

Sutherlands Journal

September 610

Fletcher Quill, Publisher

Assault on Orc Coliseum!

Three months ago, the vast populace of the Sutherlands had a mass vision of an Orc Coliseum. Ever since this vision occurred, the people were curious and perhaps a bit frightened as to what this could mean. During the last gather the heroes of Clanthia had decided to make a stand in the Orc Coliseum, in order to defeat Scarlaga, one of Storlaga's renegade sons. In order to gain access to the Coliseum, a small strike force was sent with a list of teams to compete in the various Orc arena matches. Cadicus, of the Isles D'Honig, lead the force into the lands of Orbonne at the request of Sir Wilhelm and Baron Ba'al. The advance party made it to the Coliseum and back in one piece, giving the Coliseum a list of team names such as "Hyper Claw" and "Hot and Heavy". Although everyone sent on the mission made it back in one piece, some comments were made regarding the leadership tactics of Cadicus, or the lack thereof.

When the time came for the heroes to compete, the teams were dissolved and reformed into one massive group of competitors. There was a total of three arena battles, in which the Clanthian heroes faced off against black rhinos, deadly wyverns, and a near endless amount of

rampaging orcs. During the first match, orcs riding on top of war rhinos charged against Clanthian forces. Despite not having any mounts of their own, and being attacked by flying debris from the stands of the Coliseum, Clanthia dominated the event showing great force and skill. As they completed their challenge, the heroes quickly exited the arena, making a safe return to Clanthia to rest before the next match.

After only a few hours rest, the second match left the heroes of Clanthia at an even greater disadvantage. Sections of the Coliseum floor had been removed, revealing a long fall onto a deadly spike pit below. As the Clanthian champions rushed out of the arena gate, they quickly leapt to the few pillars of land that were left scattered about. Shortly after, Orc warriors riding Wyverns descended on the area, and began to attack the Clanthians who had no choice but to fight in the unfair conditions. With a severe lack of places to run, many Clanthians were soon cut down, and tossed into the spike pits below. Gus, of Darkholme, used his lightning reflexes to jump on the back of an unmounted wyvern in attempts to even the odds. This action boosted

morale amongst the Clanthian heroes, as they started to fight with a new found sense of strength. As soon as the last wyvern rider had been defeated, the remaining heroes quickly made their way to the arena exit while under fire from a volley of arrows. As the surviving Clanthians returned home they were re-united with those who had fallen into the spike pit, who were apparently revived and taunted before being sent back to Clanthia.

With the final arena battle moments away, Clanthia gathered their coins in order to place bets on themselves, and then stepped into the Coliseum one final time. During this match, the floor of the arena had been replaced to cover the deadly spike pit from the previous battle. Soon after rushing the arena floor, the Clanthian troops learned that the replacement floor had been rigged with traps in various locations. As the enemy gates opened, a great many Orcs rushed the Clanthian troops. The battle against the never ending waves of Orcs seemed to

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Sudbyr: Divided or United?

Since the baronial war involving Sudbyr, and former Baron Seer's abandonment, Sudbyr has suffered great division and poverty. Criminal activity has been marked at an all time high, and those wearing silver and black are more likely to fight against each other rather than a common enemy. For many months the people of Sudbyr have talked about rebuilding their barony, returning it to how it used to be, or even purposefully making it entirely different than in ages past. Once Sudbyr was under Darkholme rule, the position of Baron was passed around amongst members of

Darkholme like some sort of toy. Various factions began to suffer even further division, as members within Sudbyr became distraught and started seeking personal power. In recent times, Warden Nadya appointed Vindicare as Steward of Sudbyr in attempts to train him to become the next Baron of the wayward group. Though he was never officially given any actual authority, he tried at least to watch over his people during gathers. In his time as the figurehead of Sudbyr, Vindicare worked to remove a wide variety of peo-

ple from the Barony in hopes to prevent further faction uprisings. Apparently, each of the people he helped remove from Sudbyr had divided loyalties to other groups and factions, and were simply trying to use Sudbyr for their personal gain. Individuals such as Giovanni Lionsbane, Cunning Owl, and Ganderous, were a few of the ones removed from Sudbyr's already weakening ranks. Rumors still circulate that over half of the people in Sudbyr are playing more than one side, and this is the reason for the

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Assault on the Orc Coliseum! Cont.

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last for hours, and many began to question if it would ever end. Torien, of the Isles D'Ho-nig, was seen "trash talking" Scarlaga in attempts to get him into the arena.

Scarlaga, who had recently been sitting comfortably behind his warded area, soon agreed to a one on one match with the Clanthian chosen champion. The chosen Clanthian champion was none other than Baron Ba'al, the Warrior Poet. All of Clanthia backed against the walls of the Coliseum, allowing ample room for Ba'al and Scarlaga to engage in mortal combat. Every Clan-

thian hero began to cheer and chant Ba'al's name as the battle began, while the Orcs of the Coliseum grunted the name of Scarlaga. Within minutes Baron Ba'al was standing over the corpse of the defeated Scarlaga, severing his head as a trophy. The entire Coliseum was in an uproar, and all of the Orcs began to go on a rampage. One final time the Clanthians rushed towards the exit of the arena, in hopes to return home before the hundreds of thousands of Orcs made their way down to the arena floor. When the Clanthians tried to return home, however, they were tricked and instead teleported into an empty desert many miles

from Clanthia. Those who have studied the effects of such an area concluded that within a few hours everyone would be dead. Just when things seemed hopeless, Storlaga appeared and demanded to speak with Baron Ba'al. The two exchanged hushed words for a few minutes, and then finally a portal to Clanthia appeared. With one final glance at the desert behind them, the tried and true heroes made their way back home.

Homer Goodwill

Sudbyr: Divided or United? Cont.

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division of the barony as a whole, as well as the corruption of their homelands. Vindicare is apparently stepping down from his position as Steward of Sudbyr, realizing that his ideal re-creation of Sudbyr is simply impossible in the current situation. Due to Warden Nadya's recent missive in the Nine Winds Tavern, as well as other

sources, Edgar is next in line to become Baron of Sudbyr. Mixed loyalties are sure to be tested if he steps into power, and many wonder just what will happen when he does. Will Warden Nadya force Edgar to go through months of trials in the same manner as former Steward Vindicare, or will she simply grant Edgar the title of Baron in hopes to repair the division? Will those loyal to Sudbyr even accept a Baron

who was previously not even in the barony? Only time will tell if this recent course of actions will unite or further divide the broken Barony of Sudbyr.

Homer Goodwill

Ba'al's to the Wall

An interview by Bill Jones

Bill Jones – Baron Ba'al, I was wondering if you could-

Baron Ba'al – Before we begin, let me make clear that the next time any of your staff publishes a slanderous rumor about a member of my barony, I will make it a point to find your headquarters, burn it to the foundations, and hunt each and every staff member down and hang your remains at the borders of Sahde as an object lesson.

BJ - ...Ummm... I will relay that-

BB- You may begin.

BJ- Ummm... yes...ahh...Where... Can you tell me, Baron, wh- what you were do... *pause, deep breath* Baron, can you tell me in your own words what exactly happened in the Orc Arena?

BB – Certainly. We first were required to enter a portal to the Orcish lands and fight our way to the Arena to sign up. The Orcs don't consider you worthy to enter the challenge if you can't even survive the rabble between you and them. After we signed up, there were three challenges within the Arena. First, we were required to fight Hobgoblins on rhinos. The second challenge was atop pillars battling orcs on Wyverns, and the final challenge was fighting their elite coterie. These were some of the supporters of Storlaga's son. After that, we had to choose a champion to fight theirs. I was chosen, and defeated Storlaga's son in single combat. We then went through a portal to return home.

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BJ- If you don't mind me saying, that is a rather... spare description of events. Was this a simple battle, or-

BB- No battle is simple. It needed to be done. Storlaga's son was attempting to gain support and start a campaign to conquer anything he could reach. He had set his eye for conquest upon us and, in doing so, made himself the primary threat to the citizenry of the Sutherlands. That threat needed to be expunged. By defeating him, we have shown that his word is worthless, his ideas are worthless, and that he is nothing in the eyes of His Shining Majesty, King Devron of the Sutherlands, and we all have shown that the heroes of the Sutherlands will allow nothing and no one to take our lands or our Age from us, which we hold by might and by Glory of our King!













BJ- Quite inspirational. I'm sure our readers will be very glad to hear that. Thank you for your time, Baro-

BB- Leave.

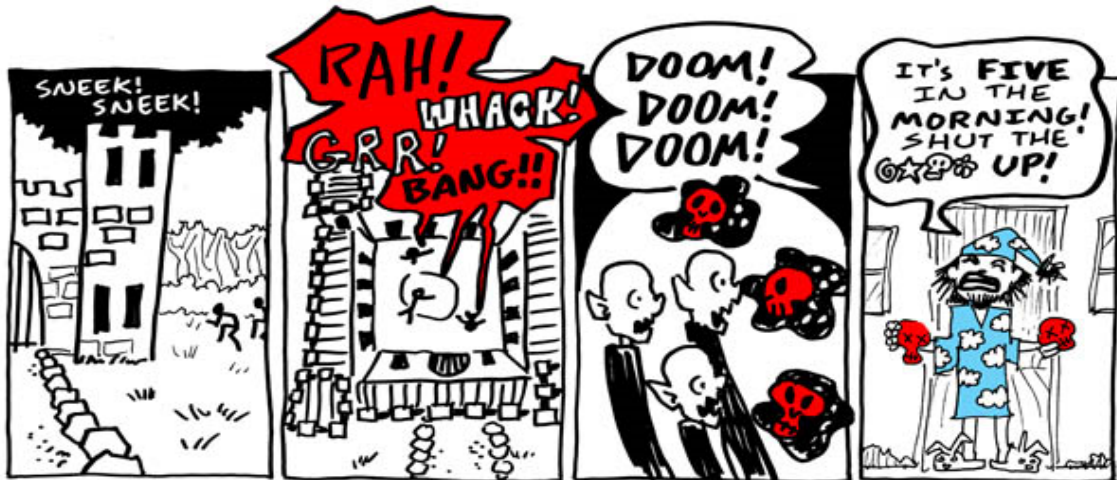
Rumors, Slander, and Innuendo

- ◆ Amara of Sahde ****Censored by Baron Ba'al****
- ◆ A small number of fires destroyed a number of buildings on Clarion Island
- ◆ Top Goblin Experts have predicted an end to all the hot weather — thanks to their Goblin Winter Machine™
- ◆ Top Gnomish Experts agree that Summer will end — just like it always does.
- ◆ The Island of Dinosaurs has suffered massive Earthquakes without shocks preceding or following the quake.
- ◆ Massive armies of Orcs have been reported massing in the Badlands.
- ◆ Avatars of the Lords of Chaos have been seen in Orbonne.
- ◆ Romance is blooming again in Darkholme — other baronies have been requesting Fae join their numbers. Related?
- ◆ The Pirate expression “Ho!” has been removed from their official lexicon due to complaints. The less popular, Avast, is expected to rise in popularity.
- ◆ Crime is on the rise throughout the Sutherlands as House Mason claims victory.
- ◆ Sudbyr numbers will soon grow as disaffected Islesmen leave the barony in droves. Darkholme reports that Isles is “a good training ground.”
- ◆ Male Sea Elves throughout the Sutherlands are migrating to Clanthia drawn by the growing number of eligible females.
- ◆ Tycho was recently seen wandering Sudbyr in search of a missing ant-eater.
- ◆ Rumors suggest a shake-up in the Isles nobility — again.
- ◆ Baron Kite of Rossanoe ****Censored by Lord Sessith****
- ◆ Statues and documents featuring famous humans of Sutherland history have gone missing.
- ◆ A letter full of badly spelled threats was wrapped around a rock and thrown through the window of the Sutherlands Journal. The staff is now referring to this event as “Tuesday.”
- ◆ Orc citizens are reporting feeling repressed — or possibly depressed (it's hard to tell with the tusks).
- ◆ The sword proved mightier than the pen when local scribes reported man writing implements destroyed.
- ◆ Censorship is ****Censored****

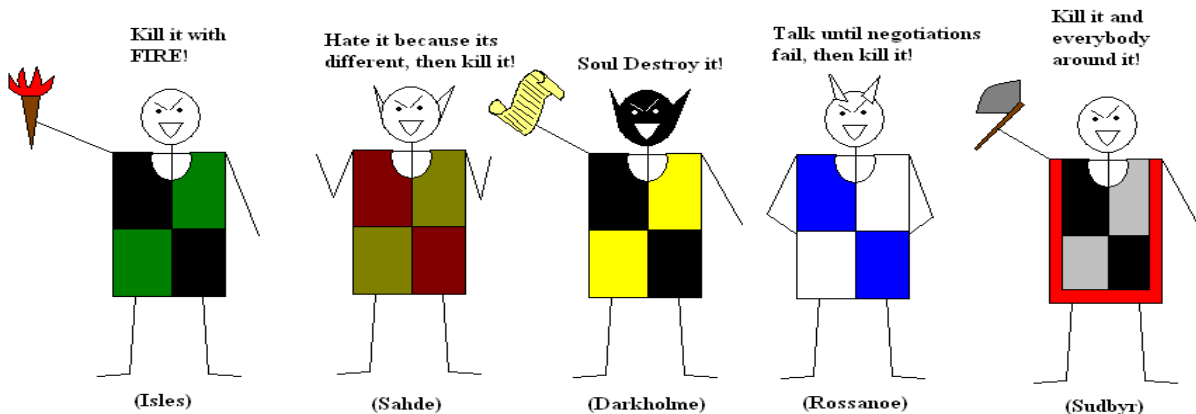
Monthly Horoscope by Monocritus the Mad

	The Ram (3/21 – 4/19): It's time to break out of old routines. But you must reach deep within now, your brain could be exploding with innovative ideas that keep you awake at night. Weeding out the unrealistic fantasies is one way of using the discriminating power of the New Moon.
	The Bull(4/20 – 5/20): Your social life receives a boost this month with the New Moon. The combined forces of the Sun and Moon help you attract attention personally and professionally. You will need to process the fears that are preventing you from reaching your potential.
	The Twins(5/20 – 6/21): You should enjoy smooth sailing this month as your long-term plans are falling into place. You may feel like you're talking in circles about the same things, but the mentally sharp New Moon gets you thinking about what happens next.
	The Crab (6/22 – 7/22): Passion heats up your personal life. There should provide a balance of action and attraction to get you all the attention you need. Creative juices flow as you resurrect old projects or rediscover lost talents. The movement of ideas picks up and barriers fall aside to help improve communication.
	The Lion (7/23 – 8/22): It's time to rethink your assumptions about finances. The New Moon focuses your attention on things rather than ideas. Your view of the road ahead may be blocked now. Your connection with the past deepens, stimulating memories of childhood, home and family.
	The Maiden (8/23 – 9/22): The ball is in your court this month as the New Moon energizes your personality. Taking the initiative in self-improvement is even easier. Relationship issues resurface. Unresolved problems can return in a more dramatic form than before. Emotional excess makes it hard for you to deal with matters rationally.
	The Scales(9/23 – 10/22): Feelings intensify this month. Your forays into unknown emotional territory are affirmed. You are now being given an opportunity to alter your perspective on the practical details of your life. Change is no longer just a good idea -- it's imperative to break free of restrictive patterns.
	The Scorpion (10/23 – 11/21): It's time to review with a little help from your friends. This can help foster connections, but can also exaggerate faults and flaws -- use it to improve cooperation wherever possible, and recognize that you need to move on where it's not. Imperfections may be magnified, but you may be more captivating personally and professionally. .
	The Hunter (11/22 – 12/21): This month pulls you into unfamiliar waters, yet you may be surprised now by the joy of withdrawing into quieter realms. You have time to recover from last month's extreme stress. A deep yearning to connect with your spiritual side surfaces. But remember to finish your work before pursuing metaphysical interests.
	The Chimera (12/22 – 1/19): If you've been bottling up feelings of frustration about your career and the purpose of your life, the cork may pop this month. Move past petty distractions and fix your mind on your highest aspirations. The urge to create something new in your life is countered by your obligations. This is a time to weigh the costs and construct a plan to manage any major transitions.
	The Water Carrier (1/20 – 2/18): Although you may feel caught in a gigantic undercurrent, there is forward movement in your life. Staying focused on the present can be tricky with your thoughts looking toward the past and what you could have done better. Open your mind to amazing possibilities that send your thinking far into the future.
	The Fish (2/19 – 3/20): This month gives you a chance to review where you stand and make a fresh start in relationships. Initiate conversations that can help you find answers. Your personal values may be challenged, exposing a stark contrast between your own priorities and those of someone else.

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



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Advertisements, Notes, and Sundries

Now Accepting Orders for Crafting Components!

Have a set of Gnomish Vials and Reagents and don't know what else you need to make that Alchemy Lab? Need some Blackwood Box Pieces to finish up your Poison Lab? Then look no further! **Natalya of the Isles d'Honig** is the exclusive town contact of the Merchant King for crafting components and scrolls. See her to place your orders now!

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**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 Baron Harold, Lord Seneschal Sir Wilhelm, Lady Court Healer Lorlei, 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 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

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## Advertisements, Notes, and Sundries

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"

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The Dancing

Gypsy Café

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