

The Augur & Scribe

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Beating A Dead Horse

The heroes of Clanthia responded to reports of a spectral rider on a skeletal horse last month, tracking the rider to a barn in the countryside outside of Clanthia. Reports indicate that the rider was a powerful free-willed wraith, and that his mere presence was blighting the area surrounding the barn.

Upon entering the structure, the heroes encountered the horse and rider, as well as a number of skeletons the wraith called upon to defend him. While Baron(?) Celian of Sudbyr was seen chatting with the wraith, the Augur & Scribe has been assured that Sudbyr was not responsible for the presence of the undead.

The rider and horse were destroyed, possibly to the dismay of some of those present who supposedly expressed interest in taking ownership of the horse. Members of the Clanthian Druids'

Grove subsequently burned the barn.

Anvil Rings Confusion In Ratling Warrens

The Vermin Lord is less than pleased with the heroes of the Sutherlands after a request for aid resulted in a ringing of the Anvil of Light and a subsequent attack on the warrens by drae warriors.

The Vermin Lord made a personal appearance in Clanthia on Saturday night of last gather to ask for aid in fighting off some Underdark creatures that posed a threat to the ratling warrens. A group composed primarily of members of Sudbyr and the Celestial Guild responded to the request.

Reports of what happened next are confused and contradictory. That the threat to the warrens was neutralized and that the Anvil of Light was rung by Daugrim of the Celestial Guild

was agreed upon by everyone interviewed. While some of those involved say the was rung in order to push the Darkness that had been causing problems in the warrens in past months deeper into the Underdark, one Sudbyrian (who asked not to be named) said that the Vermin Lord had previously told them that the Darkness had already receded. Some reports indicate that Sudbyr actively participated in ringing the Anvil, while others say that they only defended the warrens from the subsequent assault by the drae. One witness claimed to have overheard Daugrim telling a ratling that he had permission from the Vermin Lord himself to ring the Anvil, though the Vermin Lord's reaction to the events indicate otherwise.

The truth of the matter may be in question, but it is almost certain that this event will add some tension to future encounters between citizens of the Sutherlands and the Vermin Lord.

Scuttlebutt & Hearsay: The Latest and Greatest Rumours

- A new Champion of Chaos has been named, and he's awesome (at least by his own estimation).
- Cadicus participated in a big ritual last Gather as the Lord of Telling People What To Do. The ritual failed.
- Rossanoe should keep a toxin shield on Sir Keplar, since he has a tendency to kill them all when berserked.
- The Healer's Guild prefers to be known as the Pirate Guild, now that Lachlan's man has taken over.
- With the Will to Rule (mostly) revoked, the various primarchs have been seen wandering Clanthia. Citizens are advised to take care when approaching strange figures at night.

Life Imitating Art: Art Revisited

By An Art Student

You may recall a few months ago when I wrote about a master painter and his enchanted paintbrush. I left off with the Mayor and his council ordering the painter to remove his protective apron and sending him away. The painter left with the enchanted paintbrush as agreed, but our story is not over with this master painter yet, dear readers. You see, without his protective apron there, the painter was weakened and not able to defend himself; magical items, even paintbrushes, can draw unwanted attention. The painter took the enchanted brush and tried to protect it, but his old teacher, an even more famous painter of world renown, came and stole it from him. Although his teacher had hidden the brush away, the master painter was able to trap both he and his teacher away with the brush so that no harm could come from it. Some paint was spilled, and some paintings came to life, to be sure, but overall it was controlled.

The people of the town were furious with the painter. They blamed him for the theft, the spills, and the paintings running amok. They quickly forgot it was their decision to give him the brush and their decision to take away his apron. Even worse, a rival group of painters wanted the brush and his teacher. The rival group went to the town and told the townspeople that they intended to storm the studio and kidnap the old teacher. The people in the town, once furious at the painter, spoke to the group politely and tried to be diplomatic with them instead. No one knew what the rival painters wanted with the teacher, whether to learn from him or lock his teachings away, but none in the town seemed to care. When a spokesman for the town eventually went to the studio to investigate, they found it abandoned with no sign of the teacher, student, rival painters, or the brush. Again the townspeople complained about the master painter, saying it was probably all a trick, despite the fact that several in the town were formally oathed to the painter in case of treachery. They were so set on hating the painter, that they did not consider any of the alternatives.

Luckily, the town did not have time to think about it too rationally, for a group of writers showed up in the town asking for help at about that time. They carried a large, chained encyclopedia, and they said that a pyromancer had been causing them trouble. By some coincidence, they offered to bring the pyromancer to town almost immediately so the people could deal with him in exchange for.. nothing. There was no bribery or offer of payment to bring their problem to the town. The writers told the town that a pyromancer on the loose would come for them eventually, even though he was not bothering them yet. The people in town seemed hesitant; pyromancers were tricksters who messed with shadows and fire after all. But, for some reason, the town agreed to handle the writers' problem for them, and the pyromancer was brought to the town for them to deal with. The townspeople took away his potions and powders so he could not make any more fire or smoke, but no one quite knew why they needed him dealt with in the first place.

Pyromancers are masters of smoke and fire, and smoke is often misleading. Those that seek to catch a pyromancer often have smoke in their eyes and never find where the true fire is until they are already burning. While chasing smoke clouds, the true danger has grown even more hidden. The enchanted brush has been taken, and none can locate the painter or his teacher.

Fire was never the true threat, but smoke has hidden the leash.
A silver leash, led by a Celestial hand, heading to your doom.
Without art to protect you, life will become Void of all color and passion.
Without art, your paintings will be covered over and your stories erased.
Ignorance will be the Bane of your existence.

Reviving The Caster's Quintessential Carry Kit

By Admiral Isolder

Those who have known me for a long time will remember that I haven't always been a wizard. When I was young, I trained to be a warrior. My pursuits varied a bit, but with time I became one of the most formidable shield-fighters in Clanthia. But in the spring of 610 (710 by the current calendar), I refocused my mind, body, and spirit to embrace and harness the harmonics of the planes, and I found a new way to serve the Isles and the Sutherlands. Consequently, my friendships with Guildmaster Kal'Eras and Guild Second Orion have grown into partnerships fortified by the magical obstacles we've overcome. And yet, I have recently wondered if our services to the Sutherlands have allowed the skills of the other mages of the duchy to atrophy.

Years ago, it seemed as if most scholars with even a modicum of experience with Formal Magic wouldn't leave their cabins without a Field Casting Kit or a "Go" Bag—a satchel, pouch, or scroll case containing Formal scrolls and components vital to many missions. Formal scrolls help us channel the harmonics of the planes and harness them to our Will, so it was expected that casters would carry scrolls comparable with their capabilities and possible needs. For example, most novice Formal casters would carry a Create Formal Area and Disrupt scroll and two or three sets of components in case they needed to dispel a Ward or a Proscribe.

In addition to those basics, more advanced Celestial mages would often carry an Identify to solve mysteries in the field, a Destroy Celestial to break through permanent magical barriers, and a Teleport to get out of a bad situation. The most experienced Celestial mages could trade out the Identify scroll for a Greater Identify and would often carry a Mass Teleport scroll and components in case their group (or all of town) needed to travel across Tyrra. Similarly, advanced Earth casters would generally carry a Destroy Earth scroll and components to close Rifts or destroy Phylacteries and a Word of Recall scroll to help them escape when all is lost. Masters of Earth magic would occasionally carry a Mass Word of Recall scroll to facilitate travel and the supplies to cast a Cleanse and Remove Taint to counter-act diseases and corruptions blighting creatures and localities.

But in recent years, many of the Formal casters of the Sutherlands have stopped carrying their Field Casting Kits as Clanthia has grown more reliant upon me, Guildmaster Kal'Eras, and Orion. Indeed, I know of several instances in the past year when we weren't available, and it took far too long for the rest of the mages in town to collect the basic scrolls and components needed to complete an operation. Now certainly, I understand why the Guildmaster, Orion, and I have become the go-to wizards for most of the unified missions town embarks on. After all, we've specifically trained to be faster at casting many of those vital rituals, we've equipped ourselves with the tools of the trade, and we've proven ourselves to be reliable when the Sutherlands needs us the most. But we aren't always available, and we can't be expected to set aside our own duties every time town needs to siege a tower or hunt a skeletal horse, nor should we be expected to supply all the components needed for such endeavors.

So I'd like to remind the other Formal casters of Clanthia how useful it is to build and carry a Field Casting Kit. If you can cast a Phantom Message or Message Arrow, you can cast a Disrupt. If you can cast a Spell Strikes or a Cloak, you can cast a Destroy and a Teleport or Word of Recall. If you can cast a Permanency, you can cast a Mass Teleport or Mass Word of Recall. It can take years to build a formidable "Go" Bag, but it costs less than a simple magic sword to buy the basics, and you'll never be renowned for your own casting prowess if you don't bother to carry the tools of the trade.

Proposed Addendums to the Laws

Editor's Note: The following proposal was found slipped under the door of the Augur & Scribe office. The Augur & Scribe takes no position on the addendums except that they should have been properly presented before the Baronial Council and Duke Timothy. The proposal is printed here purely for the sake of provoking thought and discussion.

- All Baronial Council meetings must take place for all to hear or in a neutral place.
 - Neutral means impartial; having a meeting under a participant's protection is not impartial.
 - When speakers are comfortable and feel safe, they grow lax and long winded.
 - Council representatives should heed advice and wisdom of their people instead of hiding things from them.
 - Complications, misinformation, and mistakes are often the result of secret meetings with few attendants.
 - If something needs to be secret, let the speakers go to the woods or the manor house to have their meeting.
- Laws that are not approved by the Duke are not official. Laws that are not printed with the laws of the Sutherlands are not official. Barons wanting to make up their own laws need to have them approved. Things like:
 - Unseeley Fae being prohibited from holding noble titles.
 - Possession of necromantic items being illegal.
 - Nobility being prohibited from having any attunements or taints.
 - Theft and hiding of an artifact being a crime for one baron but not another.
- Undead are the problem, not necromancy. You can have one without the other.
 - Let Necromancy be made legal and the creation of undead be made illegal.
 - Defending our homes against orcs and undead is more important than how it is done, as King Devron often agreed. Laws were repeatedly set aside for poisons and necromancy to be used in dire situations. We face such a situation now.
 - There is no difference between calling on chaos and calling on necromancy to cause or inflict wounds on your enemy.
 - If it is murder you fear, that is already illegal; there is no need for two laws against the same crime.

Wanted:

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

Did you find something fun and shiny in the woods this gather? Don't know what it is, or how to use it? Know what it is and how to use it, but need gold? Bring it down to the

Merchant's Guild

We will identify, price and buy your items from you! Look for any member in a Merchant's Guild favor during the gather, and if we don't know the answer, we can find it for you!



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 Morgrim 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.