



Farewell to The Wardens



As I am sure many of you are now aware the Wardens of Baghdad have decided to end their decades old allegiance to our nation and return to the Southlands in its time of need, we have all at one point or another formed strong bonds with the troop and will feel a great sadness at the loss of their Unique view on life and how it should be lived in the Heartlands

I hope you will all join me in wishing them the very best in all their future endeavours

Jathal Maethra
High Diplomat of the Tarantula Faction

Eye on the Underdark

New Faction Appointments

Chancellor

Chancellor Morgullion of the Church of Virtue

High Mage

Kora of House Karrash Morr

With the appointment of a new chancellor (Morgullion of the Church of Virtue) to the nation of the Underdark, the previous Chancellor Tarran took his replacement through various areas of the Underdark to review areas of interest and meet with dignitaries across the nation.

This reporter noted that the new Chancellor Morgullion especially liked spending time in the hot springs of Rivenrock, and is considering a vacation home nearby.

Many of the crafters of the Underdark houses look forward to receiving new commissions of work for him to display in the various administrative buildings across the underdark.

We hope to spend time and interview the factions new High Mage, Kora of House Karrash-Morr, with an in depth interview planned for an upcoming publication.

Sshamath Trading Emporium

If anyone has items of any variety that they want to get rid of I am always in the market to purchase.

Weapons, Armours, Trinkets,whatever you have, regardless or thaums of power or durations of the magic held within I will appraise it and give you a cash purchase offer or arrange to advertise and broker a deal for you for an agreed commission.

I also currently have the following items in stock for sale or trade:

Medium Armour
+1/Immune to Through (not artefact)
PR5 - 27/05/15 - 9 gold

Ingestive Antidote
PR0 - 01/07/15 - 1 gold

Embody Unliving Potion
PR0 - 05/05/16 - 20 gold

Vampire Creation Bite
150 gold - UNDER OFFER
Available at the 1115 Gathering

Were Creature Creation Scratch
150 gold
Available at the 1115 Gathering

Paralysis Scrolls
21/08/15 - 5 gold each

Repair Unliving Scrolls
21/08/15 - 1 gold each

Embody Unliving Scrolls
29/08/15 - 12 gold each

Other scrolls of all varieties available on request.

*Prices are negotiable and accurate as at time of print.
I will consider a special deal on bulk purchases.*

*I will also consider renting out items to use for a campaign you are attending on a case by case basis.
Alternatively, if you would like anything in particular sourced or crafted for you I can also facilitate this.*

That is all.

Master Narcissus Cruentatus
Master of the Corruptors Guild

Notice From Grand Master Ishtar of The Alchemists Guild

For the attention of Ritualists and Contributors - Summoners Elixir (Potion)

This Liquid is a unique form of thick liquid that acts upon certain elements and abilities within a pattern, for a very short period of time. Its Discovery happened quite by accident when the research for the Pattern temperament was attempted on a subject that had the skills of a summoner. It was observed that those who drank the liquid (and on further observations - explicitly mentioning its use) during an active ritual, that it enhanced the level of the contribution (when using the Summoning skill during a ritual). This boost was observed to work equally for the Ritualist and/or contributors (if each drank the liquid).



This means that an Elementalist (Demonologist, Theologist or other Summoner) Contributors and/or Ritualist will be seen to act as a High Summoner of their type for the duration of that particular ritual. The effect is drained by the cleansing of the Circle and release of the energies by

whatever means when the seal is dropped. This Elixir has not been observed offering any additional benefits and does not seem to allow the imbiber the knowledge to use or cast High Magics of the associated Summoning discipline. The summoners Elixir does not require the addition of reagents during the distillation process and has a formula skill rating of the second level of Alchemical production training.

Whilst the ingredients and formula are available through the Guild - until the Gathering of Nations, this formula is subject to an Exclusivity clause - meaning that Guild Members must gain permission from the rightful Certificate holder to be allowed the rights to make during the GeF and Moot 2.

Dear Lolth...

Is your mind wracked with deep theological questions? Do you burn for knowledge, but lack the incantation skills to divine the truth? Do you yearn for ultimate knowledge of the ancestors, but can't find a High Incantor with a suicidal streak willing to ask the dark Spider Queen?

Worry no more. I, Morion V'Rinn, have a team of Incantors in Dyar'Turic, busy with their rites to open a conduit to the Ancestral Plane in order to bring to you . . . **Dear Lolth!**

Dear Lolth...

There is a girl at school I really like, but everytime she looks at me I jumble my words and look like a fool! How can I let her know I like her, when I can't even speak to her?

- A Shy Boy.

Dear Shy Boy,

It may seem like a scary thing to do, but take a deep breath, start with a simple Hello and see where it goes from there. You might find that she likes you too. You might find you become friends for life, but what you'll probably find is that she orders you to be flayed to the bone for daring to speak to her, in fact you should save yourself the pain and anguish and throw yourself into the Dryder pits to be devoured like

the pathetic male worm that you are!

Dear Lolth,

While out on a raiding party, we attacked a halfling village and I became overcome by bloodlust and forgot to leave one child alive. In killing all the villagers I feel I have ruined a generation that will never grow up to avenge their father's death. what should I do?

- An Evil Overlord

Dear Overlord,

Nobody cares. They're Halflings.

Dear Lolth...

Yesterday I left my mansion on my palanquin to attend prayers, but before I could get far my

human slaves collapsed with exhaustion. I had to return home while fresh slaves were brought over. I walked into my chambers to discover my patron in bed with my first born daughter, plotting my death while they desecrated my bed! I immediately had him tortured and disembowelled as she was forced to watch, but decided not to choke her to death on his still warm innards. She is my first born and I respect her attempt at my murder, but she failed and is a known risk to me. What do you advise?

- An Angry Matron

Dear Angry Matron,

I can sympathise with your problem. Have you tried cave trolls as palanquin bearers? They are less prone to collapsing.

The Soul Behind The City

During the war against the Guardian many cities suffered terribly. Few suffered quite so much as The City of Souls. We spent some time seeing how the city has recovered from this terrible war.

During 1113 The Guardian launched a full out assault on the City of Souls, using his powerful white Pillars to bypass the cities defences and attack them from within. Kanchelsis, ancestor of the Mlezzir line, stepped in - at great personal risk to his own power base on the ancestral plane he intervened, shielding his followers long enough for them to flee the advancing forces.

When The Guardian eventually abandoned the city, House Mlezzir sent their finest scouts to investigate the city, the city had been left sacked, yet largely intact - perhaps largely in thanks to the lack of violence during the initial assault.

As time has gone the people of The City of Souls have started down the long path to rebuilding their former home. Just two years later and already most of the former citizens have returned home, rebuilt and repaired the former homes. This tragedy has even bonded the city closer together, rich or poor, noble or common - all were left with their homes and valuables destroyed,

their places of worship desecrated.

At the heart of the city, the great temple to Kanchelsis has been rebuilt, showing their dedication and restoring that symbol was of the utmost importance to all that survived the attack.

There is a great feeling of affection now felt towards House Mlezzir, the descendants of Kanchelsis and keepers of the City of Souls. Together they have been a uniting force, keeping the city set on its goal, and their people strong in the belief that they would survive to see their homes and loved ones again.

Rivenrock Elemental Spa

Over the years Rivenrock has become well known for many reasons. It is home to the great House Maelthra, it serves as a major importer of luxury goods, not to mention being host to the only Ritual Circle focused to Light Incantation known to the Underdark.

But there is a little known secret to this wonderful city.

Through years of extensive work, we have converted the entirety of the old mining district into the finest Spa known to Erdreja.

Powered by the very best in elemental magic, the Spa's are on the cutting edge of Elemental exploitation¹. We can provide a wide range of facilities to cater to all your pampering needs, including:

Hot Pool's²
Mud exfoliation clinics³
Masseur's
Sauna's
Plus much more!

¹All enslaved elemental creatures are non-sentient.

²Some Unliving may experience a negative reaction to the Hot Pool's - elemental source.

³Mud Elementals are prone to attempt suffocation.

We are currently working on providing hypoallergenic Spa's suitable for all pattern types.

Jugger Nationals

As the nation prepares for the jugger at this years Grand Erdrejan Fayre then local teams are battling it out across the Underdark as this sport once again gains much interest in the population.

Recent matches had the Drakkalor Dragons pitched in a friendly match with the Holorarar Hooligans, which unfortunately resulted in the Hooligans star player "Estovan the quick" suffering a wound to his arm after an ambitious grab of the ball from behind the Drakkalor Dragons shield. We hope he makes a full recovery before their next matches are planned.

In the central division we are eagerly looking forward to the Darkhaven Deviants pitted against the Olath Z'Ress Massive. These nearby teams have a lot of support from the local prominent houses and in a surprising turn of events the current odds are favouring the Darkhaven Deviants. Yet who knows what will happen on game night.

With the known departure of the Underdark house of the Wardens there has been much talk at the Grand Bizarre (home of the Underdark jugger game committee) over how the nations star player team will do against the great factions on the surface. As always talent scouts will be on the look out for other players who are making a name for themselves in this much loved game.

Results

Drakkalor Dragons	Vs	Holorarar Hooligans	18 - 4
Olath Z'Ress Massive	Vs	Dobluthe Dryders	6 - 15
Spider Reavers	Vs	Kiergard Busters	8 - 10

The Hunters

Most of you will have heard about the hunters which have been prowling around and attacking at the gathering of nations. This article should hopefully help to get all the information about these creatures to the people of the Tarantula nation.

The different hunter factions appear to be competing against each other in order to gain favour with their higher up generals. They are currently targeting guilds, and focusing on guild masters. The next step would logically be for these creatures to target factions next and aim for faction command. If the hunters fail to get their target, then the hunter is destroyed.

The generals, known as Shorns, are creatures with dark purple faces. They have an unusual pattern which consists of 4 very strong threads and the other 12 almost nonexistent. The pattern also appears to be covered in scars, this is believed to be where the Shorn has ripped parts of their pattern away in order to create the hunters.

These Shorns were known at the last surface meeting to be challenging factions to duels. It is not known the purpose of these duels, but it could be a means of gathering information on the nations and finding a way to attack. If you are challenged to a duel by one of the Shorn. Do not accept under any circumstances.

There is currently only 1 way to permanently destroy the Shorns, and that is to use the Incantors Guild, Dark Shard.

There is a proposed meeting in the guilds on the Friday night of the GEF to try and find a solution to this problem.

Martus Mayples
Expert on Pattern Effects



Fangs

Hunting Vampires and members of the Corruptors Guild



Stairs

Hunting Werecreatures and members of the Healers Guild



Hat

Hunting Warlocks and members of the Archers Guild



Cross

Hunting Paladins and members of the Militia Guild

