



The Tarantulas Guide to the Underdark

Issue 9 - Summer 1118

Peoples of the Heartland Nations

During the Great Erdrejan Fayre, our diplomats and military councils conferred. They spoke at length on the matters of war that besiege the Tarantula Faction. Since so many agreed to aid us, we invited you to join us here at Downfall, where we believe Satuun is enacting the end of a terrible plan.

For those of you that were not privy to these meetings...

The Tarantula's are at war with Satuun. This is a permanent state of being for us, however this latest bout began with a war against a race known as the Demonfey. When the demonic patron of the Demonfey was killed, some called out to him on the Ancestral plane. Since he could not exist there, another answered. Another that went by the name Maediir, one of Satuun's most noted lieutenant's. Maediir didn't just answer, he was able to fashion a suit of armour that would allow his true form to exist on Erdreja. Maediir then used this form to impersonate the Demonfey's patron, and take control of their forces.

During our original war with these Demonfey, Maediir was trapped in this suit of armour and dismembered. The body parts separated and Maediir was rendered helpless. However since that war reignited Satuun has manipulated the Demonfey again, to help to rebuild his lieutenant, and giving Satuun a True Avatar that is natural to this plane.

We believe Satuun has located the last part of Maediir, and intends to combine them here. For a creature such as Satuun to have that level of power upon Erdreja would be detrimental to all nations, and so together we will thwart his plans and destroy this agent of Satuun for good.

My diplomats will be available during the course of this weekend to answer any questions your nations may have.

Val'Sharess Friel Al'tath

Enemies of the Empire

As our war comes to a height, many of those not familiar with the ways of war will be called upon to act, or may be placed in positions of danger. It is for their benefit we share what little information we can about our enemies.

The bulk of Satuun's offence is now undertaken by his own Ancestral Creatures. As is typical of their nature, they normally have knowledge of incantation, and may be able to call on the higher powers of incantation. Typically their attacks are very noticeable, and will be led by a more potent Ancestral creature acting as Satuun's voice. We expect they will now be hunting for the hidden parts of Maediir.

Not all wars are fought in the open however. Satuun has encouraged a number of Gorgon to side with him. For those that are not familiar with them, they are deadly for their ability to cause petrification by sight. They typically wear a veil when in public, however they also tend to avoid large groups.

All wars have fodder, in this one Satuun has made use of the Gloura. An unusual breed of Fae that made their home in the deep dark. Whilst not the most hardy or intelligent of foes, they can utilise an immense amount of magical power and shouldn't be underestimated.

For more information, please see the Tarantula's diplomats.

In Brief: The Dark Elven Pantheon

In respect to the large number of surface visitors, in this special edition we are offering a brief glimpse into the Dark Elven Pantheon that forms the centre of daily life within the Underdark, albeit in a heavily abbreviated format.

Long before the separation of the Elven clans, there was a Queen by the name of Lothiriel, so beloved was she that when she was killed by Evron Satuun, there was a great period of mourning for all Elves known as the Reverie. Eventually a council meeting was called, stating the Reverie should end. That day saw the birth of Incantation, and the start of the Sundering Wars between the Elven clans - those that wanted to mourn, and those that didn't.

When that war came to an end, there were now Elves and Dark Elves (soon to become Drow). The Dark Elven Pantheon consists of the Clan Leaders that chose to honour Lothiriels memory, and the corruptions she undertook to protect her people - eventually becoming the ancestor well known as Lolth.

Lolth - The Qua'Val'Sharess
Eilistraee - The Dark Maiden
Ergosal - The Bloody Handed
Forbeo - The Traveller
Ineluki - The Golden Twin
J'Imasro - Master of Excess
Kanchelsis - The Dark Father

Kiransalee - The Vengeful Child
Lualyrr - The Eternal Judge
Neeloc Raye - The Rememberancer
Schandalun - The Crafter
Selvertarm - The Champion
Skiasca - Lady of the Moon
Vhaerun - The Thief

Traitors in the House of Rith'Tar

In light of the villainous and traitorous acts committed by House Rith'Tar in their allegiance with the ancestor known as Satuun, by order of Val'sharess Al'tath the entire household is sentenced to death.

During the Great Erdrejan Fayre it became known that House Rith'Tar is responsible for providing information to Satuun and his forces regarding our army movements and forces.

Anyone bearing their heraldry, name or in service of House Rith'Tar shall be executed as punishment for this betrayal.

Jathal Maethra
Lord Regent of the Tarantula Faction

The Valsharesses Tournament

At the Gathering of Nations 1118 we will once again host the annual Valsharesses Tournament!

Do you have what it takes to challenge last years Champion, Janda of House Mlezzir?

With competitions and prizes available for:

Sword & Shield
Dual Wield Combat
Spear or Pole Weapons
Magic & Dagger

Be sure to attend the Gathering and challenge last years victors, claim yourself a prize and the glory of being named
The Valsharesses Champion!

Ritual Circle Information

Ritual Circle Name

Downfall

Our current information on this circle suggests that it is aligned to the element of Fire. There is also a chance that the ritual circle may also be actively on fire.

This ritual circle will be employing the standard transport beacon names employed at these meetings of *Marketplace*, *Top Field* and *Bottom Field*.

Downfall is located on an island within the Great Lava Lake. This is as the name suggests a lake comprised entirely of lava. We do not recommend exploring the lake. Our Elementalists have been working non-stop to make the area habitable for any who may wish to journey to this summer moot. Habitable does not mean safe. Safe is merely a relative matter of individual perception.

The Great Lava Lake itself sits under the surface lands of Northern Teutonia and Southern Norsca, although we cannot accurately place the position of Downfall within the lake.

Life of a Tarantula

In this special article, we hope to provide a glimpse into life within the Tarantulas for those that may not be familiar with our society.

Life in the Underdark is desperate and tough. There are many arguments for why many of those living beneath haven't returned to the more comfortable surface lands, but the truth is for those that dare to brave the harshness of the Underdark, it rapidly becomes a home, though not completely without risk.

This has led to a natural meritocracy, hiding behind the comfort and protection of a family name will never allow you to excel at anything. Sooner or later you must brave the Underdark alone, and only the strong or skilled survive such endeavours. This necessity of strength of character leaves it open for even a former farm hand to earn the respect and position of Regent to the Val'sharess.

Of course, we shouldn't denounce the importance of family. It is a matter of great pride that each Drow or Dark Elven family can trace the lineage to one of the 13 clans. Not in a manner of bragging of past deeds or honours owed, but to highlight that they do not forget their history or the prices that were paid for their existence. Yet even with such history, each family stands apart, and the merits of the individual out weigh any collective success.

With so much emphasis on the individual, it's important to know which individuals can succeed within such a world. The answer is any that can. Race or pattern type will not preclude you from advancement, if you have it in you to excel and survive, you could go far. There is a caveat that our tradition is a matriarchal one, and certain positions will always remain that way.

Now for the keystone of our society, faith. On page 1 you will find a brief explanation of our faith, but worship is something else. For a long time the worship of any but Lolth was forbidden. Times have changed and now all 13 are recognised, some more begrudgingly than others, but worship of all is at least tolerated in some places. Such worship however may have consequences.

Meanwhile daily life is much like any other nation. It is common for the lessers to work farms or construction, although with even plants and rocks occasionally turning out to be sentient and aggressive, this is far from a safe vocation. War it would seem, is everywhere within the Underdark.

For all it's risks and dangers, there is a common theme that binds the many varied members of this nation. When our way of life is threatened, grudges are instantly set aside to a united goal.

Morgullion's Recycling

Has your favourite minion died inconveniently?

Don't have the time to train a replacement?

Morgullion's expert recycling service can return your desired minion to full working order¹ with an entirely new thirst² for life!

For a low cost & low maintenance solution to your minion recycling needs, see Morgullion's Recycling at Dark Haven

1: Retained intelligence may vary. 2: Thirst may be literal.