

# Sutherlands Journal

November 610

Fletcher Quill, Publisher

## The Four Winds Graveyard

This story, we regret, is a dark one. Once again, on All-Hallows, the eternal prison known as the Four Winds Graveyard has reappeared in our lands. This time, however, with the dawning of a new day, the Graveyard remains. How long this fearful place will threaten us is unknown, but, thankfully, the seal and magical protections placed on the Graveyard

continue broken. Rumors persist that many of the adventurers of Clanthia plan to open the dread gates, destroying the undead that wait within the confines of the place.

Another twist on these events is that Whisper, the Dracolich, still lays trapped within the Heroes Graveyard. While this does mean

that the Clanthian heroes need not face the Dracolich, it also means that the Four Winds Graveyard will be even less protected from other forces trying to place a new "Lich of the Graveyard" in power to replace Whisper.

Homer Goodwill



## The Hero's Graveyard

During the previous gather, heroes of the Sutherlands ventured into the fabled Heroes Graveyard in order to complete a variety of tasks.

The first, and perhaps most important task was to retrieve flowers placed at the graves of heroes past. These particular flowers, having a variety of colors, closely resembled the purple and gold flowers that appeared in Clanthia last year.

Experts say these flowers have the ability to repel the insect swarms known as Natures Fury. It was vital that the Clanthians were able to recover as many of these flowers as possible to used the following day.

The second goal of the adventurers was to protect the Heroes Graveyard from various forces attempting to use the Heroes Graveyard to reach the Four winds Graveyard.

One of the terrible forces that tried to break through the Heroes Graveyard was a Conclave troll that had some relation to the one known as The Bat Lord.

Homer Goodwill

## Nature's Fury Released (again)

The primal force of nature has once again been unleashed within the Sutherlands! This time, however, it was the druids known as "The Cabal" who summoned the fury by decree of Warlord Wilhelm. Once the thousand of insect swarms were present, the Warlord did what he could to anger and stir the fury into a frenzy. His aim was to catch the attention of the fury in order to lure it to a different destination. Though we are unaware of where exactly the Warlord has lead the primal force, we have received rumors that he intends to use it as a weapon against the Orc forces that are still in Orbonne. Our sources indi-

cate that the Warlord intends to continually anger and outrage the forces of Nature in order to ensure that he and those in his ranks keep the attention of the swarms of destruction. Using the flowers retrieved from the Heroes Graveyard, Warlord Wilhelm and his company have been able to keep the swarms from attacking them directly. Lady Iris of Sudbyr, and a few other of Clanthia's alchemic and poison masters, were able to treat and augment the flowers so that each flower would keep the insects from attacking anyone within a ten foot radius of it. The heroes of

Clanthia are not the only ones who have these flowers however, some of

the attacking Orcs were able to steal a small bundle and teleport out of the area. Many citizens worry that perhaps Warlord Wilhelm's plan will fail, due to the fact that now the Orcs have had roughly a month to re-create the effects of the flowers they stole. Still, many have high hopes of the young Warlord, and truly believe that he will succeed through sheer force of will if nothing else.

Homer Goodwill

## Symbol of Our Land

Speaking of flowers, Her Majesty Queen Zephania has ordered the construction of a massive garden. This garden will be built at the location of the old Kingdom Palace that was destroyed in 606 by Sar'Nil. According to our sources, each nation must build a representation of their existence to define themselves in this third age of man. Carpathia had constructed a great library, the Orc nation had built a giant coliseum, and now the Kingdom of the Sutherlands will create a garden to serve as the symbol of our land. Many find the idea of a grand garden to be a very accurate symbol of the Sutherlands as a whole. The Sutherlands is a massive and diverse nation, full of every kind of people both native and foreign. As such, this grand garden

will have various plants, roots, and trees to resemble the absolute diversity of the royal Kingdom. The cycle of life, death, and life once more will also be present in the garden. Just as the Sutherlands has been through harsh times, but always seems to bloom again, so too will the garden go through seasons of withering and times of growth. Perhaps most symbolic of all, is the raw connection that the Sutherlands Kingdom has with Tyrra and nature as a whole.

Homer Goodwill

## Time Does Not A Hero Make

by Bandolier Maelyndra Tshilaba

All the time since I have travelled into the Sutherlands, I hear many tears and moans that an adventurer is not "old" enough, or "seasoned" enough to be a hero, or that it is "too hard" to be noticed or appreciated, or that chances for newer adventurers never come along. I hear some of the "greatest" Clanthians smirk with pity or disgust and pat the newer adventurers on the head, and tell them that they'll get there---one day! But I write to affirm and make public that time does not a hero make. Kindness, valor, effort, consideration, passion, inspiration, a willing spirit, a cause, all these things and more are present in any hero, from beginning to end.

These were present in the youthful adventurers who triumphed over the tasks and trials within the haunted house of demons, over all other groups who attempted to do so.

These things were certainly present in the group of newer adventurers who single-handedly (well, eight-handedly) solved the panic many of the Suther-

lands--adventurer and citizen alike--who found themselves unable to scribe new spellbooks. Horrible things were happening to would-be scribes all over: curses, fires, forgetfulness, compulsive actions... But this group of adventurers were able to solve the problem through their valiant conquering of a dirty necromancer, who through his dark and evil magics had somehow been able to reduce the free-reign of magics to a ritual. These adventurers--Varon Dalnai, Alageth Armon, Cyrus, Kitsona, Zero Redbriar, Brennan, Denna, and Aulgran Ashturn--not only bested the necromancer, and discovered the ritual scroll that would once again return magics to any who would pursue it, but also they, out of their pureness of spirit and action, gave it freely to the care of the Healer's Guild, so that any adventurer or citizen of the Sutherlands seeking to learn magic (excepting necromancy, of course, a vile blight which should be swept from the Planescape) would be able to have access to the ritual. Any who meet these brave souls should take a moment to

thank them for their upstanding character. Certainly any who finds themselves in need of a spellbook should thank the Fates that this group was so forthright that they opened the use of the scroll to any in need.

So, you "mighty" heroes, it would serve you well to remember that you, once, were young, and even an adventurer on his first day with sword or magic is capable of wondrous feats.

You adventurers who have not yet found your place within the Annals of Heroic Deed, fear not, for your time will come as long as you have the strength and determination and spirit to see it through.

>And never forget to tip your Healers.

## Interview with Amara Faelwen

by Homer Goodwill

Homer: The Sutherlands Journal is proud to welcome the company of Amara Faelwen, and would like to thank her for time. Before we begin, is there anything you would like to tell us, Amara?

Amara: No. I am here to answer your questions. Please begin.

Homer: Alright then, why don't we start with your past. How long ago was your first visit to Clanthia, and what was it that convinced you to come to such a dangerous place?

Amara: I came to Clanthia nearly three years ago with the intention of fulfilling a commitment to someone who was very dear to me. I came to honor a memory, and learn from the battle healers of the Sutherlands.

Homer: I assume you've learned quite a lot in the ways of Healing since you've arrived. Is there any single person that helped you to pursue that path?

Amara: Dame Maelona of Rossanoe took me in as a student when I first came here. She instructed me in the way of healing magics and other areas. I owe a great deal of what I am today to her influence.

Homer: I remember hearing that you were once a part of Rossanoe, would you care to tell us about the reasons you chose to leave that Barony and join Sahde?

Amara: It was a matter of family duty.

Homer: That's as noble of a reason as any, we must all do what we think is right. Speaking of such things, you were identified as one of the individuals who helped to release the Devourer many months ago, is there anything you wish to say in regards to that situation?

Amara: What needs to be said on that subject has been said a million times over, and the people that need to know the details behind it already do. Honestly, there is not enough room in your publication to properly explain it. I can say that if we had not released the Devourer, none of us would be enjoying the freedoms we currently have, and would most likely have been wiped out anyway.

Homer: Alright, then would instead like to tell us about any future plans that you may have in the works. Aspirations, goals, anything of that nature?

Amara: I do have personal goals, and they will mostly remain that way. I am working on settling in to my new responsibilities within the Barony of Sahde, and I don't believe that I will ever fully satisfy my desire for academic knowledge.

Homer: Very well. Is there anything else you would like to add? Perhaps words of wisdom for newer adventurers?

Amara: To new adventurers, I would say that it is important to be observant at all times and to be careful in the selection of the people you surround yourself with. If you are smart, and are humble enough to allow more experienced Heroes to guide you, then you will be highly successful.

Homer: The Sutherlands Journal thanks Amara Faelwen for her time, and would like to wish her well in all she does.

## Letters to the Editor

The Armorsmith's guild, cooking up trouble?

is there trouble brewing? The armorsmith's guild, a respected and highly appreciated, aspect of Clathina life, has recently been brought under investigation. late on saturday evening a heated exchange happened between several members of Isles and the AG. apparently several Isles members were convinced that the honorable brotherhood, connected indefinitely now with the AG since naming Titus as Guild master, were indeed not quite so honorable. Could the easy openness and friendly nature of the AG be nothing more than a ruse? has the brotherhood found the perfect cover? there are so many dark clad, sneak around, cut your throat for the gold, rogues here in Clanthia, we all know the sort (Black Dragons), and have learned for the most part to avoid them; but what of this most ingenious disguise? parade around under a false banner of honor and goodwill, while really lining their pockets with the gold from stolen weapons. a stroke of genius, but perhaps not clever enough, for as i said, the bloodhounds of Isles seemed to have caught onto their trail. they cornered them with the newly appointed Warlord, Baron Wilhelm, and as I have said a heated argument ensued that quickly became a search of the AG. upon finding no evidence (No stolen swords nor stashes of bloody gold) which could condemn the Brotherhood or AG as thieves, Baron Wilhelm and his men left. however the AG, being the Stand up citizen they are, were prevailed upon by honor to invite all of Isles to a small feast to

show there were no hard feelings. nice way to end the disagreement, or is it? could it be that upon stumbling into this new band of thieves, Baron Wilhelm of Isles, known for playing fast and loose with the rules, saw an opportunity? perhaps they did find something back there in the halls of the Armorsmith's guild and decided to cover the whole ordeal up if the Brotherhood agreed to cut them in on the profits (which has to be quite good to feed all of Isles).

Jacob Cobbleton

**Editor's Note:** No correction to spelling or grammar was made by the staff of the Journal. This letter is printed exactly as it appeared when it (and the rock it was wrapped around) were tossed (somewhat inexpertly) through our closed window. The cost to repair the window was 3 silver pieces. The staff is simply happy that (for once) the note and the rock it were wrapped around was not from a noble.

Fletcher Quill

## Rumors, Slander, and Innuendo

- ◆ Not all of the Vampires have been destroyed, some are even in positions of nobility and leadership.
- ◆ Speaking of Vampires, Alaiah of the Isles is defiantly one of them. Word is that the Warlord is not pleased.
- ◆ Because hardly anyone has been dealing with House Mason as of late, their corruption and manipulation has grown at an alarming rate.
- ◆ Cadicus, destroyer of forests, was seen advising Warlord Wilhelm how best to anger Nature's Fury, and keep its attention.
- ◆ Stare someone in the face and you will hear a lie, but give someone a mask, and you will hear the truth.
- ◆ Baron Morgrim only stepped down as Warlord so he could deal with some "family" issues.
- ◆ Don't bring a dagger to a spell fight.
- ◆ Warlord Wilhelm has a new shiny cape that makes him immune to fear effects, he calls it "The Grape Drape"
- ◆ Gypsies are incapable of true love. Their "kindness" and "affection" are merely cunning and conniving tricks to fool the rest of us out of our money, power, and magic items.
- ◆ Pankov, of the S'Baity clan, has been reported as taking a break from visiting Clanthia. He was quoted as saying "Deez ladies give me too much attention. De Mustache and I need a break, jess?"
- ◆ The Warlord and Barons are debating taking advantage of the Dragons absence and entering the 4 winds graveyard and killing as many of the undead as possible. Either Friday Night first thing or Saturday Night before it's time for Scholars to study their spells, and warriors to massage their sword arms.

- ◆ Baron Morgrim is seeking Obliterate Components... something over a hot Gypsy and Darkholme pants.
- ◆ The king of the Fae is very pleased with the actions of the heroes of Clanthia. He has been quoted as saying, "Leave it to the mortals to pull through when hope is waning. Four of the Conclave Trolls permanently slain in two days? I'm not sure if even The Hunter could have done that..."
- ◆ The ancient and mysterious imp known as Ix was insulted that Clanthia asked for Grem's help over his. On a related note-seriously, where in the realm of eternal torment is Asterix?
- ◆ With all the activity from Akeem's generals and Whisper, where has the Ancient One been? Taking a tropical vacation?
- ◆ The Illithid's stronghold nearest Clanthia in the Underdark is in severe danger. Several aboleths (and their armies of thralls) have begun the process of laying siege upon their squid-headed arch-nemeses. It is speculated that the aboleths' absence on the surface since earlier in the year can be explained by the intense heat and humidity of the summer, and more recently their fear of the undead that still plague the Sutherlands.
- ◆ No one warned Bartoc that "Nature's Fury" was being released upon the throng of orcs that had surrounded the Sutherlands. Fortunately, he survived the swarms of insects. Unfortunately, his escape route took him past the field in Clanthia...

## Advertisements, Notes, and Sundries

### **Sutherlands Journal Recruiting New Writers**

*The Sutherlands Journal is now looking to hire new scribes and recruits to write articles. Do you have a desire to inform others about current events, do you thirst for knowledge and truth? Then join us here at the Sutherlands Journal, and take your chance to write history!*

*Not interested in a full time position? Still feel like adding your two coppers worth anyways? The Sutherlands Journal is proud to accept letters, submissions, art work, poems, rumors, advertisements, empty threats, and just about anything else you're*

### **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 or so. Any information on the whereabouts of these items should be brought to the attention of Baron Wilhelm, Lady Court Healer Lorelei, 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 found or 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.*

*willing to send in.*

*Do you want to be interviewed? Want to have your name and words written across the pages of the greatest news scrolls in all the Kingdom? Then simply submit a request to be interviewed, and we here at the Sutherlands Journal will be happy to inquire about your life and exploits!*

*Sincerely, Homer Goodwill*

*A reward, to be granted by Baron Wilhelm, is offered for the safe return for any of the below-listed items.*

*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 back to Clanthia:*

- *Ring of Elemental Fire & Ice*
- *Topaz Necklace*

*(Continued on page 6)*

- 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"

Lost 07/610, fighting orcs on Arcane continent:

- Wooden Shortsword, identifies as "Sword of Seasons"
- Wooden Axe w/Amber Head containing trapped insects

Lost 08/610, stolen by Carpathians after leaving the Coliseum:

- Mithril Shortsword w/Diamond Shaped Handle, blade says "FALLAN" in gold runic letters
- Adamantine Shortsword Covered in Frost, scribbled runes on the side identifies as "Terran Vos"

## The Dancing

### Gypsy Café

*Just a twirl East of the Clanthia Tavern*

**Stop by for a Drink, some Entertainment,  
or to have your Fortune told!**

*\*\*Party hosting available—ask for prices.\*\**



**To contact the Journal Staff,  
Please contact Fletcher Quill\* by Royal Courier at:  
[sutherlandjournal@gmail.com](mailto:sutherlandjournal@gmail.com)**

\* Please deliver all impotent threats wrapped around a rock and thrown through the window just like everyone else. We here at the Journal would like to compliment those of you that have learned to throw and to please ask that you toss your illegible script and illiterate ramblings through the window is already broken as it is getting cool out. Please remember that if you know you cannot throw well (even if you won't admit it to yourself), please have someone else throw it for you. If you are unsure if you can throw, please count up the successful number of times you have thrown a combat spell over ten feet. If the number is less than the number of digits on your hands, then the answer is "no." You know who you are.