

The Sutherlands Journal

May 6th, 611

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

The Shrine in Orbonne

Saturday night of last gather, our heroes made their way across the mountain tops of Orbonne as they headed to a location simply referred to as "The Shrine".

Appearing on the narrow and winding pathways high above the ground, the Sutherlands forces fought against the forces of the Horde. Constantly attacked by Wyverns, odd orc-stone giant abominations, and strange lizard like creatures.. it was only through collective effort of many that the group managed to survive. Just after they reached the end of the mountain pass, there came into a view an ancient shrine in the middle of a field. The shrine was composed of a stone archway surrounded by four pillars. Beyond the four pillars were other larger stone looking structures that seemed to "box-in" the shrine itself. The archway seemed to have various engravings on it, and depictions that supposedly hinted at its origins. The area is said to be a place of peace and contemplation, and that violence with in the area of the shrine would certainly have grave consequences. Supposedly the Sutherland forces first encountered a red Orc, who was able to teleport at will, who was resting in the center of the shrine. Avoiding bloodshed, the heroes were able to trap the Orc and remove him from the Shrine by use of confining magics. After the red Orc was removed from the great place of power, Colmillo appeared and summoned a horde of spectres to attack the forces. It's still unknown if doing combat with in the area of the Shrine, even against undead, had any consequences. For a moment all seemed lost, and it appeared as if the Shrine would fall into the forsaken hands of undeath. Then, just as the pillars began to fade and the power of the Shrine falter, a man dressed in black and silver stepped into the center. Sitting beneath the archway, he began to meditate and focus.. using the shrine as was intended, as a place of contemplation. No sooner had this man rested neath the archway, did the undead hordes seem to vanish. With the threat eliminated, a wave of peace washed over the Sutherland heroes, and for a moment it seemed as if everything was right with the world. The moment passed, and eventually the Heroes made their way back home to Clanthia, but not with out a few taking one last look at the ancient shrine. Leaving the area with more questions than answers, many scholars can only wonder what the exact purpose of the Shrine is, and how it seems to be a focus point for a great power. For now, at least, it is in safe hands, and maybe one day its mysteries will be unlocked.

The Undead Poet

The heroes of the Sutherlands have a bad habit of letting big, powerful, scary things run amok. One of these current issues is this Ancient Vampire known by the name of Colmillo. He is currently very much in the gossip about town, and so I've gathered as much information as possible about him and his kind for your reading pleasure.

A vampire, from what I can gather, is an undead with fangs. According to reliable sources, it might make you drink its blood, and it can also 'dominate' you, though eye contact. If you are 'blood thralled', then you can't be un-dominated unless the Vampire dies. It can walk through magical barriers, and can possibly even turn into a 'mist' of some kind. There are apparently several known vampires, so what's going on with this particular one, Colmillo?

The most recent "Colmillo Sighting" is the poem that you can see posted in the tavern signed "The Patriarch, Cruor'Siss, Colmillo, Sovereign Moraith' Adataes". Despite the ROYAL call to All Loyal Sutherlands Citizens to decipher the poem, the meanings of this poem are currently unknown.

It is also said that Colmillo has aided the Sutherlands in the past, that he killed his own apprentice a couple of years ago in order to help us in some way. Apparently, he also attempts to make contact with heroes and townsfolk, demanding that they accept his help. It is not advised that you consort with undead; however, doing so is not specifically deemed illegal by the current posting of His Majesty's Laws.

So, who is Comillo?

Colmillo is said to be the "First foe of the Sutherlands". Disregarding the fact that you heroes haven't even taken care of your "first foe", Colmillo seems to be associated with the Queens Lands. This is obviously important because of the current war situation in Orbonne. Rumor has it that he dominated some heroes back in March while they were trekking through the mines in Orbonne. Does this mean that there are still people out and about who are controlled by an ancient undead power?

His known history stretches back to 460, an island known as Eit was where two men by the names of Arrack and Sedohr decided to create a Code of Chivalry. Comillo made it his agenda to "forever haunt the Knights d'Eit".

Other notes about how to protect yourself from Vampires (Although we do not take ANY responsibility for what could happen to you should you encounter a Vampire):

Be Wary, for they can hide their fangs; don't make eye contact with people, especially at night; Vampires are affected by Magical Weapons; they don't like garlic.

Here at the Sutherlands Journal, we are all about spreading Facts to the lands about important matters. We are always glad to accept any information that you might be willing to provide, and we will be happy to share it after it has been thoroughly checked for validity.

Your Source for the Facts, Corky the Quizzical

When I Grow Up: Lord Sessith!



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.****



**POKER
TOURNAMENT**



3:00 p.m., Saturday, May 7

Dancing Gypsy Cafe

10g to play



**WINNER
TAKE ALL!**
Spectators welcome.



For Sale

To Highest Bidder:

Book of Criers

591-610. *The most complete collection of
Sutherlands and foreign periodicals you'll find!*
Moira's Big Book of Miscellaneous Documents

Hundreds of pages, dozens of subjects:

*Sutherlands History, Dragons, Profiles of
Sutherlands Heroes, Secrets of the Planescape,
Kalarian, International Affairs and much much
more!*

*Make me an offer. Serious bids and inquiries only.
Past and present Enemies of the Sutherlands need
not inquire.*

Cash expected on delivery.

5 Gold:

Map of Clanthia. *Limited supplies, first come,
first serve.*

*All proceeds go towards a good cause. See Moira
for details.*

Letter to the Editor

Anybody else tired of all these damn fey walking around like they own the place? Cuz I sure am. Think theyre badd, with their horns and wings and glitter. What kind of man tolerates being covered in glitter? I once saw a buzahrre sight a sylvan that didn't have any glitter. So I ground up some glass from a broken window, yelled Hey! Fairy Boy! And then I threw the glass in his face. I think he went blind. I sure hope so. Serves em right. This is human lands! And Everybody else needs to get the hell out! I catch anither fairy in my town agin ill tear its wings off and weir em on my ass so everybody can see mah farts and heer em. Ill pick my nose with the sylvan horns! And I herd there was one fey down in Calanthia that wanted to go to war with som Fomors. Now I don't have any clu what a Fomor is, but maybe we should throw our lot in with them! I doubt theyd object to a few less fey! Tell them and theyr Fairy Prince to go fuggemselves! So, the moral of this tirad is: Castor is a fairy bitch that needs to go back to his boy friend (named Pollux). Yeah, that's right Castor! BUGGER YOU! Bugger You 4EVAR N H311
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Ned the Drunk

Exclusive Interview

Here's an interview with the Dwarf named Hargo. Bear with me; I tried to translate the accent as best as I could. He seemed to be a rather humble fellow (if not the most well-informed), and would not claim himself as a "Hero," just an adventurer.

Hargo: "Ah be Hargo the Toesmasher, of Clan Stonespirit, Healer and smith. Just a common adventurer. I walk the path of Life as a Healer, and like many of me people, smithing be me trade."

Me: "So, tell me, were you present at the battle in Orbonne last gather?"

Hargo: "When they teleported out? Nae. I were involved in defending against the counter-strike, though."

Me: "Counter-strike?"

Hargo: "Well, it were some time Saturday, with more orcs coming into town, led by some of them purple ones. Had horns, them; most off to the side, but one fella had one straight in the middle. Last I'd seen that fella before then were atop the tower in Orbonne, a month prior, tossing lightnin'. Turns out he were back for more. Supposed to be some new kinda orc, better than the other colors. We did the usual business with 'em, trading blows and cutting 'em down, untill we brought down that big one - the center-horn fella. 'Nezzer,' they called him; their leader, far as I could tell."

Me: "What were the orcs doing in Clanthia? Were you fighting as a part of Prince Dolgan's forces that he promises to defend our homes with while the Heroes are in Orbonne?"

Hargo: "They were attacking us like they always do - they be orcs. Expansionist vermin, never stopping so long as there be another place to pillage. As to your other question, I were fighting with the other adventurers in Clanthia. [The orcs] can teleport in, and a few can throw High Sorcery when they show up. Prince Dolgan's troops stand to defend the cities and commonfolks' homes. You'll note the fortifications dug and built by the Stonefast troops, and manned by the same. Many Stonefast dwarves have died in the defense of the Sutherlands."

Me: "What more do you have to say about these 'new orcs'?"

Hargo: "Har! They be orcs, same as any other. If Nezzer be reading this - heh, an orc, reading - I hope he be enjoying his new human body. Sure, the purple ones got magic, and lightning, but they been making orcs of different colors since they been making orcs. They still bleed red, and taste like a cross between pork and beef."

Me: "What is significant about this Nezzer fellow, and why is he a human now?"

Hargo: "Nezzer be the center-horned purple orc; He were bleeding lightning everywhere as a purple orc, so they made him human. Wonder what they thought of their boss resurrecting a few hours later as a human."

Me: "Tell me, Mr. Hargo, do you know anything of the Druids and the wild elf's involvement with the campaign in Orbonne?"

Hargo: "Nae. I hold great respect for the Druids, but I donnae be one, and donnae be involved in their affairs. They be linked with Tyrra in a way most of us couldnae imagine. The earth gave us life, and we all be parts of the natural order, one way or the other - all in a balance. They understand and nurture that balance... Though the changing of the Age brought changes to the balance. I'd speak with a Druid, if'n you have more questions about that."

Me: "What about any other rumors around town? Any comments on strange dreams, the 'obulette', vamapires, gypsy babies and werewolves, etc?"

Hargo: "Hm... Nae, cannae say so."

After the hardest interview that I've thusfar had, Mr. Hargo was kind enough to thank me for all of the work that I do for the Sutherlands Journal. I think that many can learn from this individual.

It's interesting that we had orcs in Clanthia, our Capital city, where Prince Dolgan promised to protect and defend our homes while the Heroes are preoccupied in Orbonne. It's also interesting that there are purple orcs with horns, and that they are apparently skilled with High Sorceries. An addition to this would be the rumor about orcs who came through Clanthia Saturday night and destroyed wards all over town, including the Healer's Guild. Will the Heroes of the Sutherlands ever be able to thwart this countless, adaptable orcish plague, even with the help of Carpathia in Orbonne? Only time will tell. I am actively taking volunteers (especially a Druid) for interviews each month- If you are present at a gather (and have some interesting or important information to share to our readers), then please take some time away from your relaxing in the tavern to come find me!
-Corky Q. Rawburkes

Rumors, Slander and Innuendo

- Ø House Mason kidnapped Soodus because he refused to pay them a cut from his Homonculi Fighting Ring.
- Ø Tensions are growing across the Sutherlands as young angst girls form into "Team Colmillo" and "Team Sinaj". Can Dame Lulu and Lamia survive against the jealous throngs of preteen masses?
- Ø An elite goblin inventor known only as Cucumber or possibly Zucchini has been working day and night in the Isles city of Gille on a project code-named: the Submersible.
- Ø Has Baron Sexington lost his groove? Only a few months after being stood up for Feast, Lachlan was seen attempting to romance a lightning elemental. The Lightning Elemental responded by yelling racist slurs.
- Ø Rumors of Villa d'Serpentis have been floating around of late, some say that this is where former Baron Harold and his lovely wife have retired to where Harold can tend to his true love.
- Ø Nova's dominated, and no one (MWE or otherwise) is willing to talk to him for the 15 seconds necessary for a charm-break.
- Ø The mighty elven wizard Dexil has been heard in the towers of Dragonwatch working day and night with Lord Radoc on something they're calling the Apparatus of the Khopesh, in honor of their former Baron.
- Ø Baron Lachlan is actively recruiting for the war effort and posters stating as much can be seen across the Isles.
- Ø Former Mayor of Suplex City Jorgan has been seen around town in significantly less red and yellow. Has he decided to embrace Clanthian Neutral Black?
- Ø Dahlia has been seen hiding in the woodline after inadvertently destroy race changing herself on her tour of elves. People were rumored to have inquired after the ant wilder in the woods.
- Ø A notable Knight has been serenading Laeria with poetry and begging her for a clandestine meeting under the stars. Is romance in the air?
- Ø There has been a rash of bad poetry lately, predicted to lead to terrible rashes of even more bad poetry, and then just to terrible rashes.
- Ø Several Heroes of Clanthia have been missing for months... it is speculated that some of them, including Soodus, Lorence and Getrin are probably all stuck between a rock and a hard place.
- Ø Lady Zada has been caught sniffing around Rossanoe-town, and running away when spotted. Witnesses speculate that she has a crush on Lord Sessith but is too shy to tell him.
- Ø Someone is selling information to the highest bidder - So instead of "Loose Lips Sink Ships," it's now the "Golden Rule."
- Ø There are rumors that by the end of Festival, Sudbyr will be disbanded and cease to exist.
- Ø Joseph has declared himself as King of the Ogres. The real Ogre King may have a thing or two to say about that.
- Ø The Bell Tower in Tiksyvlan is still haunted, supposedly it's a conduit for the Four-winds Graveyard.
- Ø Ever since the fall of the previous Rogue's Guild, no one has stepped up to fill its place, and House Mason is enjoying the lack of competition.

Baronies Recruiting!

Did you hear? Three baronies are actively recruiting members! The Barony of Isles and the Barony of Darkholme have posted public advertisements to gain recruits, and the Barony of Sudbyr is also recruiting (by way of Darkholme's missive)! Here are some things that you might want to know before you join:

Darkholme: Their colors are Black and Yellow. Their Nobles are Baron Morgrim, Lady Nadya, Lady Nno, and Lord Peter. The barony lies to the northwest of Clanthia, and is bordered in part by the Sea of Tears. In 599, the barony was cut off from the outside world by walls of mist and pillars of bone for five years. Rumor has it that it was a necropolis* at that time, though the Barony has recovered since then and has become one of the most influential of the six baronies. In 608, there was an epic battle in Darkholme at their city of Everhate against hordes of undead that were said to have been lead by vampires. Despite its harsh history, the Barony of Darkholme is home to a wide variety of peoples; From miners and craftsmen in Everhate to sculptors and musicians in Absinthium, it would certainly be a wonderful place for any aspiring adventurer to devote his time and skills. Be warned, they are only looking for folks who "not only know the definition of the words loyalty and honor but also live by them... Those that can not tolerate another's moral beliefs without persecution need not apply."

Isles d'Honig: Their colors are Green and Black. Their Nobles are Baron Lachlan, Lord Torien, and Lord Radoc Ghillendre. The barony is an island chain to the east. It probably has the strongest naval force in the Sutherlands. Isles is the origin of many strong ales and liquors, pirates, sea elves, and more. The Barony has seen its share of destructive forces: Kraken, sea monsters, and unnatural storms have plagued them in the past. Of late, they seem to be missing a lot of valuables. Regardless, Isles is one of the strongest baronies in the Sutherlands, with many a fine seaman, mage and warrior. From its capital city of New Eit, to the edgy city of Skullport, there are many interesting things to discover with this Barony. Isles would be a wonderful place for an adventurer to devote his time and skills. Also: Their poster in the tavern depicts a man holding a turnip. We don't know what the turnip is about, but we're sure that if you join the barony, you will discover the apparent inside joke and write-in about it to the Sutherlands Journal.

Sudbyr: Their colors are Black and Silver, or Black on Black, though they have been seen in the past with Black with both Silver and Red trim. Their Nobles are Acting Baroness Nadya, Lady Iris, Lord Illsin and Lady Malakai. The lands are located to the West, surrounded by mountains; it is probably due to these mountains that they say that the sun never shines as brightly in Sudbyr as elsewhere. It is home to swamps, and is said in the past to have been the location of a "Necromancer's Guild"*. From Dragons to Undead, Orcs and other things, the barony had persevered regardless of its own share of harsh times. From the cities of Argent and Marce to the City of Tears and Botan, you will find skilled mages, scholars, warriors, miners and more. Sudbyr would be a wonderful place for an Adventurer to devote his time and skills. Also: Why is Acting Baroness Nadya also a Lady, Seneschal of Darkholme? Go ask her and find out- then write back in to the Journal with your news.

* Necromancy is illegal in the Sutherlands, and the Writers of the Journal do not mean to imply any current, past, or future illegal activity in any Barony mentioned herein. ***It would also be wise to do a bit of your own research into the Baronies before you decide to join-up. We will be happy to share any information that you discover should you care to submit it to the Sutherlands Journal. Good Luck, Adventurers!



Adventurers Astrology

by Astros and Stella Lector

	<p><i>The Ram (3/21 – 4/19): One who loathes you greatly is hidden before your eyes. Be wary of those around you.</i></p>
	<p><i>The Bull (4/20 – 5/20): If you feel defensive, examine what you fear. Now is the time to strike against your foes with all you have in your arsenal.</i></p>
	<p><i>The Twins (5/20 – 6/21): Your strengths are tied to your homeland this gather, misfortune may be your fate should you travel too far.</i></p>
	<p><i>The Crab (6/22 – 7/22): Your ability to trust fuels your ability to serve. Ask yourself if you can truly serve those you follow.</i></p>
	<p><i>The Lion (7/23 – 8/22): The stars show that you will be tested with many fatal distractions, but if you wish to avoid the resurrection circle this gather, focus on your task at hand.</i></p>
	<p><i>The Maiden (8/23 – 9/22): Watch your words, and listen closely to those of others, and you may stumble upon crucial secrets. Be careful who you share them with.</i></p>
	<p><i>The Scales (9/23 – 10/22): The stars will shine favorably upon you if you practice conservation, caution and practicality this gather.</i></p>
	<p><i>The Scorpion (10/23 – 11/21): A gesture of generosity will light the fires of fortune: The more you give this gather, the more you shall receive in the future.</i></p>
	<p><i>The Hunter (11/22 – 12/21): You will find strength in the ties from your past. If you assist your former friends from old alliances, you will succeed in your goals.</i></p>
	<p><i>The Chimera (12/22 – 1/19): This is not the gather to take risks - only act on what you know is a sure thing, and you will prosper.</i></p>
	<p><i>The Water Carrier (1/20 – 2/18): Speak your mind, now is the time to stand your ground and speak your mind! If you get out your soap box, the stars assure that you will be heard.</i></p>
	<p><i>The Fish (2/19 – 3/20): It is personalities, not principles, which will move this Age. You may wish to seriously reconsider which direction you're moving it in.</i></p>



UNCLE HONIG WANTS YOU TO JOIN THE ISLES D' HONIG!

The Isles d'Honig is looking for a few good men and women to join their ranks, see an Isles noble for details.