



Message From Teutonia

Dear Reader,

Welcome to Teutonia, more specifically welcome to Reiskarg current home of the Wellspring of Law.

When the Wellspring landed it assaulted a Teutonian citizen, and is currently placing them in danger. That citizen (Harold) is the original inhabitant of this area.

When performing rituals in the Wellspring it is advised to channel any excess back to the Egg or away from the circle not into the creature who dwells beneath.

Law energies may damage the creature further and if it perishes it will damage or corrupt the Law Wellspring; something even we don't want.

Our plan is to safely transport our Teutonian citizen Harold von Beast away and we would appreciate any efforts to make that easier and stop the Wellspring of Law being corrupted.

In Service to Teutonia
Atropa

In Brief: Kiransalee

Kiransalee is the dark elf Ancestor of both vengeance and the undead.

She is called upon by those seeking retribution, the dark arts, or to prolong life. The Lady of the Dead has historically demonstrated relatively little interest in the lands of Erdreja or the Underdark beneath it. Kiransalee prefers the mindless company of the undead, whom she can manipulate at will, to sentient beings capable of independent thought.

Kiransalee never appears in person; she possesses a weak drow female and then tries to sow discord within the Drow.

Kiransalee's manipulative nature and her disregard for the pantheon and more importantly Lolth, has led to her worship being somewhat of a contentious practice within the Underdark.

Her desire to deliberately cause disharmony within her own people has led to most being suspicious of the actions of any who would openly follow The Vengeful Child.

Despite these issues, her role in the Pantheon is crucial, and maintaining her position equally so. The pantheon holds its power amidst all this chaos, rather than being weakened by it.

Join us next time as we have a brief look at Neeloc-Raye.



A Word with the Lord Regent

It's been JUST over six months since the Valsharess left the Empire in the capable hands of her long time advisor Lord Regent Tathal Maelthra, so we decided we would try and catch up with him and see how he's coping with his new role. We found him in his home city of Rivenrock inspecting the rebuilding efforts following the Demonfey war.

Interviewer: Lord Regent firstly let me say how wonderful the city looks now it's been restored to its former glory, do you have plans for making the city the new Capital during your custodianship of the Valsharess's Throne

Lord Regent: Thank you for your recognition of the Hard work the city has put into rebuilding, although I have had very little to do with it. The Dalharil Briseis has really led these efforts, and the people here are loving her for it.

As for making Rivenrock a Temporary capital I can't say I've given it that much thought with our efforts to reclaim Telantiwar underway

Interviewer: Talking of Telantiwar, rumours have come to us of large numbers gelatinous cubes being spotted in the surrounding area. Are these rumours true? Do our readers have anything to worry about?

Lord Regent: These rumours are completely untrue. These Cubes could never get so close to such a holy city. To evens suggest such a thing could be considered heresy! However, in a more general sense, the much celebrated House Rea'morda have taken it upon themselves to find us a resolution to the Cube infestation and I have up most faith in there ability to get us results.

Interviewer: Well that is excellent news, one final thing if I may? Gossip around court is that your looking to find yourself a bride from the varied nobility of the Heartlands nations, do you have your eyes set on any particular feme fatal?

Lord Regent: I can barely tolerate most of them but I will say there do seem to be a few that stand far above the others.

Interviewer: How do you think the nobility will feel about you breaking tradition to seek your own bride?

Lord Regent: Traditions are important to a drow like me but as Lolth evolved for the good of our people so must we adapt to the Modern world especially so if we are to educate the surface kingdoms and bring them into the blessed arms of our pantheon

With that, we ended our interview with the Lord Regent. Whilst we have started at (very nearly) the top, we are keen to speak to other notable leaders to hear their views on the Underdark and the Heartlands. If your Lady or Lord would be interest, do get in touch with us!

Master Sorcere Missing!

The Master Sorcere Solitaire has been missing since the end of the Summer Moot. This has caused some mild alarm, however it is reported to not be unusual for his behaviour.

It is reported that he regularly chooses the company of lesser races, and may in fact be collecting them. It is assumed this is some form of experiment, although its nature eludes us thus far.

Public Health Warning!

This is Ishtar. Ishtar may seem nice and friendly, but the Wardens would like to warn anymore people against marrying him. It is unwise and may be dangerous to your pattern state.



You have been warned. This may or may not be a threat.

Baelnorn Return?!

In a shocking turn of events, the Baelnorn have left their home of Telantiwar to visit our great leaders during the Summer Moot.

The Baelnorn are the ever-living guardians of Telantiwar, and are vehemently opposed to unlife and the corruption it is born of. To this end they are incredibly potent hunters of unliving creatures, and anyone of that nature should be very wary in their presence.

Since the ritual circle at Telantiwar was detonated, the Baelnorn have not left their home, so sacred is their duty to the throne of Telantiwar. This makes their visit all the puzzling, as all reports of this meeting say the Baelnorn came to report that everything was fine within Telantiwar, and that the city was as secure as it as ever been.

With luck, this may begin a new era of co-operation with the Baelnorn. One that all living creatures may benefit from.

Feast of Veneration

The newly crowned King Vlad of Norsca invites you to an evening of veneration of the Norscan Ancestors.

Join the Wolves on the Saturday evening of the Gathering of Nations at seven hours past midday for an evening of feasting, drinking, story telling and traditional Norscan games.

This invitation is extended to ALL pattern types.

Retractions

In issue 13 we published an article about a woman who's child was stolen away by The Cube. It has since been brought to our attention that this claim was false, notably due to Nuur Throth not having an active ritual circle for which this to have happened in. We would like to apologise for this error.

His normal accomplices have all been accounted for, and the standard methods of shaking an iced glass of gin and tonic do not appear to have summoned him, as per the traditional rite of summoning the Master Sorcere.

We request that our readers stay vigilant and report any sighting's to the Lord Regent or his staff immediately.

Awakened Humans Wanted!

Awakened Humans wanted for an exciting experiment in the fields of herding and defence!

Excellent rates of pay¹!
Safety guaranteed²!

See Quartermaster Forr for more details!

1. Pay only available on survival. 2. Survival unlikely.

Obituaries

Bob

of Den Kage-Kitsune

Tockoles

of House Rea'morda

Blizzard

of House Morghun

It is with great sadness that we must report the death of three of the nations greatest and most skilled.

During the Great Erdrejan Fayre, Bob of Den Kage-Kitsune went missing, and has now been presumed dead. As one of our Master Alchemists, her loss will be thoroughly felt.

During the Summer Moot former Master Channeller Tockoles went missing. Follow up information has shown she was taken by an enemy of the Bears Faction. It is believed Tockoles was killed as a result of refusing to betray her oath to the Tarantulas.

Later that same evening Blizzard's body was found in the marketplace, presumably a victim of The Cube. Little else is known of his death at this time.

Forhaven Needs You!

Are you feeling under appreciated? Undervalued in your surroundings? Constantly overlooked for the skills you bring to the empire?

If so then exciting opportunities are available in the new development of Forhaven is for you!

All loyal members of the Empire welcome. Cheap accommodation available for families of all sizes. All trade service buildings available. Armour and weapon smiths desirable.

For more information contact House Morghun.