



The Tarantulas invite all the peoples and guilds of the Heartlands and Southlands to join us at the city of Zhuanna Liir as we host the Great Erdrejan Fayre of 1121.

The city of Zhuanna Liir is home to ancient temple that we believe is integral to unlocking our long lost capital city of Telantiwar. There are however numerous entities that do not wish us to access Telantiwar, many of which have already attempted to sway your nations. My emissaries will be delivering in depth information to the nations and guilds of the Heartlands and Southlands in due time.

Welcome to Zhuanna Liir and the Great Erdrejan Fayre

## *Barran Ironfounder*

Will of the Throne of Telantiwar

### Welcome To Zhaunna Liir

We are here in the Tarantula's city of Zhaunna Liir to drain the chaos storm formed in ages past. This created with the detonation of a ritual circle in Telantiwar by Triel Cruentatus. This storm, currently contained by a magical barrier in the ruins of the city of Telantiwar, is made up of the magic and patterns of all who were within the city at the time, representatives of the 13 Dark Elven clans.

The recent chaos wars damaged the barrier, allowing small amounts of energy to escape, negatively affecting the Valsharess, the Tarantulan people, the Underdark itself, and creating what are known as chaos unliving.

The ongoing assault and breach of Telantiwar by the "Cube" has further weakened the barrier. The chaos storm has been found to be empowering the Cube and enabling it to multiply.

If we do not drain the chaos storm of the 13 original clan's patterns, it will shortly break out of the barrier, engulfing the egg and forever changing both Erdreja herself, and everything else for the worse.

Also, if this is not bad enough, Triel Cruentatus, the incredibly powerful Lich that attacked at the Gathering 1120 and at the recent Moot, has declared her intent to take over the Tarantulan Empire, starting with Telantiwar and Zhaunna Liir, and will not stop with just the Underdark.

The Tarantulas are asking for aid to stop these imminent threats that will affect the entirety of Erdreja.

Lord Barran believes that further details of exactly what must be done and when will be gathered from the Guardian of Zhaunna Liir on the Friday and we ask that all factions join us at the central temple of Zhaunna Liir to learn more about it at the 6th hour past noon as we emplace the Seed Arc of Eilistraee in the device and summon the Guardian.

### Who is Triel Cruentatus?

During the Gathering of 1120 a powerful force of unliving marched through the camps of the Heartland nations before leaving with a throne from the Tarantulas camp.

This force was led by a Lich known as Triel Cruentatus.

During the second age, Triel was a prominent figure on the Dark Elven council at Telantiwar, the daughter of Uttuku Cruentatus and granddaughter of Dracos, she held significant influence and sway among the Dark Elven clans.

This was unfortunately a low point in the history of the Underdark. Religious zealotry was rife, and any sense of unity had long since died with the last of Lothiriel's clan.

With bickering and infighting a daily part of political life, Triel had decided enough was enough. At the time, she had no interest in ruling, instead she utilised her family's vast experience and skill with ritual magic to detonate the ritual circle and destroy the city of Telantiwar.

Triel was, and remains, one of our most skilled in Ritual Magics.

It is believed that during this act, Dracos reached out and saved Triel, transforming her into the Lich she is now. Little is known of what happened to Triel in the time between then and now.

We have reason to suspect that Triel has learnt how to either influence the Chaos magic afflicting the Underdark, or how to read the flow of the magic such as to gain herself an advantage in her disagreement with the current Val'sharess.

When Dracos was destroyed by the Heartland nations, many of his kin lost their way to sorrow and rage. We believe Triel suffered this more than most and is now blinded by it.

It is the wish of House Cruentatus that Triel be subdued and returned to her family. Should that not be possible, there is no family that understands war comes with heavy costs better than our own.

# The Grand Tests of Zhuanna Liir

Mortal beings.

I understand from the Court of Endless Mirth that a number of you are coming to my home at Zhaunna Liir to play some of their games and to activate the Great Device of Zhaunna Liir as long foretold.

I have waited many years for this, and we will explain all the device's workings to you on your arrival at the Seventh hour of the first day.

However, as part of the device's empowerment, there are some trials that must be completed at the correct time. To save confusion, I have sent this missive via minions of the Court to your 'Testaments' and "The Web"

Firstly, the rite of binding of the 13. 13 pairs of beings; 1 oath sworn to the Throne of the Tarantulas and 1 not. One of each pair must have the ability to perform rites. These pairs will be critical to your success. The binding rites shall be performed upon these pairs between 11:30 and midnight on the first day of the Fayre, within the Great Device itself.

Secondly, there are the four tests of your understanding of the Tennent's of the Dark Elven Empire. Those most skilled shall win a prize and be named Champion of that Tennent and chosen to complete the empowerment of the device.

These tests shall take place on the second day of your Fayre:

*Pietas - Dutiful respect towards the Ancestors, your homeland, parents and family:*

Attend the Shrine of Clan Orishaar at midday and show us your acts of faith in full pomp and ceremony but in no more than 5 minutes. The Guardian and a Master of Faith shall declare the representatives that demonstrate their faith most appropriately the winners.

## A Declaration of War

"I, Triel Cruentatus, rightful ruler of the Underdark, declare war on all the Heartlands and Southlands.

My demand was simple: Do not support the Tarantulas, leave my forces at peace. You have forsaken this magnanimous offer, whether through witless defiance or a fickle lack of commitment, as such you will all pay the price.

I come for you now at the Great Erdrejan Fayre, while you flit away your short lives playing infantile games my forces gather. At the Gathering of Nations you saw but a fraction of my power as I took back what was stolen from me. Now I come for the rest.

Make peace with those who you cherish and remember you did this to yourselves."

## *Barran's Used Tables*

With so many uses for a table you need to ensure that you use only the very best. Whether for work, dining or flipping, the quality of your surface is of utmost importance.

So if you're looking for a high quality<sup>1</sup> table to fulfil your large flat surface needs, look no further than Barran's Used Tables in Do'bluth!

1. Tables may have experienced light to extreme flipping

*Fides - Trust, confidence, reliability and credibility*

Come to the Shrine of Clan Orishaar and test your faith in your allies and friends at 3pm. Bring those you can truly rely upon no more than 4 of them and be prepared to put your life in their hands.

*Disciplinia - Education, training, discipline and self-control*

Enter the Tavern no later than 4pm with teams of no more than 5 to test your wits, knowledge and wisdom against my challenges.

*Constantia - Steadiness and perseverance in the face of adversity.*

Between 3pm and 5pm bring your team of 4 to the Great Device and face the minions of the creature known as Lord Cube. Show us your perseverance, skill and strength of arms.

All prizes shall be awarded at 6pm prompt in the Shrine of Orishaar. Failure to arrive promptly will result in your prize being awarded to the runner up of the relevant trial.

Promptness is a virtue pleasing to the Ancestors.

On the final day shall those pairs sworn on the first day be the saviours of Erdreja and bring forth the lost clans so they may ultimately be laid to rest and the Chaos Storm abated.

I look forward to your visitations. I have waited for you all for so long now that the days are without number.

I bid you welcome to Zhaunna Liir and the Great Device.

*The Guardian*

## Eye on the Underdark

### New Faction Appointments

#### **Memory of the Throne**

Iza

#### **High Mage**

Pippin

#### **High Ritualist**

Briseis Maelthra

The Will of the Throne, Lord Barran Ironfounder decreed during the Moot of 1121 that Iza of House Micar is to act as the Memory of the Throne, ensuring our nations history (past and present) is both chronicled correctly and available to all.

During the Gathering of 1120 Briseis of House Maelthra was named as High Ritualist, in doing so she surrendered and granted the title of High Mage to Pippin of House Grey.

The Master Channeller is still seeking to retire. Trials to replace this position have been ongoing, if you seek to be considered for this role - please speak to the existing Master Channeller.

Following losses last year, the faction is still seeking replacements for Master Artisan and War Commander.

# The Dark Elven Pantheon

The Dark Elven Pantheon is an integral part to life within the Underdark. Each of the Ancestors led a Dark Elven Clan, and their ideals lead us to this day.

There is much more to who these Ancestors and their families were to us than can ever fit onto one page, but we hope this gives you a brief glimpse into our pantheon.

## **Lolth (Clan Cancarneyar)**

Matriarch of the Dark Elven pantheon and first Ancestor – saved by Erdreja personally. She considers all Dark Elves to be her people, but amongst those the Drow are favoured above others.

Lolth began in life as Lothrirel, but during her time as an Ancestor made several bargains and sacrifices for the benefit of her people. This led to her many changing aspects, each was a manifestation of the pain and desires she was experiencing, the culmination of these was known as Lolth. Lolth constantly challenges her followers, testing them in cruel ways often with no discernible meaning. Facing that challenge faithfully is what it means to be loyal to Lolth's nature.

## **Ineluki (Clan Mistrivven)**

Ineluki was once known as the Ancestor Dracos. After Dracos was destroyed in 1115, he was reborn as Ineluki. Whilst both are one and the same, Ineluki is not blinded by his rage, his vast expertise of ritual magics is no longer limited to destruction. His followers still hold their betrayals close; they do not forgive and they do not forget, but now reparations can exist outside of absolute destruction.

## **Skiasca (Clan Aryvandaar)**

Skiasca is the Illythiiri Ancestor of the moon and elemental magics, Skiasca prizes knowledge of spellcrafting above all else and rewards her followers with dreams that impart further knowledge of magic. She loves her children but can be quick to anger if knowledge is not passed on to others who are worthy.

## **Selvetarm (Clan Orishaar)**

Selvetarm is the champion of Araushnee and the patron of Drow warriors. Seen as the embodiment of unequalled fighting prowess. Cruel and malicious by nature, Selvetarm cares only for battle and destruction. The Champion of Lolth harbours a deep hatred for all living things, including his dominating mistress, and the only beauty he can appreciate is a well-honed and deadly fighting style.

## **Eilistraee (Clan Orishaar)**

Eilistraee, the "Dark Maiden," is the Ancestor of the good Drow - those rare Dark Elves who yearn for a return to life in the surface realms, an existence akin to that enjoyed by elves of the woodlands, left behind by the Drow long ago. She is also most importantly the sister of what is now known as Lolth, and hated by her.

Eilistraee is an Ancestor of song and beauty, worshipped through song and dance - preferably in the surface world, under the stars of a moonlit night. Eilistraee aids her faithful in hunting and sword craft, and worship of her is usually accompanied by feasting.

## **Kiransalee (Clan Kirashaar)**

Kiransalee is the Dark Elven 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, other than to disrupt any form of peace.

## **Neeloc Raye (Clan Nimeson)**

Neeloc Raye teaches that without knowing who we are, we cannot know what we will become. He teaches his followers to record the Elven history and to ensure the survival of the Elven way of life. He will reward his followers for uncovering lost artefacts or recording an event of great value and will punish any who loses an item of great value or fails to record what is happening around them.

## **Ergosal (Clan Eclavdraar)**

Ergosal is the twin brother of Skiasca.. He is the embodiment of Elven passion unleashed into conflict and rewards those who fight unhindered by thought and reason with increased agility and strength. For this reason, many of the other clans are weary of followers of Ergosal. In times of peace, Ergosal teaches his followers to study martial forms and pass these on within his followers.

## **Vhaerun (Clan Riklaurin)**

Vhaerun is the Ancestor of thievery and the furthering of Drow power on the surface world. He favours underhanded means and treachery to achieve his goals. Vhaerun is passively opposed to Lolth. He knows he is not powerful enough to oppose her directly... yet. Vhaerun wishes to reunite the Elven people and to this end sometimes his followers work alongside Eilistraee's.

## **Forbeo (Clan Faerondarl)**

Forbeo teaches that in order to know yourself, you must also know the world. His wanderlust is prevalent in his followers, who often do not stay in one place to long. Always on the move, and never satisfied, the worshippers of Forbeo are prized rangers, scouts and navigators. Forbeo punishes those who give become stagnant in their thoughts and actions, and prizes new discovery above all else.

## **Ma'Azbiir (Clan Keltomiir)**

Ma'Azbiir is the dark Elven Ancestor of the seas and preaches that the Elves who restrict themselves to the land cannot know the full wonder of the kingdoms of the sea. Followers of Ma'Azbiir often take long trips on beautiful long ships and are expert swimmers and divers. To this end, the followers of Ma'Azbiir are heavily sort after for their expertise upon and under the ocean.

## **J'Imasro (Clan Aleval)**

J'Imasro teaches his followers to seek pleasure in every experience. Only by exploring all aspects of ourselves can we grow and become strong. He demands that his followers complete every task with fervour, seeking to try new ways to reach their goals. This encouragement to consider every option often makes them invaluable for critical thinking.

## **Schandalun (Clan Taurenean)**

Schandalun is a lawful Ancestor who believes that there is a process and structure to all things. He encourages his followers to hone their craft skills and to complete every task to perfection. He will reward great acts of craftsmanship and those who seek to better their skill, and he will punish lazy or careless work.

## **Lualyrr (Clan Kerithrion)**

Lualyrr is the embodiment of law and punishment. He teaches his followers to know the facts before acting, and then act in the most appropriate way. He values reasoned judgements over snap decisions. A patient Ancestor, he will always look at all sides before making a decision. Many of the other clans employ his followers as provosts because of this attention to detail and reputation for impartiality.

## Musings of Jan Hornswogle

### Of the fall of the Empire and the loss of the virtues

*Musings by Jan Hornswogle adventurer, archaeologist, and epicure*

Over the last 5 years in my attempt to stay alive having irritated the Lich Ky'lth I have discovered much of the fall of the Dark Elven Empire and the root cause. Surely there was the ascension of Lolth and the Paladins actions to ensure the faithful, there where the machinations of the great betrayer Satuun and his manipulation of Ineluki and ultimately the creation of Dracos. However, at the core there was still a mystery over the destruction of Telantiwar. Why did Triel Cruentatus granddaughter of Dracos a guide and teacher destroy the shining capital of the Empire with such horrific ritual magic. Finally after my most recent hiding place was discovered I ventured deeper into the darkness than I have even done so before and discovered some fragments of diaries and records form what appears to have been a small group of rebels hiding from the Paladins and clans alike.

I have included them here as they may shed light upon the reasons for the Empire's loss.

"Again the arguments, each clan interprets the Tenants by which we must live differently. Under Llotheriel there was no argument and the Empire was whole, now as we drift apart each clan interprets them differently, dangerously. What once held us together four binding principles now drags us apart. Paladins hunt those that do not serve Lolth and her alone, clans struggle and strive for the Throne and as each takes it they change the direction and Ethos of the Empire to their own view. We are now divided and as such our fall is inevitable. Our faith divides us and now how we live our very lives divides us. The rot is inevitable and soon the darkness will take us all."

It is my postulation that the clans each interpreted these binding Tennent's of Fides, Pietas, Constantia and Disciplina differently and as such bickered argues and sought to remake the Empire each differently when one of their line sat upon the Throne. The succession wars and all that surround it were not just for power but for how the Empire itself would be. As such there was no way the Empire could survive whilst this course was undertaken and in a moment of clarity Triel Cruentatus erased all who would argue and bicker forcing the Empire to concentrate on its own survival in the harsh realties of the Underdark and perhaps even saving it from a slow and painful death.

What does this tell us of the future? That to survive in the Darkness we must stand together and that if we truly wish to see an Empire of the Dark Elves again it must be set in stone the Tennent's that it stands upon.

## "The Cube"

For several years there have been rumours speaking of a giant cube shaped creature capable of wobbling itself around the Underdark, slowly consuming everything in its path. Some rumours suggest more than one Cube.

Some stories say these Cubes are as small as a pellet, others as large as a spear (in every direction). The smaller ones have been known to burrow their way inside other creatures, presumably feeding on them from the inside out.

Every story we've gathered so far suggest that these Cubes are intelligent, and are even capable of learning. Through "food training" it was successfully taught how to bypass the magics of faction warding.

But where did this bizarre creature come from?

It appears it was created in ages past, and upon discovering how dangerous it was a prison was built deep in the Underdark to house the most dangerous entities, including the Cube and the much feared Illithid Lich.

We believe this story may be exaggerated but is repeated in every attempt to learn the truth. After killing the Illithid Lich, it's head was removed and then thrown into the Cube. This has been deemed to be an error. It is believed this act gave the Cube knowledge of magic, making it infinitely more dangerous.

We know the Cube does not respond to magic in the same way as we do, possibly due to its age. However, we also know it is capable of generating massive magical effects without any need for being able to speak. The Cube is also of an unliving nature, granting it a remarkable fortitude.

Whilst a dangerous foe, it is slow moving. However to destroy a Cube takes a significant amount of resources, making any conflict a prolonged affair. Whilst staying out of the Cube's way has proven to be a valid tactic, it is known to travel with members of other species that are loyal to its cause - these should not underestimated either.

Further to our benefit, the Cube appears to have a dislike of bright lights - likely due to its prolonged incarceration. Some stories also suggest the cube may be blind and reacts only to noise/activity. Test this theory at your own peril.

Should you encounter one of these Cubes, take great care for few facts have been confirmed, bar this; they are dangerous.

## *Unliving Geese*

A goose is versatile creature with all manner of uses, but one great weakness. Mortality!

Why waste your time with a living goose, when you can have the best!

Find our sellers at the Fayre, only 18g<sup>1</sup> with this voucher!

1. Seller may not be able to read voucher, or count gold.

The Web | The Underdark Connected



## In-Character Document

Creator PID (required):

*In-character documents and paperwork can be found using the searching rules and may be stolen in-character*