



TELANTIWAR RECLAIMED

Late in the year of 1121 an expedition was launched to reclaim the first Underdark city of Telantiwar.

For much of the thousand or so years since the city was destroyed by Triel Cruentatus, and the fall of the last great Dark Elven Empire, Telantiwar had become lost to us. The tunnels leading to the city were collapsed for everyone's safety and over time the routes forgotten entirely. It is only within recent years that the path to Telantiwar even became known, and much of its history filtered for truth from myth.

With the forces of "The Cube" severely weakened the resident Baelnorn had an easy time of dealing with the last of the cubes, allowing a team comprised of our Nation's and allies' best and brightest to be the amongst the first to step foot in this city of legend.

It appears that the throne of Telantiwar survived the destruction, and the Baelnorn and resident Revenant had been tasked with ensuring the throne is only taken by one worthy of leading an Underdark Empire.

The faction was tasked with a series of challenges and tests to prove that they understood what the Clans had hoped to build and what they stood for.

Having allies from other nations gave the faction a perfect opportunity to demonstrate not only to the Revenant but also to the Heartlands who we are.

This is of course an easy task for our nation, faith and history are matters we pride ourselves in. The real challenges are yet to face us.

It appears the nature of Triel's destruction of Telantiwar bound her to both the Throne and Ritual Circle. The effect of this magic is having a devastating effect on the ritual circle as well as corrupting the city itself.

It is believed that the rite to empower someone to claim the throne of Telantiwar would break Triel's link to the city, allowing the Nation to fully reclaim our ancient home and finally find a solution for Triel's grab for power. However, the nature of this rite is complex and requires many things to be gathered that may severely complicate the process.

Members of the Faction have already begun the search for the required components of this rite as the entire Underdark rallies behind this endeavour to name Barran Ironfounder as Imperator.

Underdark Wildlife

This is a notice from the Underdark Wildlife Society.

Following an incident at the city of Telantiwar we are forced to advise all residents and visitors to the Underdark not to engage with the local wildlife or fauna.

A rare hive of Underdark Bees was disturbed within the confines of the city leading to the hive become hostile and the bees within attacking those in questions. Whilst tourists to the city were able to calm the aggravated hive, official advice remains to avoid all contact with wildlife and fauna where possible for the safety of all involved.

Obituaries

During the expedition to Telantiwar the Nation and our allies suffered a number of notable losses.

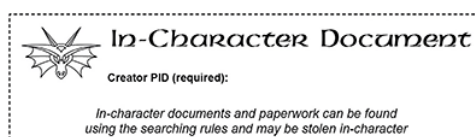
The following members of the Nation were killed during the attempt to gain access to the City.

Zindari of House Micar

Mamushi of House Micar

Lillith of House Micar

Ser Cyril of the Harts was killed during the defence of the Nation's encampment from forces loyal to Triel Cruentatus.



Armouries on Lockdown

A nationwide order has been issued to all cities and fortresses throughout the Underdark that armouries and vaults should be sealed, or have access extremely limited and recorded.

Following a number of attempts from Triel Cruentatus' forces to acquire items and resources from the Nation, including some of our most prized relics, this order has been issued from the highest levels of our Nation's leadership.

It is believed that as a result of this order, all our sacred relics have been removed from the Cave of Whispers and are now under constant personal guard, with their guardians kept a closely guarded secret.

Ritual Circle Chaos

During the course of 1121 a number of ritual circles have been reported as having changed their elemental alignment, and there have even been suggestions that their power level has shifted.

As we understand the situation, the High Ritualist is actively monitoring and checking each circle. Please see them for more information on the state of our circles.

Baelnorn In Disarray

Imagine for a moment that you had served one purpose for the last 1000 years. Now imagine that purpose is finally complete. What do you do with yourself now that the very thing that has driven you throughout existence is now done?

Would you finally claim your rest? Would you seek a new purpose? Or perhaps wait for a new purpose to be bestowed upon you?

These are the questions facing the Baelnorn that once guarded Telantiwar.

As with all things however, this is not a simple matter. The Baelnorn are arguing amongst themselves and many of these arguments have already become rather heated. In an attempt to defuse some of the tension brewing amongst their ranks, they have asked the Nation's leadership to decide how they should proceed.

Cup of Lolth Returned

The Ionic Cup of Lolth, an ancient symbol and item of great power to the Nation, was returned to us by Lolth.

Several years ago the Cup of Lolth was buried within the Ancestral Grove of Dark Haven, returning Lolth's power to her so it may better serve the Pantheon.

During the Gathering of Nations that gift was returned to us. Lolth had decreed that its power was once again needed to sustain our Nation.

Whilst it has visually been changed, and even its power is subtly different, for those familiar with its nature there is no doubting its power or origin.

Due to the restorative nature of the powers bestowed upon it by Lolth, its care has been entrusted to the Master Channeller who has sworn to ensure its power will be felt by the entire Nation.

Despite the Cup of Lolth having only been returned a few short months ago, it is believed the Inquisition is already investigating reports of heretical acts performed utilising the Cup of Lolth.

Five distinct factions have emerged amongst the Baelnorn, with different trains of thought on what the answer to their fate should be.

- ❖ The first believe that their role is not truly fulfilled, that they should continue to protect Telantiwar from any threat.
- ❖ The second believe that their task was truly to cleanse the entire Underdark of all Unliving.
- ❖ The third believe that the threat represented by Triel Cruentatus at their creation is not over, and they should dedicate themselves to that war.
- ❖ The fourth wish to be laid to rest now their task is complete.
- ❖ The fifth see themselves as servants of the Empire and will trust the fate we as a nation decide for them.

Whilst any decision will rest with the Nation's elite, perhaps our readers could ponder what fate they would wish for the Baelnorn?