

# Sutherlands Journal

August 610

Fletcher Quill, Publisher

## Crime and Punishment!

During the last gathering of Clanthian Heroes, a trial was held for the leaders and members of a shadowy criminal syndicate in our midst. This group, which apparently had no name, was lead by none other than Rove (The Amazing) of Ros-sanoë and Tallyn (Orphanmaker) Kynhelm of the Isles d'Honig. The whole situation was brought to light after Rove and some of his personal lackeys obliterated Nobody in the Pirate Pub. Rove was questioned by Warlord Morgrim, and his obliteration scroll confiscated. Upon further investigation, the Warlord discovered that Rove's group was actually part of an organized crime syndicate, having members in each barony. Fearing his own safety, Rove named names and promptly left Clanthia leaving his compatriots to take the fall. Once Warlord Morgrim realized the seriousness of the situation, he began to root out the operatives one by one. During the trial, the Warlord spoke with the voice of the King himself, and it was made known that His Majesty King Devron was fully

aware of the entire trial.

General Tallyn Kynhelm, a known war criminal, terrorist, murderer, and self avowed villain was made to stand for his crimes. With Rove fled, Kynhelm, rightly, carried the weight of his treasonous and criminal offenses. Baron Morgrim dismissed the General's lies and protests of innocence for the obvious smoke screen that they were. The General was assured that his Baron and Baroness were well aware of the charges against him and at the August gather he will face justice at the hands of his own baron as Warlord Morgrim promised.

The warlord and the Blood Guard have been put into place by King Devron, and to avoid his chosen system is to defy his wishes. The Duke, the Warlord, the Barons, and the Seneschals are always available to help safe guard the public, and fight against crime and injustice. It is never acceptable to act outside of this law system, and any who do should be

reported to a noble immediately. Need you, Clanthia, be reminded of the age where you chose to govern your own actions? You all have had your chance to rule yourselves, and have proved yourselves unfit to do so. King Devron has returned by the actions of many, and in his second reign his rule will NOT be distorted by the avarice of criminals seeking to line their pouches with the misery of the citizenry. All those guilty of crime will be punished. If you have had ANY connection to this group, or any other illegal activity, make your actions known to the Warlord or your noble immediately and report any suspicious activity to the appropriate source.

Long Live the King

Long Live the Queen

Long Live the Warlord

By Homer Goodwill

## Pirates Walk Plank

Many years ago, the Pirate Pub was a business known as the Dancing Gypsy Café, owned by the S'Baity Clan of Gypsies, Proprietress Bandolier Lamia S'Baity. When she and her Clan decided to wander off, as the rascally gypsies as wont to do, it was seized (as all great booty is, at some point) in all rights 'n' goods by Lord Peter, King of the Pirates. Many small shifts within the crew and the great mission of peace (and prosperity!) headed by Lord Peter, Sarc, and Punjab in the late winter of 609, and the sauntering up the rope ladder of

politickin' by the corsair Lady Angel, led the drinkin' establishment to the wary eye of the new Guildmistress and always heartstealin' Helena. Ho! It was a pirate's playground, Clanthia, a veritable valley of vice and vanity ready for the vendin' prowess of the lovely lady. But it t'weren't to be, me lads. In a swift plunge of his mighty metaphorical rapier, Warlord Morgrim temporarily cut the cordage of the crew's financial sails. He returned the building to the gypsies in their long clothes and

their frilly happiness. Scupper that! When the great Pirates Lord Peter, Sarc, and Punjab return, which will be any day now with a fair toss o' the wind it'll be "Sail ho!" and those wenchin' gypsies'll be feelin' the rope's end for their mutiny.

Though, they do ferment a fine spice wine that'll shiver yer timbers, if'n' ya know what I mean, in the meantime.

By One-Eyed Jerry

## A Letter to the Editor

### "Frightful Retorts, Fancy Dress"

*"Maelyndra was absent from the last gather when she became lost in a swamp. We're heard that her hair is a fright."*

Dear Rumormonger:

It is not terribly kind to listen to whatever rumors you hear. While you attended the April gather, I was devoting two months of my life to render Healing and aid to the wounded and sick of LaRochelle, and even then, my hair was as obedient and clean as always. However, since you have chosen to open this particular box, it is only fitting that I correct with you some truly frightful (and some not so frightful) sights around the Clanthia-city. Take, for example, the sudden liking of some adventurers for facial tattoos. Now, I certainly cannot say that facial tattoos are all bad, but the recent trend has been for large scapes of thick black lines. Though there are some inhabitants of Tyrre who really ought to blackout their rather unfortunate faces (preferably with masks,

bags, or other large solid materials) (I can think of a few Carpathians who did not appreciate this advice)), most others would benefit from a touch of subtlety and art in their choices of skin decor. Also of concern, the trend toward men (and sometimes women) losing their shirts. It seems this is a plague that has rained down from the lost lands of Shadowmoor. I have never been there myself, but I have seen paintings and gnomish picture boxes that show so many of their people cannot seem to find (or afford?) shirts. There is also a particular long-eared elf from there who I have talked with--he, a tailor, who can't manage to keep ownership of his shirts!! I believe we possibly should begin a "Shirts for Shadowmoor" charitable campaign in the coming season, for they're sure to freeze come winter. On the nicer side, there is always the parade of varied and interesting efforts put forth by many for the games of Festival. There was a younger adventurer girl in a very sweet purple blouse and tasteful-length skirt (perhaps a little too

white for my personal tastes, but, eh) tied together with a bodice of simple but quality workmanship--a very lovely outfit indeed! Kaia debuted a watermelon dress --complete with the crazy lines on the "skin". Bartoc's hired Carnies certainly brought a well-received dose of color along with their games' joy! The Moira-Lady even got into the fun with her stack of hats and her odd sandals. One malheureuse girl showed up wearing a Sea Nymph costume, but was quickly and decidedly informed by Lord Ba'al that she should keep such costumes limited to All Hallow's festivities, and that pants, at least, are a requirement for public, which is a truth even the youngest (and quite adorable gnome girl) at the Festival knew.

Sincerely,

Bandolier Maelyndra Tshilaba

## Warlord Slays Due Process

Guest Editorial by Bill Jones

In July of 610, history was made many times over. Clanthia, and indeed the entirety of the Sutherlands, has developed a very thick skin and takes attempted invasions, coups, and threats to the world and the planescape as a matter of course. The heroes that comprise a surprisingly large portion of our population have dealt with many such threats and attacks handily and with efficiency. However, we have perhaps discovered something that hamstring the fighting prowess of Clanthia's heroes.

Warlord Morgrim has always had a reputation for making his decision, following it through, and damn the naysayers or the consequences. But never before has he so blatantly disregarded the basic dignity that our fellow citizens should be allowed. It is an outrage and should not be tolerated.

Accusing General Tallyn Kynhelm, for example, seems more than obtuse. There is perhaps no more-decorated war hero in all of the Sutherlands. His reputation alone keeps our borders more peaceful than they would otherwise be, and Morgrim has the audacity to accuse him of petty thievery? And where would all this money be, that the good General has supposedly been pocketing? He certainly doesn't come across as a fountain of wealth. If he were to suddenly appear a bit wealthier, it would hardly be surprising, considering his position in what is generally considered to be the wealthiest barony in the kingdom.

Lady Constance is another example. Why would someone with a reputation and history nearly as glorious as General Kynhelm, who has risked her existence and gladly sacrificed her life force on countless occasions for this Kingdom and the glory of His Majesty. A reliable source who has chosen to remain nameless stated that she merely was suggesting ways to ensure that individual citizens' rights are protected and to clarify the powers and positions of the local leadership; something that would certainly have kept Baron Morgrim from riding roughshod over the entirety of Clanthia during the trial.

The issue of Sahde's punishment was not perhaps mishandled so obviously, but it remains an insult to the dignity of those citizens. Perhaps they released the Devourer without consulting the other baronies, but one of the first age artifacts that we are

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currently using to ensure our dominance proved that it was the correct course of action. Sahde did what they knew they would be punished for, accepted the risk, and even sacrificed their great leader, Agrivar, who also apparently was father to our king. I understand the taking of lives, wealth, and the deposing of their then-baroness, because it was something they expected. But forcing Elves, who take such pride in their race, to become human? Since when has justice become so petty? This is merely a slap in the face designed to stroke the Warlord's ego, because it's something he was capable of doing merely because he chose to. Why a playground bully was chosen to be Warlord of the Sutherlands remains a mystery. The Elves, to their credit, took their sentence with great dignity.

One thing is clear. With threats from the outside occurring at a near-constant pace, and with the citizenry splitting their time between rebuilding after the Devourer arrived and warring with the orcs, we cannot afford to have such a petty tyrant lording his powers over the populace. Perhaps Baron Morgrim is a spectacular warrior and battlefield commander, but he has proven entirely too biased and egocentric to be allowed such total control over the fates of the population. Perhaps a council of officials or a balloted vote of all attendees at the trial would serve to provide a more balanced and even-handed approach, but frankly it would be hard to have a more unfair trial process if we started stabbing people at random.

## Rumors, Slander, and Innuendo

- ◆ Necromancers are secretly trying to bring back the Bat-Lord
- ◆ The defeat of the Bug Bear Bandits has led to the rising of a new gang, the Owl-Bear Outlaws.
- ◆ Top Gnomish Experts agree that they've had a lot less work since January.
- ◆ Retired Kingdom Officials are looking for help from newer adventurers to help finish cleaning the crater where the old palace once stood.
- ◆ A mystical Sylvan Female has been looking to recruit younger adventurers, though no one is quite sure for what purpose.
- ◆ A mystical island full of powerful Ogre-Magi is home to a great artifact tied to Law.
- ◆ Orc scouting parties have been sent towards Clanthia, be cautious of the trails.
- ◆ Amara of Sahde is secretly pleased with her race-change to human. Whispers say she can now profess her secret love for a Human -- in Isles.
- ◆ Rove has been working with House Mason to line his own pockets from stolen Sudbyrian goods.
- ◆ House Mason is the Rogues Guild of Carpathia and have framed their biggest nemesis: Tallyn Kynhelm.
- ◆ Angel of Darkholme was behind the Nameless Criminal organization and used Rove and Tallyn as her puppets.
- ◆ Giovanni and Bianca are plotting the demise of Sudbyr and Darkholme.... again.
- ◆ Darkholme numbers will soon grow as disaffected Islesmen leave the barony in droves.
- ◆ Baron Kite of Rossanoe has his eye on a new woman -- a sea elf noble (now you have to figure out which one!)
- ◆ Tyksylvan citizens are complaining of a shortness of red hair dye and white gloves.
- ◆ The Necromancers guild still exist, is anyone going to put an end to this illegal group?

## Monthly Horoscope by Monocritus the Mad

	The Ram (3/21 – 4/19): This month you may be forced into decisions you'd rather not face. Things start off with high levels of motivation and confidence, but begin to wane quickly. There's hope in the realms of love, yet tough relationship issues surface when authority enters the picture.
	The Bull(4/20 – 5/20): This August, it's about reexamining your long-term goals and taking bigger risks in pursuit of greater rewards. Take a step back now is a plus as you seek to find balance between taking care of others and attending to your own needs.
	The Twins(5/20 – 6/21): It's necessary to keep your peers in mind this month -- tension that comes later from ignoring them now isn't worth any success you might achieve. Your current task is to seek a level of personal creativity that doesn't upset the stability of your local community of friends and associates, but, rather, contributes to it.
	The Crab (6/22 – 7/22): You can spice up your life this month with creative expression and bold action. Extra care must be taken now to avoid mistakes and miscommunication. Your mind is on spirituality now, which could make your daily life seem inconsequential -- August is about finding balance between these two realms of life.
	The Lion (7/23 – 8/22): Your daily routines undergo significant stress this month, and old habits must die before new ones are born. Yet you may need to restrain your ambitions now, especially if you've recently taken on too much work. This is a month to decide what you can eliminate now to assure overall success later.
	The Maiden (8/23 – 9/22): This transitional month finds you looking over the past to decide where to reinvest your energy, and where you must move on. It's a great time to clean out your emotional closet and reaffirm your connection with faith, nature and the divine. This, plus a little added creativity, will go a long way toward turning your dreams into realities.
	The Scales(9/23 – 10/22): This month is a study in contrasts. You're motivated and ready to fly, yet you continuously feel that your wings have been clipped and you're grounded. August is the ballroom where this dance of expansion and contraction can impact your life in many different areas, but especially in relationships.
	The Scorpion (10/23 – 11/21): This is a month for making major decisions, as your inner word is shifting in ways that will affect long-term events. It's time to decide if you're in the right place, yet while you may feel pushed to your limits now, complete transformation takes time.
	The Hunter (11/22 – 12/21): This dramatic month tests your perseverance. It's not easy to manage the pressure of unrelenting responsibilities, especially as you feel forced to prove yourself. Success takes time, and you must be willing to do the work before harvesting the fruits of your labor.
	The Chimera (12/22 – 1/19): Relationships are your primary source of opportunity as well as struggle this month. Sharing power isn't easy, so it's important to weigh what an alliance could achieve against what you'd have to sacrifice in return. Yet harmonious teamwork is possible, and may be rewarding enough to merit serious consideration.
	The Water Carrier (1/20 – 2/18): While you may have an obsessive drive to accomplish your goals this month, things must be taken in stride -- there is no way to outsmart your own destiny. You'll have to remain flexible and take others seriously now to successfully attend to pressing matters.
	The Fish (2/19 – 3/20): You've got more than your share of unfinished business this month, and it's time to revise both relationships and long-range plans. This August is about deciding what to let go of and commit to pursuing what you truly cannot live without.

*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

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## Advertisements, Notes, and Sundries

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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
- 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



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