's Festival was perhaps more appropriate than any other. Upon the heels of Sahde's apparent betrayal of the common trust and subsequent releasing of the Devourer, the self-sacrifice of the titans and Agravar, the revelation that Agrivar was the father of His Majesty King Devron, and the

destruction of the Devourer by Clanthian citizens, is it any wonder that the Heroes of the Sutherlands needed a day of celebration and carefree tomfoolery?

The Barony of the Isles D'Honig made the expected strong showing, winning (among other things) the four-man team battle, cooking, and art competitions. A surprise to many was a relative unknown, Gus, who demolished his competition in the three-hit tourney, the Mirthyrion three-spell competition, and the fastest-man-in-Clanthia race. It simply shows the fighting spirit of the Clanthian heroes (or possibly just how combative and ornery they are) that they are willing to fight with each

other when they finally have a day of rest.

A popular new addition to the festival games, courtesy of someone reputed to be the "Chaos Lord of Dawn and New Beginnings" was a wheel with dozens of mysterious symbols on them. One need not pay to play, however; impressing the Chaos Lord (no mean feat, in and of itself) was all that was required to spin the wheel, to confusing and often wondrous results. However, some people are still unsure as to what their prize was, although the Chaos Lord assured them that nothing on the wheel was "immediately fatal." Comforting, no?

(Continued on page 2)

A New Day Dawns (Cont from Page 1)

(Continued from page 1)

And, of course, special mention must be made of the Carnival Folk that hosted many of the competitions. Penzo, the leader, was a colorful and boisterous master of ceremonies. The sylvan went so far as to challenge the winner of the three-hit tourney to a bonus round, likey in an attempt to prove his own superiority to the winner. However, Penzo took his defeat with good grace, offering a sweaty man-hug and a free shot at "Penzo's Prize Drop" to the victor.

It should also be noted that Penzo made a vague statement of recognition and relation concerning Dahlia of Lastholme, referring to her by some other name that sources could not properly recall or even spell. Dahlia was unavailable for comment.

By Bill Jones

Bug Bear Bandits Brought to Justice

During the last gathering of Clanthian heroes, a small force of young adventurers raided the secret compound of the Bug Bear Bandits. Aided by a former member of the gang who agreed to help the strike force, the adventures stormed the building that was the main location for the criminal group. Though one member of the strike force did resurrect in the battle, the mission was an over all success. According to Kingdom Officials, the leader of the bandits was inside of the building when the ambush took place, and was reportedly killed. It is believed the leader may have resurrect-

ed somewhere, as his body turned to dust a short while after being killed. No one is quite sure where the leader is, though some speculate he has gone into hiding until he can get more bodies to refill his ranks. For a time at least, the Sutherlands will be free from the sinister works of the bug bear bandits.

By Mortimer Daft

A Letter to the Editor

In recent times, the subject of fate has been brought up as a topic of many different debates. Some argue that Fate is what will save us all, and is the true acting force of justice. However, as with everything there is another side to the coin. While fate may be responsible for many good things that happen in our lives, it is also the force that binds us. If we, as mortals, truly believe in fate.. then we submit ourselves to an unending service to a force that we still do not truly understand. The followers of fate only choose to believe in it because they are

placed at a higher status by doing so. Fate chooses the blind to lead as they are the easiest to manipulate. Who better to serve a manipulating force than those who's faith and passion transcends all notions of good and evil? I can't speak for everyone, but I'm not exactly thrilled about the idea of having my future written for me. I'm even less thrilled that others blindly follow the unknown and unchecked force of fate. Given the choice of following a fate laid out for me, or following a destiny I choose for myself... I would choose to be responsible

for my own actions.

Editor's Note: This Letter was not signed, so the identity of the writer remains anonymous. We welcome their opinion and yours. Please wrap Letters to the Editor to a large rock and toss them through the window just like everyone else.

Lesparo Knows Stuff about Stuff

(Or at least has an opinion)

Question (Anonymous): Dear Lesparo, Why does it burn when I pee?

Answer: That's sick... You're sick... Perhaps you should stop sleeping around with bar wenches? I don't really deal with this type of thing nor have I encountered your horrible problem. Although I'm still not exactly sure what this means or if it's relevant but a wise man once told me. "If you are out scrumping. You better bring something. That something is a cleanse scroll." Good luck with your problem.

Question (Lesparo): Have you ever encountered someone new to town or a well known adventurer that does the exact wrong thing at the exact wrong time? Perhaps there is a way to stop this from happening. Please help!

Answer: I understand almost nobody is perfect. But I can say the whole point of this article is to help stop that from happening. It has happened more times than I can count. With newer and older adventurers. I am tired of dealing with the same problems/annoyances that come up. They could easily be avoided if the person in question had been told how to deal with a certain situation. I call out to the Heroes of Clanthia. Send in

(Continued on page 3)

Lesparo Knows Stuff about Stuff (Cont from Page 2)

(Continued from page 2)

questions that you think anyone could benefit from. Send in questions that would entertain you who already know how things work. This may not be important to YOU but perhaps someone reading this will benefit from it and perhaps it will stop them from making the same dumb mistakes we are all tired of dealing with. Think back to when you first decided to pick up a sword, learned to cast magic. So many questions filling your head and no one to answer them. That's the type of question I am mainly looking for. To the our future heroes: If you are confused on how things work send in a question and I will answer it!

Have a question? Send it in! Lesparo has offered to answer/give his opinion on a couple reasonable (and even possibly outrageous) questions per month. Have a Serious Question? A Silly Question? A Dangerous Question? A Question You Think Newer or Older Adventurers Would Benefit From?

Send in your submissions (Including The Question/Questions, Details on why you want it answered, signed and dated)













So here it is Ladies and Gentlemen! A Chance to have your wildest questions answered by the one and only Lesparo.

Not all questions will be answered. All questions will be viewed only by Lesparo. Not all questions will be answered. The choice of the question answered will be decided by Lesparo. Requests for your name to be kept anonymous are acceptable. However questions will not be answered if Lesparo doesn't know who is asking them. Lesparo also requests that questions be saved until after the gather, and sent to the Sutherlands Journal by missive rather than asked directly. All questions asked and left unanswered will never be shared with anyone.

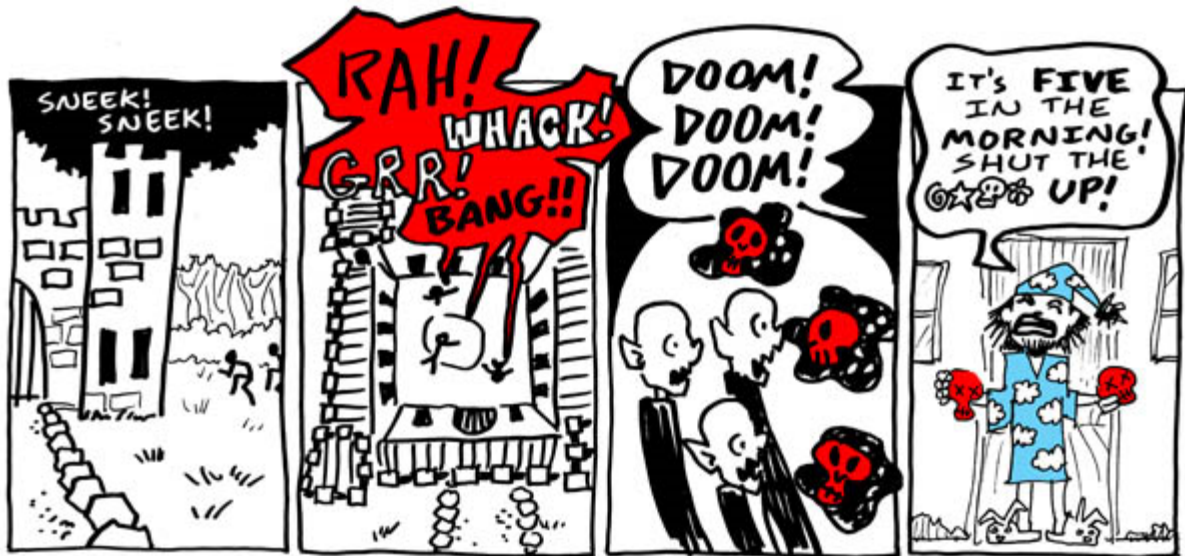
Rumors, Slander, and Innuendo

- ◆ Need a formal component? Don't have any money? Then call on Ceilie! No money down, or ever! She'll willing to deliver a variety of formal components for as little as an empty threat and walking backwards in a circle! So, next time you're in need of components and you find your pouch a little light, call on Ceilie!
- ◆ A certain Islesman has apparently set a fashion trend, as two other seemingly unrelated adventurers have been seen wearing an exact copy of his garbs, aside from a simple color deviation.
- ◆ Now that Darkholme has control over both Sahde's and Sudbyr's libraries, citizens wonder which barony they will declare war with next in their never ending battle for knowledge.
- ◆ The "Rogues Tournament" from Festival still isn't over....
- ◆ As of last Festival, the two individuals with the white mask from previous years, have returned. They claim they are tired of working for the circus.
- ◆ Speaking of the Circus, rumor has it that Dahlia of Lathome plans to return to her former life as a performer.
- ◆ The real reason the Blood Guard resigned is so they will no longer be bound by the laws they continue to enforce, taking more of a "The Ends Justify the Means" approach.
- ◆ With the defeat of The Devourer, those who were concluded once again find themselves on the prime.
- ◆ The Silver Tree has mysteriously returned to the lands of Sahde - and it's killing everyone.
- ◆ A crate, believed to be carrying trade goods was opened recently. The recipient was surprised to find Sir Tristan inside the box.
- ◆ The caretaker of World's End Keep is said to be traveling in the direction of Clanthia. Witnesses report he does not look happy.
- ◆ Amara of Sahde is seeking a husband — in Isles.
- ◆ Munsun of Rossanoe is a Necromancer. OK, we're not positive, but just to be safe, kill him on sight.
- ◆ Tallyn Kynhelm was reported wandering in the Wastelands to the North — Despite this rumor, no wars were started nor massacres happened — so the rumor is probably false.
- ◆ Baron Harold of the Isles has taken his Baroness Aimee on a honeymoon to visit former Baron Frost — or possibly to find a cure for the parasite growing larger inside the Baroness!

Monthly Horoscope by Monocritus the Mad

	The Ram (3/21 – 4/19): This month is rich with potential for personal progress, though overall success won't come easily as some of your goals slip out of reach. Motivation is high and hope is in the air, but it's mixed with tension as your need for freedom battles with your responsibilities to others.
	The Bull(4/20 – 5/20): Delicacy reigns early this month as sensitivity and caution are in the spotlight. There is a strong potential to deepen your understanding of others this month, as long as you open your eyes to the unspoken signals of those around you. The long-lasting struggle between controlling your own life and responding to the life's little surprises can be alleviated now.
	The Twins(5/20 – 6/21): The month gets off to a slow start, leaving you time to adjust to recent changes and disappointments. Still, much of July may be spent dealing with one distraction after another. Yet between the distractions, you are being called to reexamine your core values and immediate needs, and take decisive action while you can.
	The Crab (6/22 – 7/22): The pace of change doesn't slow this month, as you are driven toward deep self-examination and aim to tackle unfinished emotional business. You may feel a need to separate yourself from others now, which can actually create enough distance and clarity that you can start to view your relationships more objectively.
	The Lion (7/23 – 8/22): Your appearance and demeanor are sparkling this month, as is your relationship with money, your possessions and even your self-esteem. Nonetheless, it can't always be about you, and you are being called to improve the efficiency of your interactions with others on both a business and a personal level now.
	The Maiden (8/23 – 9/22): Thinking gives way to feeling for much of this month. Focusing on personal matters first will allow you to have a good time later without being plagued by tiny details. July is a time to cut out what you no longer need and focus on how you can better work and play with others.
	The Scales(9/23 – 10/22): Part of you would rather avoid confrontation and conflict this month, yet there is still a push to speak your mind. Burying your feelings can leave you emotionally distraught, while revealing unexpressed vulnerability can lead to closer connections now.
	The Scorpion (10/23 – 11/21): A long process of change is finally culminating now, so you can expect radical shifts in your daily routine, your job and even your spiritual practice. You are more able to let go of outmoded beliefs and unrealistic expectations about your future, and should feel more certain about the current direction of your life.
	The Hunter (11/22 – 12/21): You now realize the unproductive patterns that have been blocking your potential, but there's still hard work to do, and change won't come easily. Tensions mount between your personal independence and the demands of career-related responsibilities. Your whole life may feel at a tipping point, but all-or-nothing ultimatums won't prove as successful as sincere compromise now.
	The Chimera (12/22 – 1/19): July brings a more solid foundation to your professional life by defining what's working, what isn't and what you can do about it. There's also a significant shift in relationships now, but while you may be confronted with issues you'd rather not face, riding these waves of emotion instead of repressing them suits you better now. This is an opportunity to take effective action.
	The Water Carrier (1/20 – 2/18): You're tempted to take risks, yet reckless behavior won't accomplish as much as you hope this month. You are aware now of what's been holding you back, and now it's time to start gathering information to work toward positive transformations.
	The Fish (2/19 – 3/20): Relationships roll into the foreground this month, and you feel more of a desire to express your feelings. July is a time to shed beliefs and goals that no longer apply, making you stronger and more able to climb higher later on.

Geebas on Parade, by Jennie Breeden: <http://geebasonparade.keenspot.com/>



Advertisements, Notes, and Sundries

Reward Offered for Missing Property Belonging to Members of the Isles d'Honig

The following items were lost by members of the Isles d'Honig, mostly during the last year. Any information on the whereabouts of these items should be brought to the attention of Lady Seneschal Constance, Baron Harold, or Lord Court Mage Lachlan of the Isles d'Honig.

Descriptions are given below, all items listed are magical. See Lord Lachlan if you have identified any item matching the descriptions below so that it can be assessed as to whether the item in question matches the properties of the item lost.

A reward, to be granted by Baron Harold, is offered for the safe return for any of the below-listed

Lost prior to 609, unknown location:

- Shortsword made of Steel and Adamantine

Lost 03/609, most likely at Fort Grayson but possibly soon after Mass Word of Recall

- Ring of Elemental Fire & Ice
- Topaz Necklace
- Silver plated Dwarven Knuckle bone Necklace

Lost 04/609 at Carpathian Encampment near Clanthia at beginning of Zombie Invasion:

- Silver Ring with an Eye

Lost 09/609, lost in the Djinn Vault in Carpathia:

- Silver Ring w/ Ancient Patterns: Identifies as "Lord of Damasks Ring"
- Plain Hematite Ring

Lost 10/609, in the Graveyard:

- Necklace with green pointed gems like teeth and round blue gem spacers
- Ring w/ a skull
- with skeletal hands below

Lost 2/610, somewhere in town:

- Necklace with a Teardrop Purple/Brown Stone with silver filigree around
- it, identifies as Shepherd's Watch

The following items have been missing since the fight at the Maw late Saturday night of the May festival gather. Should you come to find that you have recently come into possession of any items that match these descriptions or that were recovered from the Maw and not yet returned to the proper owners then please contact your local nobility, Lady Lulu, Lady Moira, Guildmaster Kal'eras, and all Seneschals have a complete list of the following items, their owners, and their properties to aid in their swift return.

Should you have been present at the fight at the Maw and are still missing something that is not listed here, please contact me in New Eit or at the gather so that I may update the list of missing belongings.

- Silver Ring with all gems missing from their facets
- Brooch with intricate knotwork
- Round bracelet with white shell
- Black and silver beaded necklace on leather cord
- Tiger's eye stone on silver chain
- Silver shortsword with brown-wrapped leather handle

(Continued on page 6)

Advertisements, Notes, and Sundries (Cont from Page 5)

(Continued from page 5)

- Meteoric iron shortsword with a red wolf's head on blade and skull symbol on opposite side
- Silver ring, will identify as invested to Dame Lulu
- Silver Ring with jagged lines
- A number of missing foci of various designs, shapes, and sizes
- A wad of formal scrolls with matching components taken from one person's pouch: Create Formal Area (Earth), Disrupt Earth Magic, Disrupt Celestial Magic, Word of Recall

Lord Court Mage Lachlan

Isles d'Honig

House
of Andar
Fyne
Boots
<http://www.houseofandar.com/>



The Pirate Pub

- ★ BEER
- ★ WINE
- ★ ALE
- ★ COMPONENTS
- ★ WENCHES
- ★ GYTSIES

Contact Guildmistress Helena

[HTTP://SOLARINC.ORG](http://SOLARINC.ORG)

To contact the Journal Staff, Please contact Fletcher Quill by Royal Courier at:

sutherlandsjournal@gmail.com