



## The Tarantulas Guide to the Underdark

## Issue 18 - Gathering 1121

### Telantiwar

With the Cube threat almost handled and the dangerous magics that swarmed the city for more than an Age now under control, we will soon be able to say that Telantiwar is once again the seat of the Empire.

There is still a long road to travel, quite literally in fact as Telantiwar does not yet have an active Ritual or Transport circles, but we have made the first steps reclaiming the city.

Since the cities destruction these stalwart protectors have stood in defence of the city. But with that task complete, perhaps the most pressing question that faces the nation now is what fate awaits the Baelnorn?

As the Baelnorn were created for this sole purpose, there are many that wish to finally be laid to rest with their task complete. Other groups within the Baelnorn have differing ideas. Some would wish to continue fighting the corrupting magic that swirled within Telantiwar, most notable found within Unliving. Whilst some feel that having guarded Telantiwar all this time, this should be their continuing goal.

Ultimately their fate will be decided by the Empires elite.

### “The” Cube Destroyed?

During the Great Erdrejan Fayre the nations efforts to disrupt and settle the chaos energies at Telantiwar drew some unwanted attention from those benefiting from the phenomenon.

The Cube, or perhaps rather the army of Cubes, has benefited greatly feeding on the warped magic and causing no end of distress for the resident Baelnorn.

The Cube took the opportunity to assault our forces at the Fayre aiming to fulfil two aims, damage our forces whilst gathered in one place, and thwart our efforts at the temple.

The Cube that appeared was far larger then witnessed previously, and was reported to contain the undigested head of another creature. It is presently believed that this may in fact have been the original Cube that was freed from its prison.

Following its destruction the Baelnorn began having great success in eradicating the remaining Cubes. Whilst it is still early, dare we say we may have seen the last of the bizarre and deadly Cube?

### Obituaries

**Puck**  
House Micar

**Maeve Redwood**  
House Micar

### Mistrivven Grimoire Stolen

Triel Cruentatus continues to be a dangerous thorn in the side of the Empire, now openly hostile and leading ever more brazen acts of aggression against the leadership of our Empire.

A recent raid against the nation was able to breach the Reliquary of the Empire and abscond with the Mistrivven Grimoire, a great tome that collates all the knowledge of ritual magic from Clan Mistrivven. It is said this Grimoire is a great boon to any who utilise its knowledge in the performance of rituals.

There is some speculation as to whether Triel simply aimed to deprive the nation of this resource and would have claimed any other items of power, or if this raid was targeted. As a descendant of Clan Mistrivven it is possible that Triel has felt this item is hers by hereditary right.

Whilst the theft of the Grimoire is a serious blow to the Empire's morale and power, perhaps more troubling is that this attack was timed perfectly for when the entirety of the warband present at the Moot had been called away.

Triel is clearly proving she is a threat that has been underestimated, but is the Empire prepared to admit the true danger she poses?

### No Hat Is Safe

Zu Zu's Hat Emporium reported that one of their trade caravans has been raided, leading to a shortage of next seasons fashionable hats. Zu Zu had been looking forward to showing off their latest fashions and had to turn away a large party of interested individuals leading to much disappointment.

Zu Zu says that they will be able to fulfil any outstanding orders and will be expecting stock to make up the shortfall imminently.

Fears are now mounting over the safety of the contestants of the Empires Greatest Hat, along with the security surrounding head wear of such renown. Previous winners Number 1, Briseis, and Tockoles have been unavailable for comment.

### Across The Underdark

- Kay of the Tiding of Magpies has sworn that he will personally see to restoring law and order within the Grand Bazaar.
- The Court of Miracles toured with our Empire's warband, bringing a lot of colour and romance as a wedding union was announced for the coming Gathering of Nations.
- Rumours of Tockoles ghost has been witnessed in several major cities ranting incoherently about bards being able to perform in peace - more on this as it develops.
- Political conflict within the city of Varkha has eased as a tentative peace was brokered during the Moot.

## Don't Poke The Dragon

This letter has been printed by special request on behalf of the Druids of Erdreja.

With the creation by Erdreja of Druids of her own it has become apparent to some that Druids (as a whole, not necessarily individuals) can speak to Erdreja directly.

Is this a great new thing? Sure.

So why not use it?

Much of what goes on in the Heartlands does not affect Erdreja. Inter-faction politics being just one of these.

Sure, things we do that may hurt Erdreja may be of concern to her. Most such 'bad' things we can do though are very minor and Erdreja will hardly notice.

Erdreja is a dragon. Some say she is like a slumbering grumpy teenager, some say a sleeping baby. Her lifespan of course is far, far longer than our own; we are largely like mayflies in comparison. Sleeping babies and grumpy slumbering teenagers don't like to be poked. We live on the egg around her. We do not want an upset dragon.

However ..

The Druids have been chosen by Erdreja herself (through emissaries she chose and empowered to do so) to look after her interests. Priests certainly don't go and speak to their ancestors over most issues, just those where it's really important and where it really concerns that ancestor.

Erdreja now has her Druids to look after her interests. If those Druids are unanimous in their opinion, then you can be sure that Erdreja would hold the same view. In the incredibly unlikely instance that ALL Druids are wrong, I am sure that Erdreja would make them aware of this.

If the Druids feel that a matter concerns Erdreja and they are unsure of what her view would be or feel the need for information or guidance from her, they will speak to her.

By all means speak to one or more Druids, but please don't treat speaking to Erdreja as the quick win, easy solution for all problems.

Don't poke the dragon.

*Fulton Finbar MacTwatem (Fubar)*  
Druid of Erdreja

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Do you find yourselves in need of transporting large quantities of cargo?

Find yourself trading with the surface but unwilling to trust their merchant vessels incase they are robbed by pirates, for the third time this year?

House Micar are now taking on new trade agreements and as such we will be offering cargo fare aboard our vessels.

We have a long history of sailing upon the seas and guarding that which is ours from those who may wish to take it, so you know your cargo will be safe with us.

Speak to a house trade representative at the second moot of this year.

Those who respect the seas shall gain the favour of Ma'azbiir upon their journeys.

## House Eternal Makes An Entrance

House Eternal is the newest house to join the warband on the surface and they seem determined to make a splash across the face of the egg.

They first appeared at the Great Erdrejan Fayre and would like to be seen as a house that can be relied on for fair trade and firm deals, as well as demonstrating a strong aptitude for Ritual Magics.

House Eternal were also responsible for what was said to be the party of the season during the recent Moot. The ball was held within the Tarantula Faction in the House Eternal residency with food, drink and entertainment provided - breaking the long standing taboo against bardic performances.

Notably, invitations to this function were extended across the nations of Erdreja and by all accounts very well attended, potentially cementing themselves as the face of a more tolerant and approachable Empire.

We are all excited to see what the future holds for House Eternal and the continued impact they will have across Erdreja.

## Unliving Geese

A goose is a 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 Grand Bazaar, only 18g<sup>1</sup> with this voucher!

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



## In-Character Document

Creator PID (required):

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