

The Sutherlands Journal

March 611

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

Battle Report: The Assault on Orbonne, By Anil Beni Xar

Clanthis, in a joint effort with the Carpathian Empire, lead an assault on the Orc-occupied kingdom of Orbonne on Saturday, February 26th, 611. Clanthis heroes and soldiers, under command of King Devron and Duke Timothy, landed on the northern beaches of the continent while Carpathian soldiers, under the leadership of General Braxxis, landed to the south; this in an attempt to split the Orcish defenses in half.

At high noon, Clanthis's mightiest heroes boarded a magical vessel which seemingly tore through space to instantly transport them to the beaches of the vast continent of Orbonne.

Low tides prevented the ship from landing directly on the beach, and so the heroes had to land in groups of six via rowboats. This, however, did little to hinder the heroes' ability to obtain a small foothold on the beach, as the cowardly Orcs soon fled at the might of Clanthis's finest.

Clanthis soldiers of the various baronies were now able to land, but faced fire from Orcish siege weaponry. Clanthis's heroes pushed forward through the Orcish hordes and managed to seize some of these weapons. Thanks to the expertise of many trained individuals, these weapons were turned on the Orcs, further assisting the invasion. Next, in an attempt to sever the Orcish chain of command, the heroes pushed to seize a signal tower to prevent the enemy from calling in reinforcements. Orcish wyverns moved against the heroes, but were intercepted by eagle riders from the kingdom of Lastholme. A great aerial battle ensued as Clanthis's finest continued the push on the ground. The tower was successfully seized and disabled, though a valuable supply depot was destroyed by the Orcs.

The Clanthis heroes, en route to the Orcish command post, encountered beasts seemingly controlled by Orcish druids. As the heroes became bogged down by these creatures, the Clanthis Druid's Grove moved against the enemy grove. The enemy leader of the Orcish druids was defeated, and the remaining druids were convinced that the ways of the Clanthis druids was how third-age druids should be. The Orcish druids, as well as the various beasts, stood down, and the heroes continued the assault.

Clanthis pushed across a long, narrow bridged spanning a deadly swamp. The Orcs attempted to destroy the bridge, but in vain as the heroes' advance was far too swift. As the Orcs were pushed back, the hero Ethelred spotted an obscure trail leading through the forest. This path would lead the heroes to the Orcish command, and in far shorter time than the originally planned route.

At last, the heroes reached the final objective. The Orcish commanders attempted to hide in their command posts behind wards, but soon found their wards disrupted and Clanthis blades sheathed in their chests. The effect on Orcish morale and organization was practically immediate, as the remaining Orcish warriors seemed confused and shrunk from the might of the Sutherlands. Victorious, the heroes boarded the magical vessel which brought them to the coasts of Orbonne and returned instantaneously to Clanthis, though, the magical vessel was seemingly destroyed in the process.

Those who don't learn from history are doomed to repeat it.

The fearsome, invisible monster known only as "The Knowledge Eater" is at it again! This force has been running rampant across Tyrra for months, wiping books clean of all information, making improperly scribed spellbooks study the mage (as opposed to the mage studying the spellbook), and stealing divination visions from Seers and Mystics. Using the information he'd stolen from Carpathian libraries, he literally brought the characters of history books to life: Carpathian soldiers invaded Clanthis early Sunday afternoon, calling our people barbarians, declaring that our city was not on their maps, demanding directions to the Maw. Once our fictional attackers were felled, they puddled into pools of ink. Meanwhile, word from overseas indicated that our new allies against the Orcs were fighting the figures of Clanthis history on the main lands of Carpathia. In light of the current Treaty between the Sutherlands and Carpathia, The Knowledge Eater's malicious attacks and deception nearly caused an international incident. Thankfully, peace was once again secured between the two nations as the true nature of our inky foes came to light. What historical or mythical foes will we fight next? What is this creature, where did it come from, and what are its plans? Inquiring minds want to know!

The Sutherlands and Carpathia, United at War!

You read right! In a surprising and unexpected move, The Sutherlands and our long-time enemy, Carpathia, united together under the common goal to rid our Queen's lands of Orbonne of the terrible Orcish scourge! This call for diplomacy, initially thought to be the will of the evil Djinn of Vengeance, has nevertheless moved forward after our good King was rid of the Djinnish spirit. A treaty between the two nations was written, declaring a cease of all hostilities between the two nations, and outlining the troops and provisions each nation will provide. Rumor has it the treaty has split the Queen's lands in half, giving Carpathia the southern reaches while The Sutherlands has control of the northern half of the continent. Our Kingdom's War Council has been hard at work, negotiating and planning with the four Carpathian Senators in charge of the Carpathian side of the agreement. Though the initial strikes against the Orcs have been successful, diplomatic tensions have been on the rise. The Senators, while attending our Feast of Heroes, found themselves under siege of a barrage of bread and orange peels throughout the course of dinner, and were reportedly terribly offended upon Baron Morgrim politely (for him) asking them to leave while our Kingdom Court held trials last gather. Can this treaty last? Will The Sutherlands and Carpathia be able to put their differences behind them for the sake of Orbonne? Is it true Baron Morgrim will have to deliver a public apology to the Carpathian Senators? Only time will tell.

Knight-fall Approaching? by Corky the Quizzical

I think that it's safe to say that there are a lot of questions going around about the Knights and what's going on with them. Who's right? Who's wrong? Why are they arguing and why was Duke Timothy involved? Who's still a Knight anyway? One thing that we know for sure is there was a big to-do in the tavern Friday night of this past gather. Duke Timothy was there, seated with his back to the doors. The knights were in a close circle with him, as well as Baron Morgrim and maybe a squire or two. A dwarf with a crown was there, but standing well back with others present in the tavern listening in. None of the common folk dared draw too near to the discussion, but most of it was easy enough to hear for those who paid attention. There was a lot of argument. Some say that there's this Codex that gives all of the knights their instructions and their abilities as knights. It's a magical tome that appears at the knights' meetings. It has been modified over the years by knights, or the collective minds of the knights who have contributed to it. It was supposed to be something for them to go by, something for them to define knighthood. It supposedly says that the ones who stick to this codex can't refer to other people who say that they are knights as knights. In the past, it has determined which knights aren't knights anymore. So, a knight by the codex could lose their knighthood simply by calling someone who doesn't follow the codex "sir" or "dame". Another implication was that all of the knights should follow King Devron's will no matter what some codex says. The knights will have their code of honor, and that part of it is to "Honor my Lord." That "to honor my lord" would be to follow him no matter what, even if it is against their other beliefs. Their dedication to their king would bring forth their abilities. This might be also part of the thinking that, if they are knights of the third age, they should gain their knighthood through their own dedications and convictions. Does that mean that they would be breaking that written code that they've been following, and they should be fallen knights? Yet another rumor, among the many more that there are, is that the King himself knows a dragon who would give these knights their abilities if they choose to swear to the king. Would this be backwards thinking? Why would those knights, who want to protect the age that we live in, rely on something that we once relied upon for magic and power? Perhaps now more than ever the definition of a "knight" is in question. Either way, that didn't stop three of them from having trials on Saturday. By three, I mean that the three of them were trying each other. It looked like the sarr from the healer's guild was taking notes. It was hard to hear all of what was being said due to the background noise from the patrons, but some of the talk was about squires and about what the knights had experienced in the past year. Dame Lulu and Sir Tristan were each voted "yay" after their trials by the other two present. The third one did not get a trial, though it seemed like he was supposed to and that they ran out of time. Some people in Darkholme colors spoke when the public was asked to speak, and by the time that they finished, the crowd of patrons had diminished a bit. Does this mean that there are only two knights now? If so, then what code do they follow? What does it mean to us, the people of the Sutherlands, who want leaders to lead us? Do the ends justify the means when it comes to "being a knight"? What is the point of a knight anyway? To they have purpose because they intend to have purpose, or do they have purpose because the public needs them? Questions, Questions, Questions... All we can do is sit back and wait for either the knights or the King to find a solution. King Devron seems to have his plate full now that he's back. I think that these servants of the Sutherlands should be able to handle themselves without him having to step in and hold hands, but I'm not the one to say what the King should do with his newfound time. And heroes, Good job getting him back to fix your problems and fight your battles for you.

To the Terrible Terror, or tall terror, or whatever you are,

One day, I was tending to my turnip patch just like always. I was enjoying the better weather. I was thinking to myself that I might make a stew for my family for dinner. I heard a strange noise from the sky. There above me was no less than a horse and rider clad in blue and white. There were wings on his saddle, carrying him through the sky. I ran to stir my four children. As they came through the doorway, instead of marveling at the scene, the lot of us were horrified. We heard the thundering hooves and the screams of our fellow people of Orsano before we saw it. Rampaging through the city, following the rider in the sky, was a fearsome beast. It was a horse as black as night with fire surging from his hooves, mouth, tail, and mane. Its whinny sent chills down my spine, and I clutched my children to my skirts as we watched it tear through the streets, approaching at a breakneck speed. The rider, a tall red-headed woman, seemed determined to catch the rider of the flying mount. She and her monstrous steed were tearing apart carts and shopkeeper's tents in their path. I saw them chasing without care for the livelihoods that they were destroying. I managed to pull my children into our house before the horse trampled us, but my turnips were not as fortunate. I later heard that this rider had some sort of nickname- some kind of Terror, which I find fitting. So, the rider with the red hair: Take your destructive ways out of Sadhe. Go far, far away. Do not play with the lives of others with your "races" that are just to "see who would be faster." To the rider of the flying steed: You can stay out too.
-Lilitina Silverleaf

News In Short

Hushed whispers speak of the dreaded Fomori roaming throughout the Sutherlands while its armies are away, and some have even described large, winged creatures with massive horns leading them. Who will save the Sutherlands should they invade? Clanthia's only hope may lie with those that have faced them before, and they are accepting donations of cold iron ingots. Small leaflets of paper penned in black ink have been found littered around Clanthia and the surrounding areas. People who have found these pamphlets say they tell different war stories, seemingly taking place in the Plane of Chaos. They all apparently end with the odd phrase, "Please seek me out, I wish to speak with you," and are signed by a "Major" Morai. Who is this person, and who is he writing these accounts of history to? In other news, Farmers have been hanging iron horseshoes over the doors to their houses to ward off evil fae. Many claim to have seen small fairies, brownies, and sprites near the treelines on their property running or flying hurriedly away from unseen pursuit. Small bloody footprints are sometimes found near the areas of the sightings, although no corpses.



Monthly Horoscope

by Astros and Stella Lector

	<i>The Ram (3/21 – 4/19): The moon's light shines favorably upon you this gather! Make good use of your good fortune and you shall profit greatly: If you want something, now is the time to ask.</i>
	<i>The Bull(4/20 – 5/20): Magical creatures will bring you great misfortune this gather if you stray too far from the crowd. You will find safety in mundane numbers.</i>
	<i>The Twins(5/20 – 6/21): Romance is in your future. So grab that special someone a bottle of wine and a flower. Be wary of competition but do not be afraid to meet your opponent head-on.</i>
	<i>The Crab (6/22 – 7/22): The winds of change are beginning to die down, be sure that you're in the place you want to be now, for it will be hard to uproot yourself in the near future.</i>
	<i>The Lion (7/23 – 8/22): Now is the time to put your creative energies to use. Do not stick to the routine, or you will find yourself in a dangerous rut.</i>
	<i>The Maiden (8/23 – 9/22): Be careful not to weigh yourself down with material goods this gather. You will have much more to gain if you do not burden yourself with the unnecessary.</i>
	<i>The Scales(9/23 – 10/22): You will soon discover whether the war without is greater than the war within. Don't be afraid to hit the woodline.</i>
	<i>The Scorpion (10/23 – 11/21): Be wary of cursing magics this gather and those that favor them, or you may find yourself the unwitting recipient.</i>
	<i>The Hunter (11/22 – 12/21): Though it may go against your nature, biting your tongue and submitting to those you've wronged in the past will serve the greater good this gather.</i>
	<i>The Chimera (12/22 – 1/19): Watch your step this month. The person who you step on or step over may well be the answer to a major dilemma for you.</i>
	<i>The Water Carrier (1/20 – 2/18): You will happen across something very valuable, but not realize its value until after the opportunity has passed lest you are vigilant.</i>
	<i>The Fish (2/19 – 3/20): Now is the time to forgive, for if you hold on to grudges or past slights, or the negative energy will seep into your life. There is more going on than what you see at the surface. As a water sign, you have the capacity to delve deeper and see the truth, should you choose to.</i>

Sunday's Foes: An In-Depth Report

Hi! I'm Corky, the best new writer for the Sutherland's Journal. I'll skip with the pleasantries and get down to the grit! Here's an interview that I had with a random Sylvan Fey person about the last gathering of heroes:

Me: "Ok, sir, so could you tell me your name and a little bit about yourself?"

Zeph: "uhhh, yes my name is Zeph, I come from a farm north of Rossanoe. I currently help protect the baron."

Me: "So, tell me about Sunday of this past gather. Were you out and about?"

Zeph: "Oh yes Sunday.... it was a nice day as the cold and frost were subsiding and the warmth was beginning to come back to the Sutherlands. I remember hearing about goblins I think with a good bit of Straw Golems running amok about town ranting about this being their return attack for us going to Orbonne or something or another, wasn't completely filled out on the trouble they caused. I do remember the constant replay of the Carpathian soldiers from a book I believe that held pre history of the Sutherlands. They apparently sprang from it and played out the same scene over and over with slight variations in their paths and movements. They tried to blow the healers guild ward, and made a gorgon out of thin air without a scroll. Also killing them made a big mess of ink when they died."

Me: "Wow, that's quite a busy Day! So, to clarify, Goblins were attacking with straw goloms?"

Zeph: "Yes, and a wood golom or two."

Me: "Ah I see. Ok, well, then can you tell me a bit more about this 'Replay of Carpathians?'"

Zeph: "They kept going on about how our town was not on their maps. Since they are from before the Sutherlands we would not appear on the maps they had. Also they kept on calling us savages and only used a few phrases over and over again when they spoke."

Me: "What kinds of phrases?"

Zeph: "'This town isn't one the map,' 'quiet savages,' 'protect the general,' and a few others I don't remember."

Me: "Interesting. Do you have any speculation as to where they came from, besides this mysterious book?"

Zeph: "I do not, other than hushed whispers, I do not."

Me: "Do you think that this has anything to do with the mysterious issue regarding scribing spellbooks?"

Zeph: "Now that you mention that it does seem odd that a book could bring it creations to life like that, along with the trouble scribing books."

Me: "Hmm... I'm not trying to make any kind of point; I'm just trying to gather facts. What else would you care to mention about the happenings Sunday?"

Zeph: "oh, yes... sorry.... Well the one thing for me that was odd is that the "Carpathians" were able to create a gorgon without a scroll."

Me: "Indeed! That does seem quite strange. Was the gorgon also made of ink?"

Zeph: "Yes."

Strange times are upon us!

There are some "hushed whispers" about the "why's" and "how's" as to the occurrence with the ink-Carpathians, but here at the Sutherlands Journal we aren't out to spread rumors and lies. We are here for Facts! At least, I am. So if any of you would like to contribute to some of these facts, please contact me at the newly-built Sutherlands Journal Shanty! I mean, building! I'm looking forward to delivering more of the truth to the people of the Sutherlands. What you do with it is up to you!

-Corky Q. Rawburkes

Rumors, slander, and innuendo

- Sulserig: 8. Nadya: 6. Moira: 3. Constance's good china: shattered.
- The Carpathian Senators are really working for Whisper.
- The Celestial Guild and the Merchants Guild are plagued with rats, but Lady Lulu's love of Sarr keeps the Healers Guild infestation free.
- The rats in the aforementioned guilds are not infestations, but welcome guests.
- Sources say Baron Morgrim is growing soft on Carpathia.
- Someone in Clanthia released the Knowledge Eater from its prison. Will they fess up?
- The Dwarves have the best drinking games the Kingdom has ever seen. The Gypsies need to watch their backs... and fronts.
- Moira is taking "The Tiksyvan Experience!" on tour across the Sutherlands; two cities have already been razed!
- Are the Horoscope writers frauds, or have they found a way to keep the Knowledge Eater from stealing their divination results?
- There will be Werewolves in disguise at the Masquerade Ball.
- The invasion has sent thrills and chills running down the spines of the Kingdom folk. They show their purple and gold pride on their doors as well as new Orbonne colors showing up everywhere in support.
- Nova is looking to take out the Isles d' Honig for their blatant attempt on Alaiiah's life.
- The Celestial Guild roof collapsed, rumor has it the golem assigned to hold it up was sent to Orbonne. Kal'Eras still doesn't know.
- A figure the commoners have now named the White Rogue has been seen drifting the countryside to the North.
- White men with Gold fire erupting from their eyes and gold stags and unicorns were spotted in town last gather. None of them did anything particularly interesting.