

Sutherlands Journal

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Scorching the High Seas!

The following is a record of perhaps the largest naval battle to ever occur during a gathering of Clanthian Heroes. The events have been pieced together by various witnesses, and certain events have been omitted due to baronial censorship.

The battle began late Saturday night as the Sutherland forces took to the seas to face off against the invading Orc navy. Through means of a portal, the Sutherland heroes quietly arrived on the deck of an Isles war sloop. As the enemy was largely unaware of the heroes' arrival, the Clanthians quickly devised a battle strategy and those who were nautically inclined gave a crash course proper use of a ship in naval combat.

The Isles war sloop quickly made its way to the central location of the enemy ships with every intention of burning to the waterline. At the advice of Radoc, Warlord Wilhelm made the decision to set fire to two very large orc vessels resting side by side. Lord Sessith of Ros-sanoë, with a little leverage from Baron Ba'al of Sahde, boarded each vessel in turn using a barrel of oil to ignite the enemy ships. Shortly after each ship had been set ablaze, the Isles war sloop began to suffer damage from smaller

attacking vessels. As the war sloop began to sink, the Clanthian forces quickly thought to board and capture the closest enemy vessel, and use it to their own ends. After a few more enemy ships were acquired, the Clanthian heroes made their way towards the center of the battle where they noticed a large Carpathian ship with its deck completely vacant of sailors.

As soon as the Clanthians moved alongside the larger ship to occupy it, Orc forces boarded the deck from the opposite side, and were quickly dispatched by the Clanthians who were eager to set foot on a larger, more stable boat. Once the Sutherland forces were aboard the Carpathian ship, Warlord Wilhelm spoke with the captain and together they devised a plan to destroy all of the surrounding ships. Clanthians divided into different task forces, each charged with a unique and vital part of the assault plan. Some of the more experienced individuals took back to the ocean, in an effort to destroy and capture more enemy ships before they could reach the Carpathian vessel. A large force stayed on the deck of the Carpathian ship in order to defend it from any attackers that managed to

get past the now patrolling Clanthian ships. Finally a few went into the ship in order to get more barrels of oil intended to be used on the larger enemy ships.

As the barrels of oil were brought to the deck of the ship, the Heroes who had acquired a few of the smaller enemy vessels took the oil and sailed off to strategic weak points pointed out by Radoc and the Carpathian commander. As this routine continued, the Carpathian ship suffered its fair share of battle damage, but it still managed to keep above the water for the time being. After a great deal of time, and many oil barrels later, the majority of the Orc naval force was going up in flames. With the main task completed, rather than simply abandon the Carpathian ship as many intended, Warlord Wilhelm declared that he would not simply leave them behind to die. An escape plan was quickly devised, and the decision was made to use the massive ship to simply ram through the burning blockade of Orc ships. At one point the ship has sustained so much damage to the hull that the Car-

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Wilhelm Gannon: Warlord of the Sutherland Armies, Baron of the Isles D'Honig, and Knight of the Third Age!

Sir Wilhelm Gannon, proud member of the Isles D'Honig and honored Knight of the Third Age, was recently named as the new Baron of the Isles D'Honig. Along with his new station as Baron, he was also granted title and rank of Warlord of the Sutherlands. With his commitments as a Knight of the Third Age, the Baron of the Isles D'Honig and Warlord of the Sutherlands, there has been some dispute as to the correct order of titles in which to address him by, though most

agree that "Baron Wilhelm" will suffice. Many citizens feel as though they can rest easy with such a shining paragon as their new leader, and most believe he will conduct his actions in the same manner in which he always has. However, there are a few who worry that Baron Wilhelm's total commitment to his Knightly code may serve as a hindrance in some situations, causing those under him to suffer a more difficult path. Though he agrees that

the path under his leadership may be more difficult, he fully believes that the end result will be a far more favorable outcome than if he were to take an easier and even less moral path.

Homer Goodwill

High Seas! Cont.

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pathian leader had his doubts on if it could manage another head on collision. Upon this realization, Lady Seneschal Iris of Sudbyr quickly went to work in repairing the front of the ship. Despite the severe lack of tools and raw material, Lady Seneschal Iris worked with whatever she could get her hands on. Using swords, shields, and even arrows, Lady Seneschal Iris was able to reinforce the front of the ship using her vast knowledge of, well everything. Noticing the sheer amount of surrounding ships, and the severe lack of maneuvering space in the water, the Carpathian commander informed Warlord Wilhelm that he simply did not have the ability to steer the ship through the wreckage. Cries for Admiral Isolder of the Isles echoed, and so Isolder made his way to the helm. With expert precision, Isolder navigated the ship away from the more dangerous areas, and continued along the escape route.

During the next few collisions, burning debris and desperate orcs found their way

onto the deck of the ship. Clanthian Heroes quickly defended the ship against orc and fire alike, cutting down the enemies and stomping out the flames. During one such collision the mast was broken, and for a moment the Carpathian ship rested still in the water. Acting quickly, the Clanthian heroes started to repair the mast of the ship. Some Clanthians, such as Malakai Kynreeve were even seen sitting on top of other people's shoulders, supporting the mast and keeping it in place enough for the wind to catch the sails. With the ship on the move once more, the vessel pierced its way through most of the blockade, and eventually made it to a somewhat safe zone. However by now the ship had once again caught fire, which soon overtook the majority of the deck. In minutes the deck of the Carpathian vessel was a blazing inferno, and it was only a matter of time before the ship would rest at the bottom of the ocean. With ally ships en route to the location, the Clanthians did what they could to suppress the flames, but eventually evacuated the boat. For a moment it seemed as if Guild Master Kal'Eras would be left behind as he was separated from the main

forces by one of the larger fires. At this point no normal person could withstand the flames, but thankfully Lord Sessith was attuned to fire, and able to pass unharmed through the blaze rescuing the fallen Guildmaster. As the main forces departed from the Carpathian ship to the lesser rescue ships, Warlord Wilhelm and other members of the Isles remained on the deck in attempts to capture and rescue the Carpathian commander who has aided the Sutherland forces during the battle. Eventually even the Isles troops departed from the sinking ship, and eventually the entire vessel was claimed by the sea. The survivors cramped together on the much smaller rescue ships, and used various means to transport themselves back to Clanthia. Through the intense heat of the flames, and the cold chill of the sea, Clanthia has once again prevailed over the Orc forces.

Homer Goodwill

The Mysterious Elmie

The mysterious Sylvan known only as Elmie was spotted again during the last gathering. No one is quite sure what her purpose in Clanthia is, though she has been seen taking groups of new adventurers off to various locations in the woods. Often these new adventurers return without her, and seem to be in high-spirits. Our informant tells us that she offers to let the new adventurers play a game of some sort, and that if they win then they will receive a reward. Some wonder as to the nature of these rewards, but even more bizarre are the games themselves. Instead of simply pull out a deck of cards, or get together a group for hide-and-seek Elmie uses what some refer to as "magical riddle mazes". These riddle mazes are not actual mazes,

rather they are paths and areas littered with obstacles, magical barriers, guardians, and even puzzles. According to sources, one must solve the riddle or puzzle of an area in order to move onto the next, though there is apparently always more than one solution. To date no deaths have occurred as a result of these mazes, so if you're new to Clanthia and don't mind getting a little roughed up, maybe playing a quick game is a good way to earn some quick coin.

Homer Goodwill

Interview with Moria Atropos

by Homer Goodwill

HG: First of all I'd like to begin by thanking you for agreeing to let us interview you, Lady Moira... it is still Lady isn't it?

MA: I'm glad to be of service. Yes, I am still the appointed Lady of La Rochelle and Lady of Her Majesty's Court, as well as the elected Mayor of Tiksyvan.

HG: Right then, would you mind telling us how you came to have a noble title?

MA: Gladly. A couple of years ago, the Ancient One was elected as temporary regent of the Sutherlands, Tyrra was overrun with Orcs, King Devron was held captive, Queen Zephanie was reported missing and presumed dead after the Orc attacks, and the Kingdom was falling apart. The Kingdom desperately needed guidance and assistance, and King Devron's scenschal, Duke Timothy, was the one member of the Kingdom Court who was unaccounted for. I didn't know where he was or if he could help, but every gather I sent him messages keeping him up to date on the state of the Sutherlands. In the spring of 609, I was summoned to meet My Lord Duke Timothy and My Lady Queen Zephanie, and they asked me to continue my work in an official capacity. I was and am honored to work for them, and I was thrilled to see that they were safe and sound in such troubled times, it was a heartwarming evening that I hope I will never forget. For months after, I quietly worked for my Queen and my Duke until His Majesty King Devron called me to him during the Feast of Heroes to publicly thank me for my loyalty to his dear wife, and appointed me as Lady of her Court and Lady of La Rochelle.

Upon my promotion to nobility I attempted to run La Rochelle as a traditional barony, but as the goals of The Healers Guild and La Rochelle were identical, I felt it was smarter to join forces with Lady Lulu to better consolidate those who are truly loyal to the King and Queen, rather than have two identical and redundant factions existing within the Sutherlands. The Barony of La Rochelle still exists, simply under the flag and authority of The Healers Guild. Lady Lulu has been an invaluable asset to my Barony, and I have much enjoyed her company and guidance within the Healers Guild.

HG: I see. That's an interesting story. Speaking of interesting, I hear that you are actually part dragon. Is there any truth to this rumor?

MA: Yes. I've unwillingly shared my body with a draconic creature for nearly three years, it's really more akin to being possessed. I very much look forward to the day that I am all Moira, though. I miss being just me.

HG: Tell me, do you have any role models, anyone who helped you to become who you are today?

MA: Those are two separate questions, so I shall address them separately.

I have many role models:

My Lady Queen Zephanie is a strong, powerful, yet compassionate, loving and graceful leader who has faced horrible hardships, yet never falters in her duty to her people and never hesitates to do what she must despite the impossible odds and terrifying dangers she constantly faces.

Dame Lulu and Sir Wilhelm are utterly devoted to their Knightly duties while leading and guiding their people and serving their King and Queen, never compromising one of their duties for the others, excelling simultaneously as Knights, Nobles, and humble servants.

At risk of bringing up a controversial subject, another role model of mine is Sir Andrew Brendan, a good man who stood up to the monstrous evil of his homeland of Carpathia, sacrificed nobility and prestige to to defend honor and goodness, and faced prosecution, exile, and risked obliteration so that he could personally spit in the face of evil.

I only wish that one day I might learn to be as strong, steadfast, brave, honorable, and unwavering as they are.

There are also those who have turned me into the woman I am today.

Quentin is the *censored* who was the cause of my possession by the aforementioned Draconian, which has changed me most definitely for the worse, turning me into a superstitious and paranoid mess. Dahlia tricked me into becoming temporarily cursed with Subservience two years ago, which was the cause of my career into politics and my work for the Queen and the Duke. I was terribly angry with Dahlia while I was cursed, but I really should thank her, as it eventually turned out far better than I ever expected.

Some have shaped me with positive actions, though. At a time when I'd been abandoned by my usual entourage due to the aforementioned

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draconic possession, leaving me feeling like my only value as a person was as a tool to others to be picked up and discarded at the whim of others, Lady Nadya and Baron Morgrim showed me that I had their support and companionship no matter what was wrong with me, and without those two, I believe I wouldn't have learned that there are some people who value me for me, rather than just for my skills. I can never thank those two enough for that.

HG: A heart touching tale indeed. So, I have just noticed your sword. it seems quite unique, would you care to comment?

MA: Isn't it just absolutely GORGEOUS? It's rather unique, yes, though its brother elemental weapons are currently wielded by Gus, Sir Tristain and Lord Sessith, and they are just as impressive. Over the years the four weapons were wielded by many notable Heroes of the Sutherlands, so I was deeply honored when Gus and Morgrim chose me to wield such a historic and majestic sword to assist in the destruction of the Devourer. I was admittedly hesitant at first, as I've never been fond of magical items, but in spite of that it has endeared itself to me greatly. Ethelred told me once that it and its sibling weapons get terribly jealous if their wielder uses other weapons, so I expect this will be only magic weapon that I ever have or ever will wield.

HG: Well this has been a great honor, but I'm afraid we are out of time for today. We here at the Sutherland's Journal thank you for your time, and we wish you well.

MA: Before you go, I do want to make note of one thing. In August, your rumors alluded that I am not a natural redhead. I want it to be clear that I come from a long and proud line of natural gingers, and if your paper ever again implies otherwise, I will destroy your printing office with the staff inside, salt the ground when I'm done, and use the metal from the printing press to shod my horses. Got it? Have a lovely day and thank you for the interview!

Rumors, Slander, and Innuendo

- ◆ Amara of Sahde ** Still Censored by Baron Ba'al**
- ◆ Events in LaRochelle **Censored by Lady Moira**
- ◆ Rumors have it that Sadhe, LaRochelle, and Rossanoe have *Censored*
- ◆ Top Goblin Experts have claimed victory over summer heat and call their Goblin Winter Machine™ a success.
- ◆ Top Gnomish Experts welcome October with a festival of beer — made in a Gnome brewing golem! (Take that Goblins!)
- ◆ Lord **Censored** of Rossanoe **Censored by Lord Sessith**
- ◆ A female with white hair and wearing skulls for armor has been seen in the underdark surrounded by undead fae.
- ◆ Illsin:I, Kyrion:0
- ◆ There is more than one way into the Four Winds Graveyard.
- ◆ Lady Nadya and Captain Sulserig have been preparing for All Hallows by practicing their spell casting abilities on pieces of Damask china.
- ◆ Now is the time to rise again, and become something you are not.
- ◆ Positions of Nobility and leadership are now available in Sudbyr. The question is who will become the wolf, and who will become the sheep?
- ◆ Guild Master Kal'Eras has devised a plan to combat the Four Winds Graveyard, should the seal be broken. This plan involves opening planar gates to the planes of Life and Law on either side of the Four Winds, then simply sitting back and watching the bones fly.
- ◆ With the Orc armies on their way to Clanthia, many fear that another evacuation of the city may be imminent.
- ◆ Orc threats against the Sutherlands Journal have ceased since they realized they cannot read.
- ◆ Is their romance in the future of a member of the Isles Noble Court (or simply another round of censorship for the Journal)?

◆

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

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
- 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:
sutherlandsjournal@gmail.com**

* Please have all empty threats of violence wrapped around a rock and thrown through the window. If you know you cannot throw well, please have someone else throw it for you as it is terribly embarrassing to make an idle threat and then not even be able to hit your target. It sort of takes all the fun out of it. Also, the rocks hitting our building are leaving scuff marks and the landlord is complaining. He is also complaining of the noise as the entire staff is shaking in their boots.