

The Sutherlands Journal

July, 611

All the News His Majesty feels you have any business knowing.

Carpathia Destroyed!

As the festivities of Festival wound down last gather, news came in that the Kingdom of Carpathia was decimated by an erupting Volcano last gather. Rumors range from reports that only their capital city was destroyed, to the entire continent being wiped out. Tens of thousands of Carpathian refugees appeared in Darkholme late Sunday night and at least one Carpathian Senator was seen in town after the devastation occurred. While many believe that the freak force of nature to just be a case of ~~good~~ bad luck, some whisper that the Volcano may be the result of more intentional, magical efforts. Some speculate that this ~~wonderful~~ terrible tragedy may herald the death of the mysterious and elusive Emperor of Carpathia, while others blame magical and malicious Djinn-like creatures called Efreeti, and others whisper that this is the result of what happens when a wish is un-done. Where are the leaders of Carpathia, Dictator Tyrus and General Braxxis, and Emperor Magnus? Just how widespread was the damage, anyway? What or who caused this ~~delightful~~ horrifying turn of events? How will this affect the joint alliance of Carpathia and The Sutherlands in the crusade to reclaim the lands of Orbonne? Inquiring minds want to know!

The Fight for the Fate of the Golden Elf

By Lord Veldarin Silvertree

Doubtless, there are many questions and theories from the last Gathering concerning the rebirth of the Golden Elf, and why it was important that the Heroes of Clanthia be at the birthplace, even though many could not enter the clearing. I feel that further explanation on the matter is owed to you who offered your lives in defense of something they were not, by circumstance, allowed to witness. This is why many of us were unable to enter the clearing that night.

Far from being a matter concerning only one race, the events that night concerned the Kingdom, His Majesty, and even the very future of our age. It was, as many of you realized, not merely a birth, but a greatly prophesized event, the power of which had the potential to change the fate of our Age. Many alternative fates were shown to the greatest of the Seers of the Sutherlands, and through them the way the ritual had to take place was determined. Indeed, most of Sahde was not even allowed in the clearing due to our current race, even though a number of us are in the Mystic Order. The ritual had to occur as determined by the seers of the Sutherlands, and unfortunately for the rest of us that required us to be absent from this momentous occasion. Please understand that this was not a decision made by Sahde or the Mystic Order to segregate the heroes based on our races.

Your efforts that night directly prevented the creation of an immensely powerful lich, the empowering of the orcs of this age, and foiled the dark plans of two declared enemies of the Sutherlands; The tyrant, Lord Thomas, and his minions from the Plane of Law, as well as the meddler Khanaroph and his elemental slaves. Such a feat could not have been accomplished without the help of the Heroes of the Sutherlands. For that alone, you have the gratitude of a great many people. I speak for Sahde, The Mystic Order, and all whose voices cannot be heard when I say Thank You for helping secure and protect not only the rebirth of His Majesty, King Devron's father, but the safety of countless people throughout Tyrra, by preventing the capture and perversion of the Golden Elf.

Children's Festival in Rossanoe

Late last month, the Rosille Foundation for Children was able to put on its own festival for the orphaned children of Rosille thanks to a few Clanthian heroes. Representatives of both the Isles d'Honig and Darkholme generously donated to the Children's Foundation, allowing the underprivileged children to celebrate the joys of summer and learn about Their Majesties King Devron and Queen Zephania. Funds were put towards food for the children, festival games, and light competition fit for the various age groups cared for by the Foundation. Enough funds were given to also provide for food for the coming week. All this was made possible by the generous donations of two individuals from both the Isles and from Darkholme. You have both the thanks of the Foundation and of the children of Rosille. The Foundation would personally like to thank these two individuals who took the time to speak to them and then donate when no others would.

Festival: A Success!

Sunday of the past Gathering of Heroes proved to be an upbeat day of games, drinking, and random appendage additions. Hosted by our mighty Kingdom of the Sutherlands, we celebrated the success of the previous night's memorable victory in Orbonne.

Nobles and commoners alike enjoyed various tournaments and games, including fighter's tournaments, caster's tournaments, cooking and brewing competitions, drinking games (compliments of our dwarven ally, Prince Dolgan), and a talent competition.

Reliable sources quote that, "Nobody won".

Rumors have it that some substance known as "The Black Mercy" was available for 5 Gold per drink. Some of the known results of drinking the substance are as follows: vomiting money, growing third arms and tails, [terrible fate], extreme intoxication, rapidly growing facial hair, and Bacon. Jim and/or Tim warned those who partook of the substance beforehand that, "Results may vary."

Our King of the Sutherlands, King Devron Nolaric the First, made an appearance in the evening, and in fact presented some of the festival winners with his favor: A gold dragon embroidered on a purple field. He was present as an auction was held, and also as heroes theatrically retold notable moments in history. Those who were in attendance were thoroughly entertained by the performances.

Exclusive Interview with Moira

by Corky Q. Rawburkes

Moira: "I grew up in Trestar as a girl, and settled in Tiksylnan, and as such both cities are very dear to me. I'm fairly well known as a historian, archivist and journalist. People tell me I know everything, but I didn't know that I did until they told me so. I'm also a horsewoman, Seer, and an elementalist. I'm a citizen of the Sutherlands, of course, and I've been offered membership into various organizations, but for now I'm enjoying my autonomy."

C: "I would like to ask you about last gather. I understand that there was a pretty important battle Friday night?"

M: "Friday night? I actually wasn't in Clanthia for most of the night, I spent a significant part of it in Orbonne, deciphering some prophecies with the other Seers and Sages of The Sutherlands. I know the liche known as the Game Master was in town Friday night, but I don't believe town fought him, though why town will let undead wander freely around town is beyond me."

C: "Ah, I think I meant Saturday night. Yes. Saturday, my mistake..."

M: "Ah, yes, Saturday Night. That was important, indeed. His Majesty King Devron rallied all of Clanthia, and we went to Eiteinne, Her Majesty Queen Zephania's Capital City of Orbonne. We crossed a river filled with sea-orcs, and then stormed the gates of the city and retook the city from the Orcs as we sought out a particular house. There was a bit of a snag when the key to the house fell out of someone's pocket, but Selena of Rossanoe found the key and we were able to continue on. It was a hard fight, but His Majesty lead the charge and was there with us the entire time. It was truly inspiring. We returned to Clanthia once the house was secured, and many individuals and baronies made sacrifices to ensure that Eitienne was appropriately fortified. Shortly after we returned, The Orc Mother, a creature who increased the Orcish rate of procreation times thirty the normal rate wherever she resided, was captured and brought back to Clanthia, where she was promptly formally obliterated."

C: "So, if we took the capital city, does that mean that we are close to a close with the War?"

M: "I hope so, but I wouldn't be the one to ask. I'm not part of the war council. It was a great victory, however, and I do hope it will encourage all of His Majesty's subjects to give their all to destroy the Orcish scourge and reclaim our Queen's lands."

C: "You mentioned that you are a seer. Would you care to discuss any of your recent predictions? What is the current fate of the Sutherlands?"

M: "Fate is a vague and mysterious force, but one that that has been very recently turned to our favor. A couple of prophecies I've been studying indicate, that this war in Orbonne, the Kingdom that wins this war wins far more than just the lands of Orbonne, they will also receive the spoils of Fate itself."

C: "How do you mean?"

M: "I don't know for sure what that means, but the prophecies indicate that the Kingdom that wins the war gains control of the Age of Man, the 3rd and last Age of Civilization, the force shielding mortal-kind from the evil forces of primordial creatures, like the Devourer. So needless to say, there's a lot more at stake in this war than I think most people realize."

C: "In brief, can you tell us what the different ages are?"

M: "Of course. The term 'Age' is actually a mistranslation. The proper word is Aegis - which sounds very much like Ages - and it means shield. The three Aegis/Ages are very literal magic shields, cast thousands of years ago to protect mortals from being the food of primordeal creatures. The First Aegis was the time of the Venerable Dragons and Titans, and many other creatures we've only recently learned about. The Second Aegis, which ended just a little over three years ago, was protected and ruled by the Aelumari and the Majestic Dragons, like Sulpher and Honig and so on, the dragons that can talk and have names and cast magic and such. The Third Aegis, the Age of Man, is the final Aegis. There are no more after this one, so it is very important that it be preserved and protected, so that Mortals can thrive."

C: "What happens afterwards?"

M: "The children and brethren of the Devourer take over, and use Mortals like cattle, to be herded away in our various Kingdoms until they feel like eating us. It's been said that the way to preserve the Third Age will be by seeking out meaning and avoiding temptation, so the best advice I can give is to not take shortcuts, even if the work is hard or menial or humiliating. It only makes us stronger and better as individuals and as a whole to accomplish things ourselves. Short-term quick fixes always have long-term consequences."

C: "Would you care to leave our readers with any other information, notes, advice...?"

M: "I'd like to take a moment again to give Kudos to Selena for saving us all from certain orcish doom last gather when she found the lost key, I really don't think that can be understated. I wish I could have offered her more than a high five for her job well done at the time."

A message from Dame Lulu to the people of the Sutherlands

You'll have to excuse me for my words, I'm not so much a writer. Nor do I particularly fancy writing to a "paper" that so vehemently insults those who love our Sovereigns so dearly. However, I did have a few things I wanted to say to everyone- or rather, to anyone who actually gave a shit to listen.

Some months ago I was asked a question- "What is your hardest struggle as a Knight?" And while I thought my answer was very simple, "To show pity and forgiveness to those who would spit in the face of my King and Queen," I thought perhaps I should explain it.

I know a man who has more grace, more kindness, more forgiveness than I could ever pretend to have. I know a woman who is more good, more sacrificing, and more loyal than I could ever try to be. They are flesh and blood, just mortal man and woman, but it is with my whole heart that I know them to be the most powerful of all things- so long as their people love them.

It would be easy to say that I love them because they hold great title or that I follow them because they expect me to follow, but that is not true. It is not the wars or battles won that make a great sovereign. No, a King or Queen's true worth is measured in their love for their people. THAT is my love for them. There is no other man like King Devron. There is no other woman like Queen Zephania. I cannot help but stand for them.

It drives me into a rage like I have never known before, when I see my King and Queen betrayed. My stomach is twisted into disgusting knots until the mere site of betrayers becomes nauseating to me, truly. You make me want to vomit. I can't help but think, "How could you? How could you!

When they give everything and you give NOTHING." I've always felt that there are two types of people that adventure here in Clanthia- 1. Those that are Zealots and believe in something. 2. Those that fight for the winning side. I'm sure you can guess which side has more.

I live by my King and Queen. I breathe for my King and Queen. My heart beats and my blood flows JUST for my King and Queen. It is their cause that I Champion and their Lands that I die for. I have been blessed with an Elven lifespan and so my life's work will happily continue on. As I stand for Devron and Zephania, so shall I stand for their Heir. And their Heir's Heir. And so on until my very last breath, which I swear to you now, will be in Their name. And you may mark my grave with this- IN THEIR SERVICE.

But what of you, "adventurer." I scoff at you, all of you, that would die for your damned magic items, that squabble over gold and jewels, that argue incessantly about titles and fortune or favor with higher powers.

I could challenge you all, here and now- Rise up, Clanthia! Swear, not with signed oaths or formal magics, but with your hearts to Stand for our Sovereign. I will send message to either King or Queen, in your name, should you finally wish to promise Them your ALL.

But, even if I did, no one would come to me. You all sit around saying to yourself, "I do enough from here, as I am." But I am telling you, you are wrong. It's not enough, because really, EVERYTHING is not enough....but it's a fucking good start.

As a Knight, I give you my warning and Word of Honor: Betray them, and I will destroy you.

Or perhaps, should you want to offer all that you are to those who deserve it....you know where I am.

-Dame Lulukoa Kame'kala

Five Tips for Young Adventurers

Whether you grew up in the treetops of Parc Foret or in halls deep below Verfel, coming to Clanthia is likely to present new challenges and an entirely new social scene. A few years ago when I began adventuring, I followed many of these same tips and found myself quickly courted by the Isles and later recognized with a position of nobility within their ranks. Perhaps some of the mantras I have used will be of use to you. If you need help or further clarification, I'll be around for the Gather.

1. Don't run your mouth – The number one reason why many prominent Clanthians will apathetically step over your fallen corpse during a battle is because you've done something to annoy them. When events are dire (such as Clanthia being invaded by hordes of Allidragons), act seriously. This means listening more than speaking and not blathering on when serious business is at hand. People who are loud, interruptive, and blab sensitive information freely tend to have adventuring careers that last months rather than years. Use common sense and realize who might overhear you, particularly if enemies are about.

2. Be social – Go meet people. Having other people to run with, even if it's only during larger battles at night, can save you the pain of resurrection a great many times. If you're having trouble finding individuals to run with, locate a group with interests similar to yours (you cannot possibly be so misunderstood that no Clanthian would embrace you) and politely ask those in charge of that group to run with them for the evening. Be honest with them and let them know what skills you have. Most of Clanthia's leadership won't turn down an extra pair of eyes and hands to drag the wound to safety.

3. Be prepared – Carry a small notebook and take notes on what important non-Clanthians are saying. You never know when you'll need to remember specific details of something said hours, days, or months ago. Also, always be able to apply any skill you have and bring whatever you need to add a bit more utility to situations. There are likely other Clanthians with combat skills that surpass your own, but if you're the only one in town with the length of cord necessary to save the planescape, you'll be ready.

4. Have a cause - You can't always be the savior of Clanthia, but if you have some other calling, you can always work towards that. Something as simple as helping to ensure that the nutritional needs of orphans are met can be all the diversion you need to give yourself a sense of purpose.

5. Enjoy yourself – Remember that at some point in your adventuring career you're going to get disintegrated by some powerful being that is having a bad day. With that said, you may as well enjoy every moment you go through that doesn't involve being disintegrated.

Cheers!

Dexil Archimedes Tek,

Citizen of the Isles d'Honig

Rumors, Slander and Innuendo

- Ø Isles is trying to start a prank war. Tavern goers be wary of beetle sandwiches.
- Ø Sir Tristan is no longer allowed to play Clanthian Risk because he won't stop invading Sudbyr.
- Ø Formal casters are now able to create new creatures that belong to multiple categories, as seen in Orion's latest Undead Elemental Disease Construct.
- Ø Guildmaster Tidus isn't that bad once you get to know him.
- Ø The Legendary Guildmaster Kal'Eras is thinking of taking on a new, personal, apprentice. Hundreds are said to be sending in applications from all over the Sutherlands. (TIP: applicants should know that he is addicted to Coffee. It would be wise to send in a bag along with your application so as to schmooze him.)
- Ø Some Dwarves seem disgruntled at the apparent lack of appreciation by Sutherland Citizens for their efforts to protect the kingdom from the recent giant attacks.
- Ø Druids have been getting a bad reputation lately concerning their efforts with the war, but they don't care because they aren't citizens of the Sutherlands.
- Ø Something interesting is going to happen at the lake at 2pm on Sunday afternoon.
- Ø The order of silence is at it again.
- Ø Baron Morgrim is excited about becoming a royal babysitter.
- Ø The Isles colleges are now teaching shark riding.
- Ø The nobility in Sudbyr is about to change (Again!)
- Ø A plan that was devised and placed into effect five years about to pay off.

Wandering Hearts: Putting the Rom in Romance

By Lamia Sbaity

"Dear Lamia, I have had some crazy unexplained and explained feelings for people, and I am worn out from them. I don't think there's anyone in the Sutherlands who is right for me or that I am right for, physically or otherwise. How do I just accept it and focus on my job...?" -LuckyOne
Dear LuckyOne, In situations like yours, concentrating on all those that depend on you to do your job is definitely a nice distraction. Focusing on what you do and how it affects those around you, gives you a true sense of purpose beyond the romantic cravings you may be experiencing. It will take time but if you love what you do and find fulfillment in your work, it will take over and be the most important thing to you.

Now, that being said, I am surprised that you are having trouble since there are so many matchi in the dariav when it comes to the Sutherlands... but perhaps you just haven't hooked the correct bait. Be patient and know that you often find what you're looking for when you stop looking... but if you are unable to wait, feel free to stop by the Dancing Gypsy Cafe for a reading or two to set you in the right direction.

"Dear Lamia, I have a girl in my life that's always around when I need her. Unfortunately, she's always around when I don't need her. Actually she's even around when she says she's not. How do I deal with this friendly stalker?" -Renton

Ah yes, the stalker. Something I am quite familiar with. Now, my method of dealing with them is Dooming them until they can take a hint. That tends to do the trick, but you know men; "no" means "yes" and "get lost" means "take me, I'm yours!", in which case I have quite a few back up plans to handle such unwanted attention. Very handsome and strong back up plans. You may not have access to the same resources I have, but for a fee, I could rent you one of my back up plans to take her attention off of you, possibly for good. Just whatever you do, tread lightly because there's no telling what she will do. She could just be unsure of how to interact with a boy she likes, or maybe she's under the mindset that if you stalk someone long enough, they'll eventually panic and give in.

"Dear Lamia, I have a girl in my life that treats me super swell and looks after me when I'm not feeling well. I'm sorry to say that she has a terrible downside, though. I think she may support Law. What do I do?" -Renton

Well, Renton, it seems like you have quite a number of issues when it comes to dealing with the opposite sex. At this rate, maybe you should avoid them all together and get a dog instead. Not only are they far less upkeep than a girlfriend, they're also less expensive. I know a pikey that can get you a great deal on one, if you're interested. Anyhoo, onto your question. You worry about this girl having a thing for law... well, have you asked her? A simple truth spell or even an identify can assist in the answers you seek if you feel that she's hiding something. The real question is, if what you fear is true, would you be willing to accept that about her? Now, of course, if you have an affinity towards chaos, this could be an issue. But beyond that, does she mean enough to you that you can look past your differences and focus on what you do have in common?

"Dear Lamia, So there's this guy I've been dating for awhile. He's good-looking, sweet, and is always bringing me gifts. So what's the problem? My family hates him and I think he loves himself a bit more than he loves me. I've thought about breaking things off with him, but I really don't want to hurt his feelings. Please help." Sincerely, Suffering in Silence

Dear Suffering in Silence, Take it from me; there's nothing wrong with a man that showers you with gifts, but as Rom, we hold familia above all others. Of course, this means that my gut instinct is to tell you to trust your family. Perhaps they have good reason to not like him and only want what is best for you. Now, I know that in gadje (non-gypsy) society, family may not always be as important, so whether you wish to act will be determined by how much you trust and value their opinion. You have to ask yourself if you would be willing to endure your family's disapproval of the man you chose to be with.

But, if you do break up with him, don't worry about him being too lonely because we know that at least he will never leave him. He can always cry on his own shoulder, because obviously no one could console him the way he can.

Also, if you want to be broken up, but don't wish to do the breaking, I know a mustachioed man who enjoys breaking things... for a fee.