

The Sutherlands Journal

May 27th, 611

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

Carpathian Kidnapping

By Corky Q.

Sunday of last gather, there was apparently a successful kidnapping of a carpathian noblewoman. She was in town with one of the senators from carpathia when a group of nondescript humans just ran up and snatched her away. They left the senator crippled in their wake, looking helplessly after his lost countrywoman. Onlookers described the noblewoman as, "flailing like a red herring" as one of the bulkier humans slung her over their shoulder and ran off towards the lake. Rumor states that many of the kidnapers were captured. One was brutally tortured and dragged through town with most of the muscles and bones in his back exposed. There is no report of the source of the actual motive for the attack.

Speculation and rumor on this and the identities of the carpathian-snatchers continues.

Our keen-eared reporters have gathered that these senators have been visiting every gather since Feast. One of the humans in red and gold robes has a beard and travels with a large golem, one is smallish and skinny, and two others. There was a Baronial Decree recently posted in the tavern that no one but Nobles and members of the War Council are to speak with these carpathians. The reason for this missive is also unclear.

Anyone with more information regarding the incident should submit their facts to the Sutherlands Journal. We will also accept educated guesses, wizened opinions, first-hand accounts, related anecdotes, secondhand accounts, wild accusations, third-hand accounts, shout-outs, witty remarks, and unrelated soliciting.

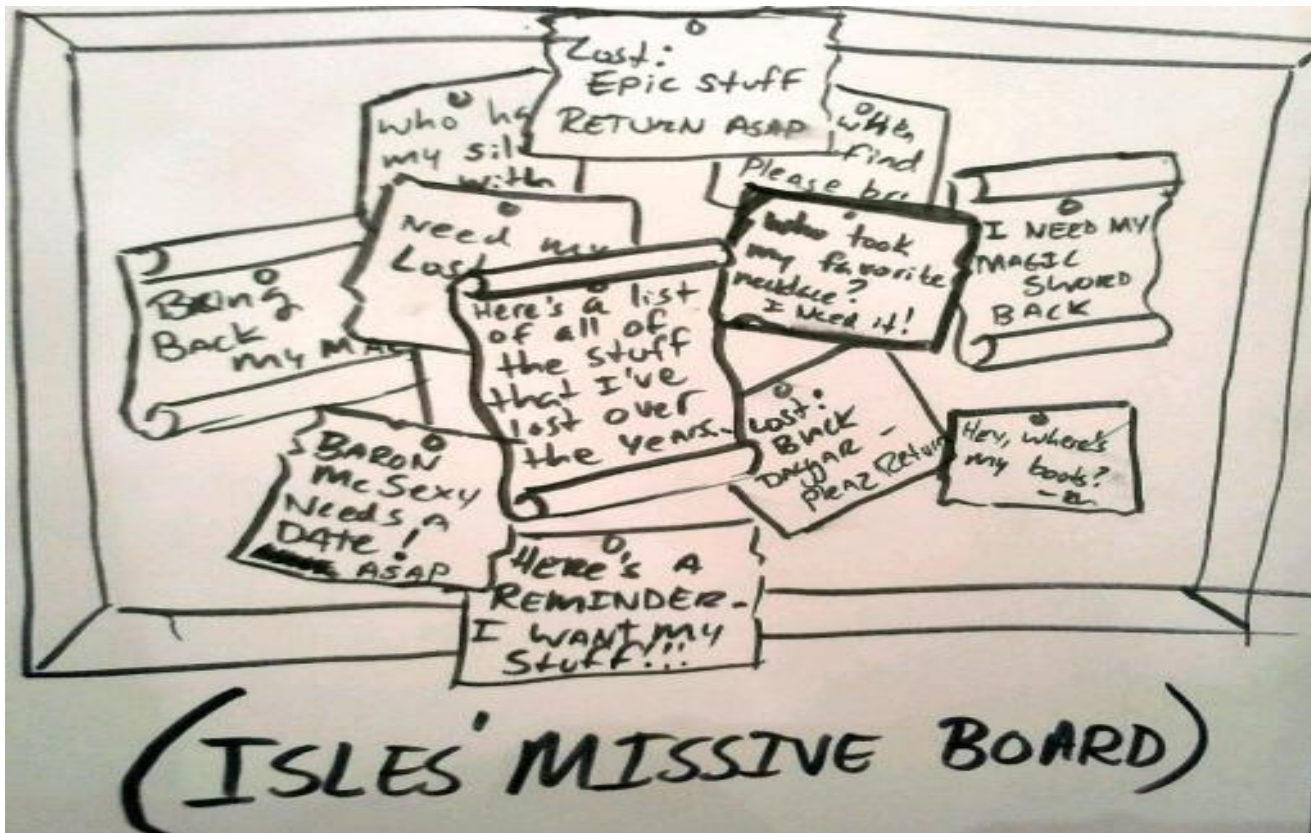
Festival is Here!

Everyone's favorite time of year is here! It's Festival time, with all the games, competitions, and performances we all know and love. This year's schedule includes many tried and true favorites, such as the foot races, three-hit tournament, Four Man Team Event, the always-exciting All-Brawl, Talent and Cooking competitions, and new events such as the Shepherd's Toss, Trivia, and a mandatory Theatrical Competition to celebrate the history of the Sutherlands. Many anticipate this year's auctions, heroes and baronies have been liquidating their stock and saving up for months in preparation. Last year we were graced with the presence of the Chaos Lord of Dawn, and many wonder which guests will attend this year. Will the Senator Thesius try a second date with his girlfriend in Clanthia? Will we perhaps see some of our Merthyrrian neighbors? Inquiring minds want to know!

Archways and Artisans: Kharnaroph's New Targets

Noted enemy of the nation Kharnaroph, an ancient fendari with strange ties to the Elemental Wars and the Ghostwind that once destroyed Darkholme, has attacked the Sutherlands in pursuit of the last Artisan, a creature from the earth who lives only to build. Kharnaroph plans to enslave this child of the Titans and force her to build him an army of Artisans to rebuild his crumbling Fendari Empire in the wastes above The Sutherlands. Further, he also aims to seize control of the strange archways found amid Orbonne, archways that have been the target of Colmillo the Vampire, the Sutherlands and Carpathians alike. Rumor has it that these archways are tied to the 3rd Age, and that Kharnaroph's attempt to take the archways is his way of trying to enter the race for control of the Age. Little is known about this fierce Fendari: some say he is completely mad, others say he knows exactly what he is doing. He is extremely powerful, fond of slavery, and prone to manipulation and treachery.

All citizens of the Sutherlands should remember that association with this foul Fendari is an act of Treason against the Sutherlands.



A Poem

"To my dearest love who I would like to keep secret..

*Conniving and evil, I think you're possessed.
 Eccentric and awkward, I hate how you dress.
 Ill willed and uncouth, you lack some finesse.
 Lost puppy alert—you're looking depressed.
 Imaginary and crappy—just like your taste.
 Itchy and warty—just like your face.
 Lacking and simple—from head to your waist.
 Oh but I kid, I must not disgrace.
 Vivacious and simple, your smile is so sweet.
 Everything with nothing; with you, I'm complete.
 Youthful yet age-ed, your life is a treat.
 Outrageous and righteous, you stand on your feet
 Unless I trip you.*

--- R. E.
 P.S. You're famous."

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 Documents Hundreds of pages, dozens of subjects: Sutherlands History, 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,

All proceeds go towards the War Effort against the Orcs.
 See Moira for details.

A Formal Apology:

The Writers at the Sutherlands Journal would like to apologize for the misspelling of a person's name in the last edition of the Sutherlands Journal. We would fire the one responsible, but then we would be firing ourselves and therefore will refrain from any firing. Apologies to the man whose name is NOT spelled "Lorence."

-Corky Q

Noble Exclusive!!! Interview with the recently officially declared Baroness or Sudbyr, Nadya

by Corky Q

Corky Q: "So! Tell me a little bit about yourself to orient our Readers- Baroness, is it? Congratulations!"

Baroness Nadya: "I appreciate the good wishes. In all honesty though, I've been Baroness for quite some time, I just didn't like what the title implied at the time. Nothing has really changed since I took over the responsibility of managing Sudbyr a year or more ago."

CQ: "What do our readers need to know about Sudbyr?"

BN: "Isin is Lord Marshall of Sudbyr, and Lord Mar is my Seneschal. They both have amazing ability and talent that allows them to fulfill the roles assigned to them. I'd avoid crossing them; they have the authority to act in Sudbyr's best interests. Malakai, when she returns from her sabbatical, will be Lady Healer of the Barony."

CQ: "Would you care to describe how Sudbyr is contributing to the fight in Orbonne? I heard that there was a couple of particularly crucial battles last gater on Saturday."

BN: "Sudbyr has been doing well at filling a need within the Sutherlands for a group of dedicated nationalists who will do what work needs to be done to make the nation stronger, regardless of renown. While the majority of the adventurers of Clanthia were securing the towers around Wilantor my men were supporting out troops on an adjacent front. I held Sudbyr back from the front gates of Wilantor while the barrier around the city was secured, so that when the elite forces stormed the gates we were able to subdue them due to our reserved strength."

CQ: "What was the importance of Wilantor? What will it mean to the Refugee readers here in the Sutherlands in regards to progress in the war?"

BN: "Wilantor seems to be a point of strategic importance in taking over the immediate region which our forces currently inhabit. It's one of the last footholds of civilized society in the nation, and seems to house powerful magical protections, with those towers. I would think I would think that its continued withstanding against the hordes of orcs and locusts represents the continued strength of Orbonne."

CQ: "Can you tell me if the recent events closer to home that may have drawn any of our Hero's Attention away from the war efforts? I'm referring to the Bell Tower in Tyksylvan, the rumored Vampire poetry, or perhaps the undead kraken?"

BN: "Any questions about Tiksyvlan would be best relegated to Dame Lulu. My interests are in other areas. The undead Kraken is said to be one of the last vestiges of the influence of the Atropal, which was killed in its wake when it crossed the southern sea. It is at current a tool of the enemy, and the baronies are working united to eliminate the problem at this very moment. As for poetry, I have little interest or understanding of such nonsense."

CQ: "Can you elaborate on the Atropal, for the readers?"

BN: "I wasn't in Clanthia proper much during the time period that this creature was an issue, but it was some sort of titan abomination. It had been made into a creature of undeath and I believe it was instrumental at keeping the orcs at bay for a time."

CQ: "One last thing, if you don't mind the subject- Sources say that you recently race changed, is this the case?"

BN: "No, of course not. I'll always be a sea elf. Anyone who tells you otherwise is sorely mistaken."

I thank the Baroness for her time. We at the Journal hope that she will be an example to the other Nobles across the Sutherlands, and look forward to any further interviews or submissions from our more influential members of society.

Rumors, Slander and Innuendo

- Ø Zada is holding Soodus captive in the back of the Healers Guild. When questioned on this, she commented that "Soodus is an inside pet now."
- Ø Morgrim is The Ravner
- Ø The wolf-rider has challenged Vindicare to an honor duel, claiming that Vindicare insulted his wife.
- Ø Durkheim plans on making a deck of dueling cards that shows the strengths and weaknesses of various creatures who are considered enemies of the Sutherlands.
- Ø The best way to make progress in anything you set out to do, is to not be seen speaking with Moira in public.
- Ø With the springing of the year, plenty of new couples are forming all across the Sutherlands, can you guess who's interested in who?
- Ø If you play cards or sell wine, then some body's Dragon friend is going to "Tare the place up!"
- Ø Mistress Cub and Baron Morgrim have been having a prank war.
- Ø There is a mysterious Sylvan Fae wandering the woods near Clanthia, rumor has it that he is offering to strike deals with desperate travelers.
- Ø Some claim to have seen an Arcane airship flying over the skies to the south, it's direction and purpose are unknown.
- Ø Strange beings with silver eyes have made camp on the grassy fields of Rossanoe.

R.O.U.S.s (Ratlings of Unusual Size!) Interview with Sheto

By Corky Q

Sheto: "My name is Sheto Kaga. I was adopted by a dwarf named Cupric in 603. I served in His Majesty Armorsmith's guild until about a year ago. I am now the leader of the Blood Star, a group made up of myself and some old school Armorsmith members who all believe in the same thing. We all hate Law and Necromancy and we want to make money. I am also am trying to show town that Chaos isn't an evil force and it too hates Necromancy. With the help from my brother Kalwin who is in the Blackdragons, I hope to accomplish this goal with his help and the help of others in town."

(Sheto is a thin elf with a big, black glowing star tattoo on his face-it's hard to miss. He says that he and his two younger brothers, Kalwin and Fang, used to be wolves.)

CQ: "Tell me about Friday night of last gather - I heard something about ratlings?"

Sheto: "Yes...the ratlings and their little pool...well my brother and I went to check it out and it turned out that the ratlings where desecrating and diseasing everyone that they dragged into the pool. Now they left Kalwin and I alone because we ..ummmm ..yeah... well ...anywho... Kalwin and I tried our best at saving as many as we could, but the ratlings turned on us because we where saving people. So I ended up saving Kalwin with the help of one of our friends and the ratlings left."

CQ: "How is it thaty they were able to desecrate and disease people? Aren't ratlings more normally just a nuisance to the heroes of the Sutherlands?"

Sheto: "Both of those are good questions. I don't know how they made the pool... and yes they are a nuisance. They where a big one that night, but with the help of townnspeople Kalwin and I took care of them."

CQ: "It sounds like you two were an important part of the situation- How were you able to handle them?"

Sheto: "I wouldn't say we where the important part... a big part...but not an important part...I mean everyone helped pulled their own weight when it came to the situation. I think what helped was the fact that the ratlings didn't want Kalwin and myself so we where able to get close enough to save lives, or at least keep people from becoming desecrated. In the end it was a group effort."

CQ: "How about some of the other current events? What do you make of the rumor of the Giant Undead Kraken?"

Sheto: "Well I hope town will take care of it an not leaving it floating around our shore. I know I'll be there when the time comes to kill it. As for other things I believe our King is leading the greatest country in the world against a foe that has been a thorn in our side for a time now, I believe our King will not only lead us to victory but his grace will destroy the entire Orc horde."

Sheto would like to extend a "shoutout" to Kalwin, and his homeboys in the Sutherlands. Also, after our interview, a rumor arose that Sheto has his eye on a lucky lady. I would also like to thank my previous and future interviewees for keeping us up-to-date on current events in the Sutherlands.

Ask An Expert:

Sailing and Nautical Warfare

By Admiral Isolder of the Isles D'Honig

Isolder has been sailing for over a decade and has served six barons as the Grand Admiral of the Isles Navy. In addition to leading the Sutherlands fleet in numerous battles, he has piloted several flying ships and frequently guest lectures at the Isles Baronial Bar...er...College.

I know many readers are interested in learning about sailing and naval warfare, especially given our Kingdom's current endeavors.

When discussing the operation of seafaring vessels, it's important to highlight the differences between sailing a small boat and a larger ship.

Generally, any vessel that is large enough to have more than one mast or more than one deck below is considered a ship, whereas anything smaller is a boat. Boats are generally used for travel on lakes, up all but the largest of rivers, and in shallow oceanic waters. Ships, on the other hand, are large enough to carry the supplies needed for travel over the open ocean for great distances. Sailing each type of vessel requires a slightly different skillset, but a keen intellect and a quick wit are vital with both.

To sail a boat, you need to rapidly maneuver around the vessel to make changes to the rigging. The smallest boats, such as dinghies and canoes, rely on oars for propulsion rather than sails, yet they still require precise timing to pilot efficiently. In either case, minor changes can mean the difference between aimlessly drifting and purposefully cruising. Similarly, the slightest imbalance or a sudden gust to an improperly trimmed sail can cause a boat to list and even capsize. Yet when piloted by an experienced sailor, a boat is an agile and versatile craft.

On a ship, you generally have enough people aboard that the complex tasks can be efficiently divided among the crew. However, because of their size, they are far more cumbersome and complicated to pilot. Balancing cargo remains important, but ships displace enough water that, unlike in a boat, minor weight differentials and stray winds are no more than nuisances.

Utilizing navigation tools and techniques are vital to successfully piloting a nautical vessel. When you are close to shore, you can compare costal sketches and small maps to landmarks, yet not on the open sea. There, you must rely on larger maps, star charts, compasses, and other tools to tell you where you are and what course you should follow to get to your destination.

When it comes to nautical warfare, your equipment and objective generally determine the combat tactics utilized. All Isles war ships and all but the smallest of our boats are equipped with siege weapons such as ballista, trebuchets, and catapults. These can be devastating in the hands of an experienced user, and their effectiveness can be enhanced if you cast an Enchanted Blade or Elemental Blade on the primary siege engineer. If you are using a ship to assault land forces, your siege engines should first target corresponding land-based weapons, then target command structures.

Siege weapons are just as powerful if your goal is to destroy another ship, as fire is devastating to a wooden vessel and piercing the hull is the first step to sinking a ship. As demonstrated last year in the battle against the Orcish armada, ramming can also be an effective tactic, though it risks damaging your own vessel if it wasn't designed and built with this tactic in mind.

Yet the most difficult type of naval battle is one where you are trying to take control of another ship rather than just destroying it. Here, precise strikes from siege weapons should debilitate the vessel, then trebuchet and catapult ordinances must be switched from large-shot to anti-personnel shrapnel and grape-shot to clear the decks. When close enough, you can lash the ships together with grappling hooks and swing over on rigging lines.

Note that when in melee combat, the close quarters, unsecured equipment, wet decks, and the constant rocking of the sea will distract or inhibit all but the most experienced of sailors. Using a cutlass, hatchet, and similarly small weapon will mitigate some of the difficulty in fighting in the cramped space.

Those are the basics, but they are by no means comprehensive. If you'd like to learn how to sail, I encourage you to come and see me to arrange private lessons. The Isles Baronial College holds monthly classes on the finer points of Seamanship and naval combat; please speak with Baron Lachlan if you are interested in attending.

Surviving Festival: A Guide

A Clanthian Crier Classic by Constance Damask, Republished from May 609

As the weather turns fair again, the time has come for a gentle reminder, my fellow Clanthians. Festival weekend is the first truly hot gather of the year, and it is longer than our typical gathers. As such, there are certain guidelines that we should all bear in mind.

Rule number one: Bathe.

Really, all other rules pale in comparison to this one. Regular bathing, with soap and, perhaps, shampoo, is not optional. You may find that a shower in the late afternoon is a refreshing experience and one to be looked forward to, not avoided.

Related to this, cosmetics and toiletries will aid you by making you more comfortable as well as less filthy-smelling. A wide range of alchemical potions, poultices, pastes and powders are available for your purchase. A particular favorite of many adventurers is the peppermint soap sold by Dr. Bronner, which appears to deter insects as well as washing away that clammy, I've-been-in-this-armor-way-too-long feeling. Be aware that excessive use of Dr. Bronner's may earn you unwanted attention from sarr, however.

Rule number two: Change.

As in, your clothes. Many adventurers have a limited wardrobe, and this is understandable. However there are steps that you can take to mitigate this. If you are in a group that wears a tabard, there is no reason you can't bring several different shirts to wear under it. While it would be wonderful if people had a half dozen fashionable, adventuring-appropriate shirts, in the interest of both your comfort and that of those around you, a simple, clean, short-sleeved shirt in a lightweight knit fabric is preferable to a stylish embroidered linen pirate shirt that is saturated by sweat, especially if you are just going to put a tabard on over it anyway.

Bringing separate clothing to sleep in is also advisable. You will be cooler, more comfortable, and you will not be marinating in your own sweat and filth for however few hours you are able to sleep.

Rule number three: Cabin care

It is often difficult to keep one's cabin tidy at a typical gather, and the greater length, excitement and heat of a Festival gather only compounds that. However you will find your gather to be much more pleasant – and your packing up on Monday much easier – if you make an ongoing attempt to keep things in order. Each day, most of us must spend some time collecting our thoughts, studying our spells for the next evening, &ct. This is a perfect time to collect and dispose of empty drinking vessels, sort your "loot", and so forth.

A decade or so ago there was an incredible development in the field of alchemy – a liquid that one can spray in the air or on fabric that makes it smell instantly fresher – I believe it is marketed as "Febreeze," and I recommend that everyone bring some to summer gathers. If your cabin mates don't have any, feel free to spray their bedding and belongings with yours, in the interest of the common good.

Rule number four: Health

Anyone present at a Festival gather is going to be wounded, injured, very possibly killed – repeatedly. However there are certain steps you can take that will prevent you from being laid low by the mundane ailments that often put people out of commission at gathers. The first being – drink.

Water, chiefly, though the occasional stimulating dark ale to help maintain alertness is certainly fine as well. But dehydration is serious business. Disease, life drain – these things all fade in a few minutes' time or with the application of a timely Remedy potion, but dehydration can put you down for several hours, during which time no magic can revive you.

Festival is also a good time to be sure that you bring mundane alchemical tablets, which can ease pain. While such things may be available to those in dire need in Clanthia, having some readily available when you need them will make the day (or evening) much more pleasant.

Rule number five: Protections

Not protections versus spells or poisons, but creams and sprays that will deter insects from biting you, and that will protect your skin from the scorching rays of the sun. These may seem mere annoyances, but they can severely hinder one's ability to stay focused on battle.

THE OOP TRANSLATION:

- Take showers, use soap.
- Put on clean clothes, use deodorant.
- Pick up your crap at reset, and spray your/your cabin mates' stuff with Febreeze as needed.
- Drink lots of water, bring your own Advil/Tylenol/Aleve and don't mooch off the medics.
- Wear bug spray and sun screen.