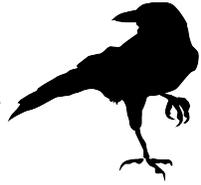


The Augur & Scribe



REDUCTIO AD ABSURDUM - MARCH 3, 717 - 6 PAGES

VOL. XI

Smiths Silent

By Jenny Vertident

The absence of the Armorsmith's Guild caused many problems in town last gather, from Sudbyr's advertisement ghouls to the horribly unprotected masses, the general cry among those in town was "Where are they?!"

The answer? Since Dolgan's departure, the AG has been in near-constant upheaval. While one would assume simply managing a guild would be enough of a job, Guildmaster Gregor was evidently unprepared for the amount of paperwork the position requires. He apparently needed all of last month to complete his position-saving paperwork.

This month, there should be at least a few smiths in town, and armor should be available. There is no real reprieve in sight for the embattled Armorsmiths, however — their Second has been conspicuously absent, and they are still trying desperately to whip the members of their Guild into shape. The AG has tried their best to maintain a neutral standing in the current

political turmoil of the Sutherlands. According to Gregor, they endeavor to provide armor to anyone and everyone "trying to steer things towards a correct direction," whatever that means, and wish to remind everyone that they still make weapons and shields as well.

As for Guild Second Trouble, rumors of her being seen wandering the woods around Clanthia and reeking of peppermint are at this point entirely unsubstantiated.

Tavern Takeover

By Phineas Goodweather

King Evander has apparently cut off all communication with the Sutherlands, the troops of the Sutherlands are gathered on Darkholme's border prepared for war, and the loyalty of every citizen of the Sutherlands is being put to the test, but a few people are finding ways to find relief from the stress.

On Sunday afternoon of last gather the tavern played host to an impromptu wargame between members of Sudbyr led by Sir Keplar and Nno and her associates. Tables were flipped

and an impressive amount of magic was thrown, escalating quickly from minor spells to more powerful ones like Doom and Imbue Death. While no punches were pulled in the exchange, witnesses were assured it was all in fun.

The gypsies and tavern patrons wanting to pass through the battleground, however, were not amused.

Gird Your Loins

By Raylora Martinique

Saturday night near the empty AG and Rossanoe a slight skirmish occurred.

Shroll and Sir Remus valiantly fought off spiders after the Banes came into the unaffiliated barracks and left two newcomers bleeding out. The spiders were driven off by Sir Remus of Cerroneth and Schroll who were awakened by the bane attack.

The image of the two warrior charging out the door in only their underwear, swords in hand, screaming in defiance was truly a sight to behold.



Dear Aunt Jenny,

I can cast and fight, but I'm not great at either one. How do I become a fierce warrior and a mighty magician without dying outright in the meantime?

—Tiny Templar

Dear Tiny Templar,

The best advice I can offer you towards your survival is to not be an idiot. Try to be polite, don't eat strange food, keep your temper, and don't walk off on your own. Always pay your debts, don't make fun of folks bigger than you, obey the law of the land, and generally don't be 'that guy'. Beyond that, it sounds like you want advice on your training.

You should, in order to be considered competent, be able to hit with a sword as if you are hitting with ten daggers at once and have four ninth circle spells. Until you get to that point, you should focus on one or the other. It's alright to be a talented caster who can't hit all that hard. Just make sure to partner with a friend or two who can.

Life Imitating Art: Choosing a Palette

By "An Art Student"

As I travel these lands, I grow confused with the moral machinations of its peoples. Heroes wear such falsehoods that I cannot find a firm answer on right and wrong.

Which is most dangerous: the knight, the druid, the healer, or the necromancer?

The answer seems plainly clear, given that only one can use your death to profit them. Surely the healer is the safest of the lot and the necromancer the worst of them. While knights are sworn to serve the land and their lord, and part of their code is to protect the weak, should their lord want you dead, then they are your enemy. Yet when compared to a druid or a healer, the knight seems safer in some regards. Should you ask a healer where their power comes from, if they answer truly, they will tell you it comes from the plane of Life. Should you ask a druid, they will tell you their power comes from the Tyrra. Should you ask a Necromancer where their power comes from, they will probably tell you they don't know. A knight alone claims their powers come from themselves. Druids and healers draw powers from places with greater powers that rule over them, no differently from any other attuned person. A knight's master is (usually) only a mortal lord, while healers and druids answer to primarchs. As it has been seen, if those primarchs wish it, they can influence or control those who wield their power. Let us never forget, dear readers, the danger of one whose power is being lost. Look at the beast backed into a corner; nowhere are they more dangerous or desperate. What will people do to regain their powers once they are deteriorating? Look at what the healers wished to do: they sought to go to the plane of life, to the epicenter of their primarch's power, to try and restore their connection. Either he was their master or their greatest enemy, yet they still wished to take people there in pursuit of his power. Who else will risk great rituals, excursions, and suicidal measures to restore their power once it is gone?

No dear readers, the druid and the healer are more dangerous than any knight or necromancer, for neither serve a greater power with such vigilance or follow their code so strongly as they. A necromancer can always seek out some undead abomination to serve, it's true, and only they would be foolish enough to trust an undead or think they could control it. Healers, druids, and knights all know to destroy an undead, since it is so unnatural. Nowhere else are undead found, except on Tyrra, created by dark arts and vile magic. Necromancers are not to be trusted; not like knights. After all, knights have codes to follow and rules to abide. Let me paint you the picture:

There once was a brave knight, clad in plate armour, who could heal the wounded with his touch, like any other knight, but this knight was sure of himself that he defied all the laws of knighthood, save hating undead and those that create them of course. When asked who his knight master was, he answered that he had no knight master. Now, knights are not supposed to lie, dear readers, but given some of the knight's other exploits, it's hard to say if he was a knight who had no master in

truth, or if he was breaking his code. Knights are honorable and usually true to their word, except for this knight. On the battlefield this knight changed sides in the middle of a fight to betray his allies, all because of a rumor he was told about "terrible deeds of necromancy" done at the hands of his allies. Not only did he break faith with allies, but he shamed his town, his guild, and his lord. Once in town, elementals swarmed the area and were attacking any they found. This knight chased them down and surprised them from behind. When asked how a knight such as he would fight in such a way, he responded that elementals had no honor, so he needn't fight them with honor either. His logic and belief must have been sound, for he could still heal with knighly valor. Later, when a group of goblinoids was chasing someone, he crept behind them as quick as a cat to slay them before they realized he was there. It must be presumed that they had no honor either, else he would be breaking another tenant of his code. It begs the question: what our knight would do to a necromancer or dark knight if he felt they had no honor? He was later seen in the yard practicing with a bow; this seemed to frustrate many in the town, as a knight has no need for such a cowardly weapon. He answered them saying that he used it for hunting, not for war. It seems odd that he was skilled with the bow; perhaps he hunted often? Knighthood is often challenging, hence a squire must prove himself to a teacher before being called "Ser". It requires great strength and resilience to follow such a strict code, and, much like healers and druids, knighthood allows for no grey areas along their path.

Well, except for this one knight... surely not all knights, druids, and healers stray from their path so casually.

But still, better a false knight with power than an honest necromancer, right?

DOOM!

By Anonymous

When men play with greater powers, they often presume to be greater powers themselves. You have played a game and set the stage with powers beyond you, and now you feign surprise when the results are past your comprehension. There are those that say that the King is under compulsion, that he is not acting himself. There are others who wish to dethrone him in hopes that it will clear his head.



But what will you do when you find out that your King suffers from no domination or compulsion? What will you say when you realize that no ritual can be cast to change who this man has become? What will you say to him when you realize that he is the king you thought would save you, but that now you are unhappy with the results — with *his* results?

The game was played, the die cast. How can you now seek to alter the board? Is it treasonous? Is it seditious? Will you turn against your king when you find that he may only be a conqueror? Who will save us if his raiment of power siphons away his last essence and consumes him? What solution is there if he is lost?

You bicker amongst yourselves while the wolves prowl, waiting for the last sands in the hourglass to fall. You turn to other powers and nations that you do not fully understand in hopes of eliminating threats, yet you fail to see the threat that is slowly taking hold of your own lands.

Ponder this before you act rashly. Lessons must be learned, and some rituals cannot be undone.

Wanted:

Teacher for Blind Fighting. Please contact Sir Lune if you are willing to provide training. Reasonable compensation will be offered.

Reward Offered for Missing Property Belonging to The Merchants Guild

The following were lost by members of the Northern Compass Trading Syndicate & Merchants Guild. Any information on the whereabouts of these should be brought to Guildmaster Wellin, or Guildsecond Avalon. Descriptions are given below. A reward is offered for the safe return for any of the below-listed:

- Short sword w/ smoky blade tinged w/ red, angular hilt, grey ribbon tied to it. Identifies as "Ash".
- Red ruby bracelet with gold clasp.

Lost in the 4 Winds Graveyard, October 715:

- Gold dagger with maroon leather grip, crystal tree decorating base.

Lost March 715, in Clanthia:

- Chainmail necklace with green gem droplet, identifies as "Mindless Circlet".

Lost Early Spring 715:

- Chaos tainted individual dressed in purple based multicolor clothing. Current race unknown. Answers to the name of Soodus.

Lost August 714:

- Focus: Looks like a tree branch with crystals on the end.

Have Intelligent Guardians?

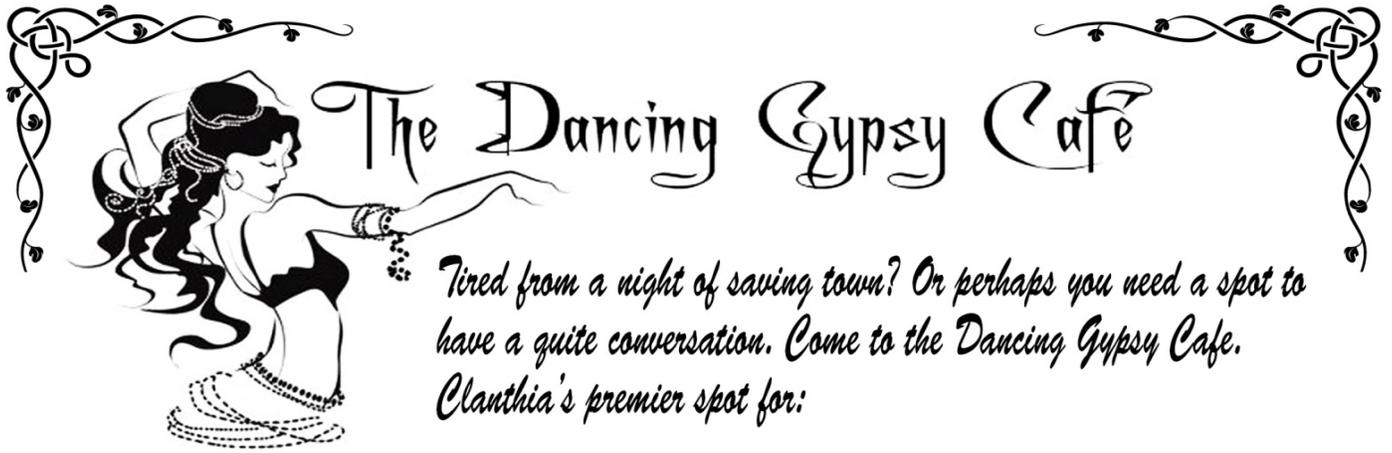
So you've got 99 problems, and your intelligent guardian is one of them! Or does it really have to be?

Fear not! Turn that liability into some profit! The Merchant's Guild is currently taking orders to buy your noncompliant intelligent cabin guardians.* Feel free to contact your local member of the Northern Compass Trading Syndicate for a free quote. Terms and Conditions will be provided within one month for customer approval.

*Stock quotas on various types accepted due to limited storage space. All deals must include Master Control and subject to careful inspection. Proof of ownership may be requested. Not valid for Life or Undead guardians. All sales final. Offer not valid in the Great Empire, Carpathia, or Shadowmoor. Ask about our new storage rental plans.

Scuttlebutt & Hearsay: The Latest and Greatest Rumours

- With baronies seceding and Guilds not attending gathers, Duke Timothy is rumored to be seeking treatment for an ulcer.
- Of all the places the former Healer's Guild member could go, why did Rosie end up in Sudbyr? Is she there out of rebellion, curiosity, or desperation?
- They say there's no rest for the wicked — is that why the Travelers' Inn took so long to have their business license approved?
- The Isles has converted their embassy's bathhouse into additional magic item storage. They claim that smell is just your jealousy. A popular competing rumor is that Sahde sabotaged Isles' bathhouse to tempt men into their embassy. Unfortunately, this may have just produced smelly men.



Tired from a night of saving town? Or perhaps you need a spot to have a quite conversation. Come to the Dancing Gypsy Cafe. Clanthia's premier spot for:

❁ Wine, Ale, and Spirits ❁ Entertainment

❁ Magical Foods ❁ Divination ❁ Master Jewelcrafting

❁ Master Weapon and Armor smithing

Are you loyal to the Nolaric line? Do you want to help the heroes and citizens of the Sutherlands? Have you been hoping to make a difference instead of just looting kills and wandering the woods?



Then the Healer's Guild wants you!

We have a long tradition as the moral voice of the Sutherlands, and a friend to the common man. We currently have openings available. Healing column welcome but not required, but preferred candidates are Earth or Celestial casters.

Necromancers need not apply.

Seek out a Healer's Guild member for more information.



For Sale by Darkholme

➤ Crown of Man

➤ Shield of Man (Cursed)

➤ Sword of Man

➤ Rat eaten Will to Power Scroll

100 gold or best offer. See Morggrim of Darkholme.

Long Live Devron and Zephaniae

The Laws of the Sutherlands

The rights below apply to all citizens of the Sutherlands loyal to Duke Timothy, and these laws apply to all found within the Sutherlands. Violation of these laws will be brought to the attention of the Nobility. Conflict between baronies will be handled by their respective Barons. Arbitration of the Laws of the Sutherlands is left to the Nobility of the Sutherlands.

These acts are illegal and will be punished accordingly.

Theft

The willful taking or destruction of property of a citizens of the Sutherlands.

Assault on a Baron

Any willful attack on a Baron.

Murder

Willfully causing a citizen of the Sutherlands to resurrect or meet final death.

Necromancy

The use of Necromancy is illegal.

Treason

Acts of betrayal, opposition, or sedition of the Nolaric Line, Duke Timothy, and the Duchy of the Sutherlands.

Punishments

All punishments are at the discretion of their respective Nobility, or Guild Masters with the exception of .

Theft

Fine and compensation of equal value of items stolen or destroyed.

Assault on a Baron

Punishable by minimum of Soul Destruction.

Murder

Punishable by death and a fine.

Necromancy

Fine and further action at the discretion of the Nobility.

Treason

Obliteration. Guilt determined by council of Barons or Duke Timothy.

All fines collected will be given to the Knight's d'Eit.

Duke Timothy reserves the right to repeal or amend any punishment issued for a violation of the laws at his discretion

Signed by

Khara, Baroness of Sahde
Lachlan, Baron of Isles d'Honig
Celian, Baron of Sudbyr
Tristan, Lord Seneschal of La Rochelle

Holly, Guildmistress of the Armorsmith's Guild
Cyrus, Lord Seneschal of Rossanoe
Thisiana, acting in the name of Darkholme
Kal'eras, Guildmaster of the Celestial Guild

Commands from Duke Timothy

The following Commands were made by Duke Timothy at Public Court on March 19, 716.

I – Moral plane elementals and any golems made of gemstone must be removed from any building where Sutherlands Nobility sleeps. Furthermore no Sutherland's business may be discussed in any building where any summoned or created creatures/automatons are present. The lone exception are guardian creatures native to the Woodlands of Tyrra, such as wolves, bears, large predatory cats and birds of prey.

II – Any and all dealings or contact with Dragons shall cease immediately.

III – Carpathians spies are to be taken into custody immediately and presented to a Sutherlands Noble. They will be treated with respect and not abused while detained.

IV – The Great Empire is to be dealt with in whatever manner the Baronial Council decrees on a case by case basis. It is asked that pains be taken to ensure no harm comes to non-combatants on either side of the conflict.