

The Sutherlands Journal

Words are Power.

August 611 Edition

Dwarves and Necros

This month, there has been a rash of controversial missives posted in the tavern. The diverse participants in the ensuing heated responses include Lord Sessith, Bandolier Malyndra and Baron Morgrim. The two most notable sparks to the discussion were the missive posted by Prince Dolgan CrestHammer of Stonefast and the "Necromancer's Guild" recruiting poster.

Until the 3rd of this month, Prince Dolgan was leading his troops in fortifying the Sutherland's cities while our Sutherlands troops have been away at war in Orbonne. He has officially withdrawn his support, claiming that his "...troops have witnessed innocents, namely the blameless Carpathian refugees that have come to rest in Darkholme, being turned into wraiths, skeletons, zombies, and other abominations." He goes further to say that our leaders must have known that this was happening, and that he is "disappointed" that we have grown used to the "taint of Necromancy" in our lands.

The dwarves had been in charge of supporting our cities since early in the year. It is speculated by some that they were unable to keep normal threats at bay; witnesses report that monsters, beasts, and those wishing to do harm to the Sutherlands have been continuing to appear- especially during Heroes' Gatherings. However, the question must be asked: How *will* this affect our homes and cities? Does this truly leave us unprotected and helpless against the countless terrible things that could come along and steal our children in the night, or rampage through our farmlands and pillage our homes?

Could one of those nasties

THOMAS IS DEAD, "SPECIAL K" IS NOT.

It is widely known by many that Thomas of the plane of Law, enemy to the Sutherlands, is deceased. It is not widely known whether it was "Lord" or "Sir" or "Sir Lord", and there is much debate as to *why* he was our enemy to begin with. Speculations say it might have had something to do with events leading up to the birth of the Golden Elf during the gathering in June. This is due to the reports that the "Order of the White Rose" tried to interfere down at the docks during the baby's birthing.

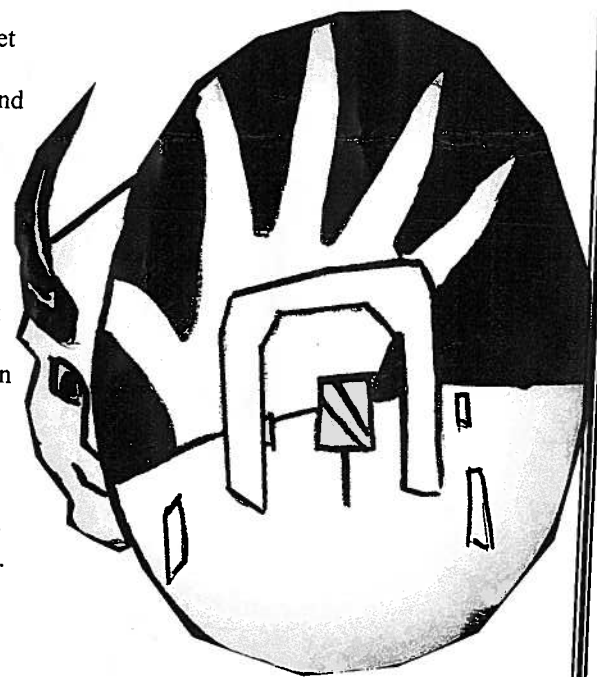
Thanks to the combined efforts of the heroes of the Sutherlands, Thomas was struck down in the city of Clanthia. Secondhand Eye-witness accounts claim that the man, clad in white, atoned several of the heroes at the onset of the battle. They were forced through the atonement to serve Thomas, protecting him and fighting friend against friend- or ally against ally, at least. Sources say that the heroes fought three different kinds of elemental enemies- and Thomas himself became a massive pillar of fire towards the end of the battle.

Also, rumor has it that the new Primarch of Chaos(?) Tarik Darr was a large part of the success of the battle. Certain heroes were overheard complaining about having been desecrated by the primarch, while others seemed to be glad of the effects.

What is the connection to the following night's battle? Sources say that our heroes portaled to a volcano Orbonne, where it is confirmed that one of the mysterious shrines stood. Only those who were there truly know the events of the night, and talk of it is hushed.

Islesmen were seen in town early the morning after the battle, most with expressions described as "sad" or "somber". It is a widely accepted fact that Komorroff, or "Special K", also one of the Enemies of the Sutherlands, was involved with the incident. Does this mean a failure for the heroes of the Sutherlands and the War efforts?

Khanaroph is also said to have made an effort to either kill or capture the baby Golden Elf. Is this the only connection between the events of the two superpowers? Will the "Brown Fendari" go the way of Thomas? Only time will tell.



be this elusive "Necromancer's Guild?" Where and who are the members? What's the purpose for their solicitation now? Does it have something to do with All Hallows fast approaching? Rumor has it that there has been a necromancer's guild in the past, so this is nothing new to the Sutherlands. However, as necromancy is illegal, that alone should be enough to deter their advertisement. Clearly, they are either very bold or very stupid.

What will our leaders decide to do? Will they withdraw our troops from Orbonne so that they can protect us here at home? Will they continue the war effort, and treat the issues in the lands of the Sutherlands as though they are secondary? What will become of the Carpathians in Darkholme (and what on Tyrra are they doing there in the first place)? Hopefully, our heroes will come to an intelligent decision before the darkness of All Hallows descends upon us.

Fomori, House Mason, and Chaos with Janus, By Corky Q.

Janus: "Janus has always been an unseeley, but I was born a sylvan on Eirrin years and years ago. I suppose the one thing that would describe us the best to someone who doesn't know us is that we are veterans of the Fomori Wars."

C: "Who exactly am I speaking to?"

J: "Oh, I apologize. A name is a powerful thing, and not something I share with most. Most people just call me Janus, but if I refer to him specifically, I mean...him, Janus says 'hi.'"
**At this point in the interview, the unseeley indicates his black horn.*

C: What can you tell me about the Fomori wars? That's like Fendari, right?

J: "Oh no, the Fomori were once fae who, before us, were twisted by the Plane of Chaos, which is where we fought. We, too, had changed over the many years. Fae, if you aren't aware, are immortal, so the wars continued for a time which is still under much debate amongst those that were there. Janus wants you to know that we held the rank of Major before we escaped the plane. The wars have unofficially come to an end. Though there are likely still those who are fighting back on the Plane of Chaos, they are those who have resurrected to find the majority of their fellow soldiers gone. I'd like to say we won, though I'm not sure if a war between faekind can ever have a victor. One day I will return home to Eirrin and be welcomed as the veteran I am, though when that day will come is up to my fellow faefolk. Janus says that you need to hang an iron horseshoe above all your doors, and that redcaps are bad enemies to have."

C: "Rumor has it that there has been disturbance between the lords and Primarch of Chaos. What can you tell me about the situation?"

J: "There is? I didn't really know that. Chaos Lords get along with Janus for the most part, but many of them contributed to the efforts of the Fomori and I've never really associated with them. I've met one or two that I like, though the stories of our...introductions aren't pretty. Janus says he's sorry that I insulted a certain Chaos Lord. I am too."

C: "What about the rumor that Tarik-Dar was at the battle against Lord Thomas?... or, if you aren't involved with that situation, what can you tell our readers about the past gathering of heroes?"

J: "The affairs of Primearchs aren't something I want to be involved in, though I was pretty happy when I watched Thomas get stabbed. Clanthia's best fought well, though many lost life-force in the battle against Thomas and his Law-ckes. That was a good one, Janus. Maybe it will catch on. One thing I can say about last gather, however, is that we managed to intercept stolen goods belonging to the Sutherlands from House Mason. and...Baroness' Nadya not only led most of us in the recovery, but donated half of Sudbyr's share to Rossanoe as their healers ensured we did not resurrect that day. Her charity is something I believe Clanthia needs more of."

C: "What can you tell our readers of House Mason?"

J: "I really don't know much. I stay around here because many Clanthians have helped me in my goals regarding Eirrin and the Fae. A lot of important things seem to go on here, and from what I understand, the Sutherlands has done a lot for the entire planescape, not the least of which was the destruction of the Devourer. I fight alongside the Sutherland's heroes, though for the most part I learn enough to help in the common effort. I know that House Mason is a powerful group of people who are smuggling Sutherlands goods for their own profit, which hurts the war effort in Orbonne and takes food away from the refugees of the many wars and battles in which we've taken part."

C: "What advice do you have for our readers?"

J: "Advice. Yes. If something is big, powerful, scary, and could kill you, it might not always hurt to talk to it. As long as it's not illegal to talk to it, give it a shot. It could give you an edge if you do have to fight it, or it might even make an ally. If nothing else, it gets you closer to stabbing range. Just don't make any promises can't keep, or on behalf of someone else. Also, if you're in a battle and someone yells for a charge, it's a lot more effective when everyone charges instead of just me. Janus wants to add that if you're a fae in Clanthia and you don't know us yet, you should."

A (BELATED) LIST OF WINNERS FROM FESTIVAL 611

THREE HIT - BOB, TITLE GIVEN TO
LORD ARIMIAS

ALL BRAWL - DASHUS
CASTER DUELS - DASHUS

IRON MAN - ETHELRED, TITLE GIVEN TO SIR
TRISTAN

ARCHERY - GUILDMASTER TIDUS

ROGUE - ARR EEE

FOOT RACE - DOSAN

FOUR MAN (FOOT RACE) - ISLES

THEATRICAL - SADHE AND SIR TRISTAN

FOUR MAN - ISLES WITH SIR TRISTAN
RANDOM TWO-MAN - AKARI AND LORD TORIEN

SHEPARD'S TOSS - BLACK DRAGONS
SCAVENGER HUNT - NESSA

SAVORY - NESSA

WINE - NESSA

SWEET - MBUNTUNU

(WHO CAN SPELL THAT, ANYWAY?)

TALENT - NOBODY AND CINDER

Clanthian Combat Engineers and other stuff with Remo,

by Corky Q.

Remo: "Certainly! I'm Remo Brassbolt, the famous gnomish engineer! Perhaps you've heard of me! I'm part of the Merchant's Guild, and I'm also known as the Clanthian Swiss Army Knife, miniature edition. I can build just about anything, and I hate birds.... is that enough, or would you like more? I can go on for hours, if you want! OH! and I'm originally from the underdark!"

C: "What can you tell me about the events of the last gathering of heroes?"

R: "Well! let's see! The first evening we were in town, the guild of goblin specialists (who aren't very special, or bright, for that matter) tried to take over the field area near the lake, and build some sort of crappy camp there. I stole one of their siege engines which were quite crappy and used it to wreak havoc on their little encampment. After killing HUNDREDS of the smelly things, I managed to set their wagon on fire, and make them have a really bad day. Town was very helpful in the quest for goblinoid destruction, as well. The next night... hmm... let's see... OH! right! We showed the Law guy... what's his name? Duke Timothy? No, that's not right... It's a title, and then a T name.... LORD THOMAS! That's the guy! Anyways... we showed him who was boss. There were all sorts of impressive big people there.. I'm pretty sure I heard the Chaos Boss guy... Tarik Dar... surprisedly ask town if there was actually anyone who could heal the big scary sword-elf head guy of the elf Barony up to full more than twice. The next night we went to a volcano! I reinforced a bridge with my squad of Clanthian Combat Engineers. Oh, and there were lizardmen at some point during the day. I'm the new owner of their giant ziggurat. Rental options are available."

C: "is this squad of yours something new, and what can you tell me about the people who are in it?"

R: "The Clanthian Combat Engineers? Oh, it's basically made up of a few of us in town that have all sort of useful skills, namely Iris, Fur-hatted dwarf guy (his name might or might not be Dagrím), some of the armorsmith's guild people, and a few other folks. I'm horrible with names, really, so I just give nicknames to most people. It works most of the time... I think. It's also possible that they don't like balloons. Oh, and someone's afraid of high bridges over lava."

C: "Where did you learn these skills, and why do you feel compelled to help the Sutherlands since you're from the underdark?"

R: "Well, see, I hail from what used to be the small gnomish settlement of deepdelve. Then the aboleths came. They're gigantic, scary nightmare squid-whale monsters that take over people's minds. So, when they came for me, I collapsed the roof of the cave that we'd make our home in, and made my way up here. We gnomes are known to be quite crafty, and being that I'm not exactly a... what's the phrase? Chicken Chaser? no, no that's not it... Spring chicken! I knew it had something to do with chickens.... I hate chickens. Anyways, I'm old, and have had lots of time to learn lots of skills. It's pretty handy. So, I came to the surface, and the Sutherlands took me in. My first night here, I got to swear my loyalty to the super nice Duke Timothy, and I think I'm considered a citizen now. "

C: "What can you tell us about Duke timothy?"

R: "Well, He's got a fantastic purple shirt with a waving dragon on the front. He's also very important, and seemed to be a nice guy the only time I got to meet him. "

C: "what are your plans in the Sutherlands? What do you make of the recent solicitation in the tavern for the 'Necromancer's Guild, and what's your stance on necromancy?"

R: " I don't do magic. But, considering my adopted daughter is in tune with chaos, which apparently necromancy steals from, necromancy and necromancers can get bent. Oh, and it's also illegal. I think the Clanthian Heroes should take on the Plane of Necromancy next, and get rid of it. I mean, really! What can't those fine heroes do when they put their minds to it? As far as my plans, I have a number of building projects I've been contracted for, so I'm going to be spending the next few months busily building, and overseeing a number of building projects. I like building things. I also like mushrooms. "

C: "What advice can you give to the adventurers of the Sutherlands?"

R: "Oh, I could give lots of advice! But... the most important thing I can give, in my aged wisdom is this. Working together, you guys can do anything!! I've seen it with my own eyes, so it's a fact! Keep it up! Also, buy things from the Merchant's Guild! It helps keep you strong!"

Wandering Hearts: Putting the Rom in Romance

By Bandolier Lamia Sbaity

Lamia,
What's the cure for the pain of heartbreak and betrayal? How do you deal with liars that you care for? ~L.O.



Dear L.O.

Fortunately, this is not something I have too much experience with personally. My people do not lie, cheat, or steal from each other. It's just not something you do to your family or the ones you love. Though, on occasion, it does happen. When it does, the rom is punished depending on their crime, and sometimes, in cases where the crime has put the entire clan at risk, this can lead to them being stripped of their gypsy blood and cast out from our people. They become dead to us and are mourned as such. I know our cultures differ greatly and forgiveness may be given easier with your people, but this is how we tend to handle it.

Now, for the cure, the only way to mend a broken heart is time... well, that and a Forget it Well, but who really wants to drug themselves? Ok, maybe people do want to do that, but if you prefer to go the natural way, time is your answer.

In dealing with a liar, you can always formally curse them to be honest to teach them a lesson, but you really need to ask yourself, does someone that lied and betrayed you really deserve your love?

Lamia

Dear Lamia,

I am writing this with regards to your post in the Nether.

I am a new resident in Clanthia, being raised by a horse rancher from the outskirts of House Rossanoe, my worldly view was changed upon reaching the Clanthia capitol during Gathering. The many encounters and adventures I had while in the capital are minute compared to the sights and wonders I saw while on my stay! I've come to the conclusion that I am Broken-Hearted; many years I've not thought of the matters and concerns of Love, However upon seeing a certain beautiful woman at the capital during Gathering, I've come to the conclusion that I have lost my way and true purpose in this world. I speak of one one woman impaticular! Any assistance that you could provide regarding the matters of the broken hearted and how to mend my lonely soul and the path I should follow would be appreciated and taken to heart!

Also, due to my bashful nature I was unable to tell her my personal thoughts. Every day since the Gathering I've thought that if 'to do over again' I would quote Her:

I wish I were a raindrop,
just falling on your hand.

I wish I were the grass,
where your dear feet stand.

I wish I were your shadow,
that followed you ere' all the day.

I wish I were almost anything
that went along your way!

~HSR.

Thanks for your time and concern in mending the Lonely Broken Hearts of Clanthia! Very Respectfully Yours,- Z.L.S.

Dear Lamia,

I've fallen in love with a girl that has issues with morals. She's very sweet, but doesn't give value to the people in her life.

I have another issue Lamia! I have a woman I would like to get to know, but the cards just don't seem to... uh... read the right way. What should I do? Should I give her my all and try things even if it's going to be hard?

Renny

Oh Renny.

I have two questions for you. One, did you ever get that dog I suggested last time? Two, how many women are you actually interested in? One stalks you, another serves law, you love one, while wanting to get to know another. My suggestion to you is to get several dogs because obviously one will not hold your attention.

Now, for the girl you love, it's hard for me to believe that she wouldn't care for those around her. I believe that it is the people around you that makes life worth living and even fighting for. Unless, of course, she's a narkri necromancer, she probably does care but perhaps she's a little more reserved when it comes to expressing her true feelings.

And as for the girl you want to get to know, anything worth having never comes easy. I believe it was a gadje poet who once said something about it being better to love and lost than to never have loved at all.

I personally find that the chase can be exhilarating. Without the thrill of the hunt life can be dull and boring, so dust off your adventuring gear and have a little fun.

Lamia

Dear Z.L.S.

I see this is one of the famous "love at first sight" situations. Now, obviously, you can't get someone to fall in love with you back when you can't even speak to them... Well, actually you could but that would take a Love or Love 9 poison and it would also make you a creepy stalker, which I in no way condone.

If you wish to win her affections, my advice to you is to grab her attention by romantic gestures. As a gypsy, I can attest there is nothing more romantic than money, jewelry, and magic items. Now whether you do it anonymously at first, sending messengers with letters and trinkets, or you take a more direct approach is totally up to you.

Lamia



TWO BARONS WERE IN THE TAVERN— ONE GOT DOOMED.

Kyrion, the unseeleie, has been "buddy buddy" to Nelrath... Is he the next Kaos Lord to be?

The AG and Isles have been buddy buddy, So does Guildmaster Tidus have a mancrush on Baron Lachlan of Isles?

Don't trust **DRAE**... they will screw with your emotions.

RUMOR HAS IT THAT SADHE TAKES THEIR ASSETS FOR GRANTED.

Pirates steal their fashion from gypsies. But then, pirates and gypsies both steal things. The difference is, you'll enjoy being robbed by a gypsy.



MORIA AND DUKE TIMOTHY, WHEN ARE WE GOING TO HEAR WEDDING BELLS?

Did the Knights get their powers back too early?-In speaking of Knights, what is Sir Loon's next career choice?

We heard Sheto had a new girl... But what is with this new female Wolf in town following him around? Is Sheto playing his females for something new?

AR-REE ISN'T AN UNSEELIE? NOW WHY IS THIS? IS IT BECAUSE OF HIS NEW MATE, CEILI?

What is going on behind the walls of the AG? Torture? Murder? Ripping the baronies off? Whats next, stealing people from baronies? Oh wait, they already did so! -Gasp-

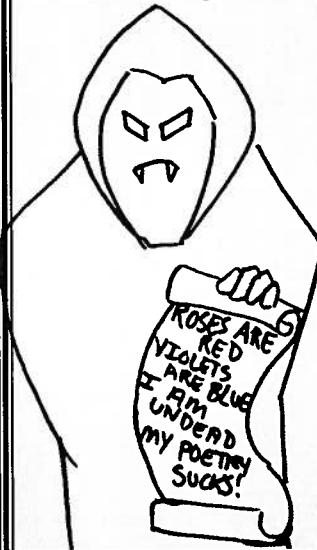
SECRETS? WHAT SECRETS? -CITIZENS OF ROSSANOE

SINCE GYPSIES ARE FICKLE AND MOVE AROUND, HOW DO THEY KEEP THE CAFÉ RUNNING?

Dear sadhe, -What kind of barony has the colors of urine and blood? Don't you need to see your local healer when both of these are present. Love anonymous.

Sadhe and Isles Kill Retarded Drakes in their free time.

Baron Baal has ban shovels from the lands of Sahde. How will they get any minning done?



A CERTAIN WELL KNOWN GUILDMASTER IS RUMORED TO STILL BE INVOLVED WITH THE FORCES OF LAW EVEN AFTER LORD THOMAS HAS FALLEN.

A few crys of agony might be heard from the armorsmiths guild as more and more people are figuring out that they are resur-recting after visiting there

DURKHIEM, CLANTHIA'S RESIDENT CONSPIRACY THEORIST, IS RUMORED TO BE RELEASING PAMPHLETS OF HIS CONSPIRACY THEORIES OF HIS NEW "ENEMIES OF THE SUTHERLANDS" TRADING CARD GAME.

Lord Illsin has been in a foul mood because he has recently lost his contact for his supply of alchemy.

IT'S RUMORED THAT CANNIBALS ARE OUT FREQUENTING CLANTHIA— AND YOU MAY KNOW SOME OF THEM.

Why is the Necromancer's Guild Recruiting when there seem to be a surplus of Necromantic apprentices roaming around Clanthia?

THE BLACK DRAGONS HAVE SUCCESSFULLY INFILTRATED THE ARMORSMITH'S GUILD/BROTHERHOOD, SUDBYR, ROSSANOE, THE DRUID'S GROVE, THE HEALER'S GUILD, AND THE SUTHERLAND'S JOURNAL.

LORD MAR OF SUDBYR AND LORD TORIEN OF ISLES WERE SEEN TEACHING THE BASICS OF "TRAIL GACKING" TO VEER OF ROSSANOE

Sutherlands,

Necromancy is a disgrace. It is a loathsome atrocity committed against all moral planes of existence. It is a violent corruption of the peace of both Life and Death that inflicts nothing but suffering and condemnation against any it touches. Every man, woman, and child who calls the Sutherlands home should hold great concern for this being allowed to continue, for any who allow a necromancer as their neighbor are soon to find their life force in jeopardy. No true citizen of the Sutherlands should feel it is acceptable to idly sit by and allow this to go unchecked, un-answered. All Hallow's will be upon us soon--do you believe that the Necromancer's Guild will not take that time when the veil is thin to seize all the power and life force they can? Demand response from your nobility.

Otherwise, there will be no elemental horde or Carpathian army or orcish threat that will cause you any fear---as the plague of undeath settles across the lands, you will truly know that the love of families and friends and lives are meaningless to mindless, animated corpses and those who create them.

*Maelyndra de Coerdent
Bandalier of Clan Tshilaba
Healer, Rom, Friend of the Sutherlands*

Attention Citizens of the Sutherlands

The overwhelmingly chaotic situation in the Darkholme city of Lobrah has caused widespread disorder and conflict within our Kingdom. With our combined military in Orbonne, and one of our allies leaving, we are spread extremely thin and the Sutherlands is in dire need of aid.

The prison that was bequeathed to us by magical means is now a threat to the entire Kingdom, the contents of which are both unknown and dangerous. Its continued presence and that of those creatures within it is a situation we cannot afford to ignore until it is too late.

Gold will be given as payment for your service, as well as ample time to study or train with my prestigious Blood Guard, to gain experience enough to better yourselves in both mind and might, and therefore strengthen the kingdom even further.

The time and place to gather for this feat shall be after the next full moon (September 17th). For further enlistment in this crucial undertaking, please speak with Blood Guard Lawrence, Baron Morgrim of Darkholme, or Baroness Nadya of Sudbyr, Banneret of Lobrah.

In the Name of the Sutherlands,
King Debron Polaric the First