



People of the Empire

We have faced our most ancient of foes and broken his grip on our world.

This victory was only achievable through your stalwart efforts in the face of tumultuous odds, now we celebrate our success and can enjoy the most auspicious of post war delights... The purging of those who sided with our enemy against us, the planning of which will occur during the Gathering of Nations when all of our great houses are gathered.

Revel in the righteousness of our cause and the unity of our people for we have proven once again the Tarantulas empire can bring low any foe.

DEATH TO THE BETRAYER AND GLORY TO OUR PANTHEON

Regent Tahal Maethra
On behalf of Val'sharess Triel Altath

The Events of Downfall

Led by the Val'sharess the Faction and supporting nations deployed to the newly risen island of Downfall located in the west of the great lava lake.

Shortly after making camp at 18:00 the first attack came. One of the armoured body parts belonging to Maediir, the Head & Chest, which the nation has been hunting down in recent years during campaign appeared suspended in a large archway located next the ritual circle. This appeared to be a signal for the forces of the Betrayer to attack.

We later found that while the Betrayer's forces were engaging the factions in the main market place, a rite was taking place elsewhere at one of the transport circles, attuning the Head & Chest to the Betrayer and so empowering his forces and corrupting the very ground. Any who died on Downfall would not go to the side of their ancestor but to the Betrayer. Dedicated followers and laying to rest was believed to have no effect on the outcome but I did not witness any such acts to be certain.

During the battle, three servants of Lloth appeared to us and provided warning of our situation. Le'ath, Calin and Wa'qurth who had previously sunk the place into the lake to thwart the Betrayer's plans in a previous age.

Every 6 hours a part of Maediir would be drawn to the arch, at which time the Betrayer's forces would attempt to attune it to further empowering their forces and Maediir. To prevent this a counter rite could take place at the allotted time to attune the body part to Lloth.

To complicate issues these rites could not be conducted by a member of our nation or a follower of the dark elven pantheon but those followers of other faiths and nations, with an Oath sworn Tarantula required to be present to witness the rite. The rites were required to be at least 64 thaums of power, all rites I witnessed exceeded this value and by Lloth's blessing no rite master was abberated or such because of the excess power.

To my knowledge the Betrayer failed to take any further parts of the body, with the combined forces of the heartland nations lead by our people disrupting their rites or performing such acts of faith as to empower them beyond his grasp.

The nations who succeeded in their acts of faith were given a measure of protection for the curse of the Betrayer and could also nominate another faction. The Tarantulas were covered by the Jackals rite. The other factions to contribute their power and their faith to our cause were the Unicorns, Gryphons, and Bears.

The Final Battle

It was inevitable that Maediir would come forth though with our success much weakened. Again the servants of Lloth that defend body parts came to offer their advice on defeating and finally destroying Maediir.

When summoned he must be brought low and then a rite performed on each limb at 64 thaums of power, this would then allow a surgeon to remove the armour from the limb. Finally the armour would then need to be taken to the air forge and destroyed permanently.

Should a single piece have fallen into the Betrayer's hands it would be enough for the entire form of Maediir to be re-summoned again.

In total Maediir was felled 5 times and on each occasion a piece of the armour removed and destroyed until finally Maediir was defeated.

Lloth Dumo D'jal

Zan'sas V'rinn
High Corruptor & Deputy High Incantor
House Rea'Morda

Healers Vs Unlife

At the upcoming Gathering of Nations The Healers Guild will be holding a vote to determine the legitimacy of having members that are Unliving, Corruptors, or Necromancers.

There will be a debate held on the Friday night at 11pm to discuss the various view points held regarding this matter.

The vote itself will be held 12-4pm and 5-8pm on Sunday in the Healers Guild. Any current member of the Healers Guild will be eligible to vote.

We would urge any member of both the Faction and the Guild to attend, and make their opinion count.

In Other News

- Dark Haven has been named as a Citadel of all Faith by the Val'sharess following the death of its custodian Lord Seneschal Morgullion
- Conflict between the Unicorns and the Harts was narrowly avoided, however is still expected to continue.
- Cypher of House Karrash-Morr has been granted the title Lady Nottingham
- In a surprise move, Mordred offered his support in our war and successfully destroyed two armies belonging to Satuun.

Briseis Marriage Services

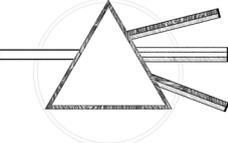
The Underdark's premier wedding and marriage services now available by Briseis at Rivenrock.

From full wedding organistaion to anniversary gifts and counselling, Briseis provides your one stop shop for all your marital bliss needs!

As recommended by Val'sharess Triel Al'tath, Cypher and the power couple Malakai & K'lyth Mlezzir!

Notice From The Mages Guild

Congratulations go to Grandmaster Karma (who prefers to be known as 'Grandmaster of Shadows') for finally convincing the Dragon that the Mages Guild is, as he has always said, 'his'.



We in the Tarantulas faction wish to express our appreciation and support by allowing him to appoint Number One of House Karrash-Morr as his chief consultant on Daemonology, Daemon Research and Daemonic Summoning matters, also convincing him to waive his initial consultation fees for the first meeting, as long as the matter is guild related.

We're sure Number One will be thrilled with his new role once he finds out.

[Small, illegible text block, possibly a signature or a note.]

The Smoking Boots

The Smoking Boots Tavern, foremost drinking establishment in Erdreja invites those who are looking for a place to:

- Catch up with old friends
- Rest your feet
- Make new allies
- Meet with your enemies on neutral ground
- Advertise for some help
- Find a job
- Or just have a quiet drink and watch the world go by

To enjoy its hospitality at the Gathering of Nations 1118.

The Smoking Boots will be situated next to the guild houses of Erdreja.

Please note that the Smoking Boots will not tolerate threats to its patrons and will at its discretion take appropriate action to remove such threats from the premises.

In Brief: Selvertarm

Selvertarm Cancarneyar, prophesied leader of Clan Orishaar, was one of the original 13 Dark Elven clan leaders.

He is commonly known as The Champion.

The younger brother of Lothiriel and Ineluki, he and sister Eilistraae took leadership of Clan Orishaar following a prophesy that all but named them as joint rulers.



During the Sundering Wars, Selvertarm played a pivotal role. Not only as a skilled combatant, but his tactical skill was crucial in many of the Dark Elves victories.

The followers of Selvertarm pride themselves on martial prowess and skill, and whilst there is an admiration of a tactical fight, nothing quite compares to overpowering an enemy with sheer skill.

When Selvertarm does appear to his followers, he will always be clad in very fine and ornate armour, carrying the sharpest and most elegant of weaponry.

Join us next time as we have a brief look at Ergosal

Obituaries

At the recent moot there were two notable deaths within the factions ranks.

Lord Seneschal Morgullion

Morgullion was unfortunately a victim of the attention he had gained in recent years from Satuun. In what appeared to be a targeted attack, his forces singled out Morgullion and killed him during his first attack at Downfall.

T'brik Maelthra

Early this year tragic ritual results caused both T'brik and Elspeth to become Void Tainted, harming Erdreja. Elspeth was cured however T'brik could not be saved. His death was overseen by House Maelthra and his pattern dealt with appropriately.