



## The Tarantulas Guide to the Underdark

Issue 3 - Spring 1116

My name is Triel Al'tath and, as some of you are aware, I have been chosen by Lolth as her voice in the faction. Her message is simple. She is pleased with the steps now being made to return this faction to the force it should be but we need to continue this journey hence my appointment as your new Valsharess.

As I have been immersed in my studies thus far I am unfamiliar with the houses currently making up the faction. Therefore I expect their leaders to make themselves known to me, if they haven't already, during the meeting of the council or around the faction.

The coming months dictate I familiarise myself with the vagaries of the surface dwellers. Therefore I intend to spend some time meeting the members of other nations in order to understand them more fully. To not understand them undermines the journey Lolth is dictating we pursue. With this in mind, Tathal has made it clear we need people to assist in furthering this understanding and I expect him to have your support and time in this. If I can do it – so can you!

I require a faction champion. Therefore at the first moot there will be a tournament to select one. Apart from the accolade of being named champion for the faction there will be a prize given to the winner. Tathal has the details.

With my appointment as Valsharess, T'zarkan now becomes second in charge of the faction. He remains in charge of all things military but his title has changed to 'Lord Marshall'. Tarran is now third in charge of the faction. He remains in charge of erudite matters and his title is now that of 'Lore Master'. They are my advisors and, in my absence, speak with my voice.

I look forward to making this journey with the faction to the glory of Lolth, the pantheon and all those who live in the Underdark.

*Triel Al'tath*

Six months ago fully half of our armies arrived in the southlands to support the Jackals in their war against the unliving which were overflowing from Al'quafar. There was much dithering by those other forces who had arrived to help. In order to retain the initiative against the enemy, we co-ordinated primarily with the Jackals and Vipers, both of whom seemed to be ready to press forward to the City itself.

Prior to our forces arriving in the southlands, through careful negotiations and diplomacy, we had managed to secure the support of the Red Hand; Powerful Necromantic Ritualists loyal to Dracos. Although initially hesitant about having more Unliving entering their territory, the Jackals eventually gave us their blessing to use the Red Hand to re-control any unliving forces which we came across; turning them upon their former masters.

The battle for Al'quafar was fiercely fought, with many thousands of valiant soldiers and beasts from all nations being slain. In the end it was the support from Dracos, along with our Generals' superior intellect and leadership which meant we both won the day, and ensured our forces returned from the fighting largely intact.

In the following months as our armies returned to the Underdark, it became apparent that all is not well in our lands. Initially there was unrest at Nakkiga, which thankfully has now been contained. Something is still amiss however, and it is the view of both the Valsharess and myself that we need to move to re-assert our military presence in those areas which could be vulnerable to an attack.

All Generals are to meet me in the faction command tent at midday on the Saturday of the Moot so that we can move quickly to defend the Underdark.

Make sure you are there.

*T'zarkan Aryvandaar*  
Lord Marshall of the Tarantula Faction



The Erdrejan Juggler Premier League is now recruiting teams for this years competition! Teams consist of up to 15 players, and registration costs 5 gold per team, plus one gold per player.

Register at The Bank or see Raziel of the Wardens (Jackals) for more information

### Notice From The High Diplomat

Do you have an interest in learning about other cultures? Do you have a quick wit and the ability to appraise situations in a practical manner? If you do then the Tarantulan Diplomatic core needs you !

I am looking for individuals to take up permanent roles in our factions diplomatic office, with the aim of offering our nations leaders the best information gathering & public relations service possible

if you would be interested please approach me at the spring Moot

*Tathal Maethra*  
High Diplomat of the Tarantula Faction

## 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...

I don't feel I belong in the Underdark, I wish to explore the surface, see new lands, view the night sky, but am only a lowly servant, how can I make my dreams come true?

- A Daydreaming Drudge

*Dear Drudge,*

*I don't normally converse with servants, but I'll help you out just this once. If you feel you don't belong in the Underdark then GET OUT! RUN YOU UNGRATEFUL WORM . . . run for your petty worthless life!*

Dear Lolth...

My pet Dryder keeps eating messengers before they have spoken to me, I am feeling awfully disconnected. What would you advise?

- A Lonely Lolthite

*Dear Lonely Lolthite*

*A strong laxative and a Dark Incantor to speak to the dead.*

Dear Lolth...

My Matron has begun making strange boudoir requests, such as that I wear the faces of her slain brothers and past patrons, which she keeps as mementos, how can I tell her it makes me uncomfortable?

- A Perturbed Patron

*Dear Patron(s),*

*First find out what the last Patrons said, and then don't say that. Then find out what her brothers used to call her as a child, and don't say that either. In fact, don't say anything at all, just get on with it and be grateful you're better looking than the rest. Otherwise she may have stitched on one of those faces permanently.*

Dear Lolth...

S.K., I'll meet you in the academies.

- Your loving servant

*Dear Useless Servant*

*You dare pester me with you hopeless dating needs?!*

Dear Lolth...

Following the death of my previous Patron, I have begun looking for another. I have noticed the Patron of a neighbouring House has smiled at me a few times and he even winked at me once! I am intrigued by his audacity and wish to secure him, what would you suggest?

- A Malicious Matron

*Dear Moaning Matron,*

*How did you ever become the ruler of a house if you can't manage a simple bit of political bargaining over something as cheap as a patron? You have bigger things to worry about as with this sort of love-struck wishy-washy nonsense you'll soon have a poisoned dagger in your back before you can say "treacherous daughter"! Boo Hoo, your Patron died. Death is not an end to service! Find a necromancer and sort yourself out before you lose everything.*

## The Rebirth of Ineluki Mistrivven

This wounding of our pantheon could not be allowed to stand for such instability could damage the whole especially with the Jewel of Famine loose. At the direction of T'zarkaan a team of the nation's theologians were sent forth at the end of the Second moot to determine what could be done. As we already knew from the death of the Embodiment of Evil, Everon Satuun and the subsequent creation of the Ancestor Satuun, belief is a powerful force. Branches were taken from the white tree of Incantation, the home of the Dark Elven faith, these were taken to every city in the Underdark that would permit it and the preaching began. Preaching not of Dracos but of Ineluki Lotheriel's brother who through Satuun's treachery and betrayal stepped forth onto the path of his fate and became Dracos, not just of his final fate but of his whole life. The people's belief was fed and their memory and faith was not allowed to die.

At the Gathering of Nations as soon as the first battle for Al'quafar was decisively won, the nation visited the Ancestral grove of the Tarantulas where they were planted these branches of the White tree, the symbols of our Nations belief in Ineluki and his story and whilst weak it took root a potential that could grow and committed our faith to the Pantheon.

On the next day suitable representatives of each ancestor of our Pantheon were found amongst the nation and each was bound to a task, to be a holder of a single memory of Ineluki from one of those that knew him in life, to know who he was and to allow us to bind those memories within the sapling in the grove to lessen Lotheriel's pain and anger by bringing forth the echoes of her twin.

That night the faction received a Visitation by the Avatar of our Dark Mother Lolth who made it most clear that she required the nation to do something regarding this wounding of our pantheon within 1 year and 1 day and that should we not there would be a terrible cost.

On the afternoon the Sunday of the Gathering all was ready for the next step to return the memories given by the Pantheon to the Sapling so it would know all Ineluki's life. A great rite was led to bind those memories to the potential within the grove and let them become a focus for the faith and belief in our nation to forge Ineluki Mistrivven, Golden Twin of Lotheriel's memory anew from the faith of his people.

At the completion of the rite all those present mighty nobles and members of the warband alike (for those memories were held by the greatest and the least of station amongst us) felt a great sense of both calm and rage.

A trip to the Grove revealed that the planted sapling of the night before was now established and had begun to grow.

At the Gathering an unrelated incident to this matter sealed each nation's grove of incantation stopping us from learning anymore of this sapling.

However this nation is faith incarnate and will not be denied, through many dedications and acts of faith the Grove has been reopened and any who worship the Pantheon can enter it now and see the tree no longer a sapling. A manifestation of the belief of this nation in Ineluki Mistrivven all of him everything that makes him up, his past, his present and now his future.

Now this does not mean our work is complete for there will have been much of the power owned by Dracos and many of his creatures now unclaimed and sought by many entities it is up to us the faithful of the Nation to seek out those remnants and bind them back to the Pantheon to ensure it stays whole and as it should be whether to Ineluki or the others that power is our Pantheons and should be retained.

# Think you have what it takes to be a Wolverine?

Do you enjoy a good Fight?

Do you enjoy a good drink?

If the answer is yes you could do well in the best damn mercenary group in all of Erdreja.



Recruiting now!  
See Captain Ryder for details

## The Wanderings of Uncle Solitaire

### The Incident at Rockholme

Whilst much happened at Rockholme there was only 1 action particularly of significance to the Tarantula Nation. A creature known as the Jewel of Famine spoke to a number of people. This creature is intensely powerful exhibiting powers known previously only prior to the Cataclysm such as the ability to transport from one location to another without the need for a transport or ritual circle.

I spoke with this creature during the mission regarding its purpose and why it has been released and it confirmed the following facts:

- It is a servant of a creature called Xatabai
- Its purpose is to cull the weaker ancestors as it is a creature of Famine.
- It is visiting each grove of the Nations and examining their ancestors 'sending to sleep' those that are weak.

As yet I do not believe this creature has visited our Grove however I believe that when it does it will find our Pantheon has no ancestors that need to sleep.

Do not examine this creature magically or attempt to interfere with its pattern if you do so it will curse you. This particular curse removes your belief and faith in your ancestor and induces a kind of lethargy and weakening your ability to cast. It can only be removed by your faith being declared in front of sufficient witnesses and with a sufficiently powerful rite. This can happen to anyone from a Master Paladin to the Bound servant of an Ancestor.

### Certain Matters in Unicorn Lands

Whilst most of the meeting in Unicorn lands for their Championship of Fair trade was uninteresting, information on a pair of their foes was revealed which may be of use to the nation at the first moot so I am recording it here.

The Unicorns currently face two forces a force of Demonic Knights who serve a unknown Lord (Black Tabbards with a Red Sun Motif) who appears to desire war and fighting and another group called the Knights of Janua who wear gold tabards. Whilst the Demonic Knights are I am sure of interest to many of our nation's residents and Scholars it is the Knights of Janua that this missive regards.

These creatures serve a Master who has a specific hatred of extra planar creatures and desires to see them all dispatched back to their planes. The Knight that was captured at this meeting was carrying poisoned blade which he attempted to use on a member of the Dark college of Incantation. After his capture he was examined and most intriguingly found to be ancestrally possessed at a magnitude of 15 thaums. After a short discussion regarding the finer points of diplomacy and some applied Theology the creature was controlled and his and his masters agenda was revealed as such:

- It served a creature called Edmund DeVris
- They hate all summonable creatures
- The only exception is Ancestral Creatures that are bound to a purpose
- They seek to kill any and all summonable creatures they can, particularly Unicorn ones

Now this I am sure would be of minimal interest to us as a threat if it was not for the fact that the first moot of this year is on Unicorn Nation Lands. It is worth noting of these creatures existence and colours in case whilst we are present they seek to identify and or slay our Extra Planar faction members and allies.

### On the Bards Guild Meeting

Whilst a lot happened regarding the Guild at this meeting (I was attending to further an item of personal research) and there was a lot of singing only 1 item of international significance occurred. The Queen of Albion one Eloise Hunter was kidnapped the week before at a meeting in her own nation apparently by being struck with some sort of teleport venomed dagger (the reports on this were confused to say the least).

At the Bard meeting her husband Lazarus the Arch High Incantor of Edreja led a speak to Ancestor that revealed she was well and detained in Albion. A mission is being launched (or by the time of this publication may have been launched) to retrieve her from these forces (believed to be servants of an Ancestor called Calligar).

*Solitaire*

House Aryvandaar



# *Grand Tournament*

It is my pleasure to inform you all that our new Valsharess has decreed that there is to be a royal tournament to celebrate both her rise to power and our nations success on the battle fields of the Southlands last year, under the guidance of Lord Marshall Tz'arkan.

This tournament will be judged by members of the Valsharess's council and held under strict rules of conduct, at least at the start...

## **Tournament Events**

### **Single Blade**

Victory to the first to successfully land 5 blows

### **Sword and Shield**

Victory to the first to successfully land 5 blows

### **Pole Weapons**

Victory to the first to successfully land 5 blows

### **Twin Blades**

Victory to the first to successfully land 5 blows

### **Mage Off**

Opponents are limited to just 10 thaums of power, and a single dagger. Victory if your opponent yields or is incapacitated.

### **Grand Melee**

Champions of the previous events will face each other in a grab for the title of Faction Champion

The Valsharess wishes to see as many households as possible attending, and would like to extend an open invitation for guests and spectators of any nation.

Exact times will be announced at the upcoming Moot.

*Jathal Maethra*  
High Diplomat of the Tarantula Faction

Tournament Rules: (1) No High magic during the initial contests. (2) No effects that breach the ritual of peace during initial contests. (3) Each house may enter only one contest for the event. (4) Any household with less than 5 members present, may use a substitute a member from another household, provided they are not already competing.

