

# The Augur & Scribe

BARBA NON FACIT PHILOSOPHUM - JUNE 30, 717 - 5 PAGES

VOL. XIV

## Festival Champions!

This year's Festival was an overwhelming success, with a number of exceptional performances, including two archery duels in which the opponents chose to shoot each other's arrows out of the air rather than dodging them, and the always entertaining exhibition match between Lord Merrin and nearly a dozen of the Southerlands' finest. This year's winners are as follows:

Champion of Survival: Gideon  
Champion of Accuracy: Khara  
Champion of Speed: Kanarc  
Champion of Stealth: Eustace  
Champion of Magic: Sir Remus  
Champion of Melee: Hal

Brewing: Aria Sbaity  
Savory: Evangeline Sbaity  
Sweet: Aria Sbaity  
Crafting: "That Lizard Man"  
Talent: Ravi and Aria Sbaity  
4 Man: The Isles

FIGHTBOAT!!!: The Isles  
Scavenger Hund: Andil and Nno

## Death and the Egg

A chilly venture ended in success last month as many veteran champions of the Sutherlands escorted a group of young adventurers to an ice cave to retrieve a magestic dragon's egg. While the veterans faced death outside of the cave in the form of the bitter cold, a giant frost wyrm, and – after the River of Souls appeared – Death elementals and a peculiar creature with a lantern and a wickedly sharp knife, those who entered the cave faced Death itself. The young adventurers had to negotiate with the Boatman, who had his own plans for the egg.

Ultimately, the young adventures were successful in claiming the egg from its guardian and dissuading the Boatman from claiming the egg for the Plane of Death. The *Augur & Scribe* has

been assured that the egg was delivered into safe hands after several individuals (including Guildmaster Kal'Eras) suffered severe frostbite and exposure after handling the egg.

## In Enemy Territory

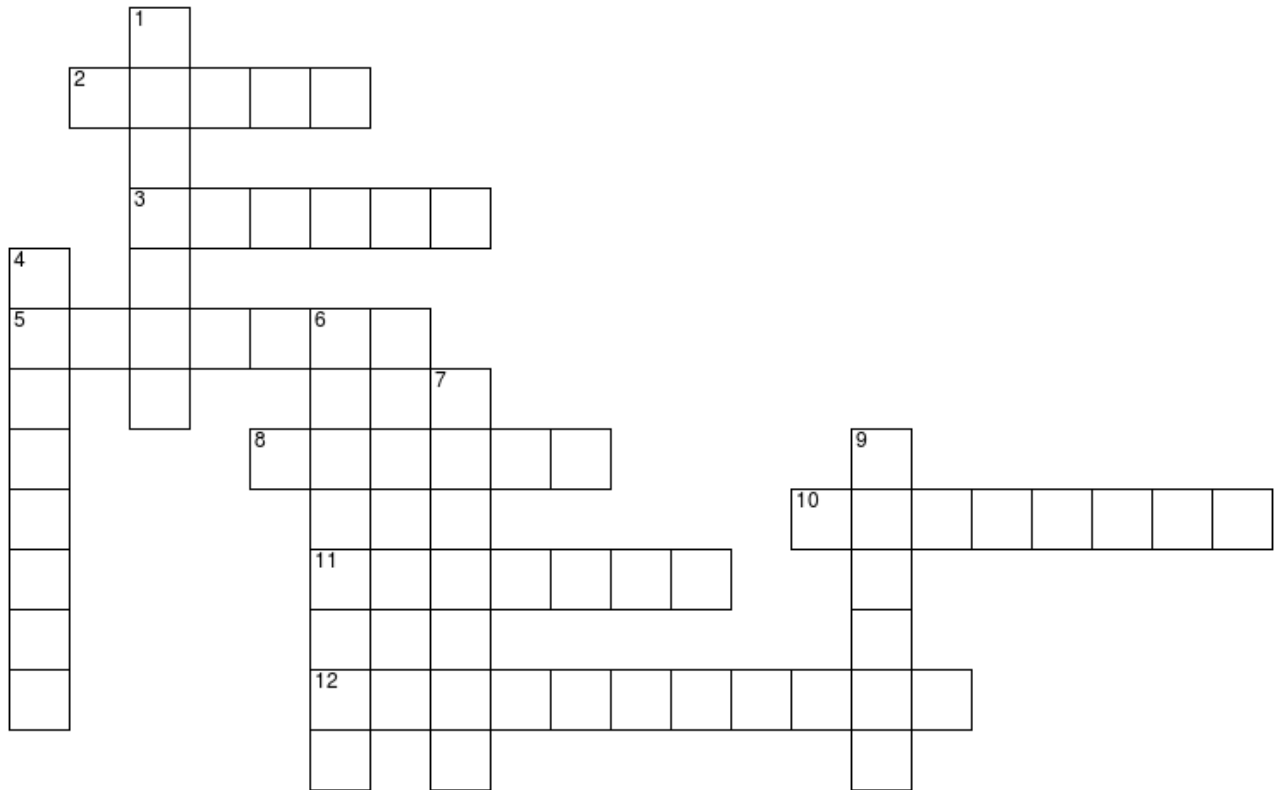
The champions of the Sutherlands made an expedition beyond the great Wall through the Gate of Forgotten Monarchs, from whence the green menace known as the Bane are said to originate. Those who participated in the excursion reported experiencing strange fluctuations in magic and encountering strange undead-like creatures, as well as seeing a wave of Bane so numerous that the swarm was able to overwhelm a titan.

Whether the expedition was a success is an open question. Many of those who participated were killed in the attempt, and any items or information acquired on the journey are being withheld from the public in the interest of the security of the Sutherlands.

## Scuttlebutt & Hearsay: The Latest and Greatest Rumours

- Cadicus' yard sale wasn't to earn some gold before auction, but to cover gambling debts.
- Tanaka's performance in the 4-Man event has many wondering if amputation really is an effective method of escaping a Pin or Trap. Few have been willing to put it to the test. Scholars say no, but are at a loss to explain how Tanaka managed to do it.
- Ulfgar Firebeard has been dropping less-than-subtle hints that he would like beard decorations for his June 29<sup>th</sup> birthday, though he apparently wants something a bit more intimate from Sir Remus.

# Famous Figures



## ACROSS

- 2 Terrifying turnip farmer
- 3 Zealots love him
- 5 Elder son
- 8 Husband of 10
- 10 Beloved by the Healers' Guild
- 11 In the Sutherlands, between Baron and King
- 12 King to the North

## DOWN

- 1 Skeletal, no necro
- 4 Planar knight
- 6 Younger son
- 7 Young namesake of merc group
- 9 A Triumvir of Carpathia

## **Wanted:**

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

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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!



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*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.*



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Reward offered for information leading to the return of the following items, stolen in the vicinity of the northern end of the field on May 29, 717. None of the items are necromantic in nature.

- *Simple silver band ring*
- *Small sun pendant necklace*
- *Black diamond pendant identifying as "Grimm's Boon"*

*~ Celian Blackwood, Baron of Sudbyr*

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Looking for a formal quality bat tooth. Please see either First Mate Firebeard of the Blue Muse or any representative among the Rotten Hollow with any information.



## *The Call of the Sea*

Do you long for the pirate's life? Does the sea call to you? Do you seek fortune, adventure or perhaps something more? The Blue Muse of Skullport are looking to take on a few new hands. Whether you fancy yourself a swordsman, spellslinger or even a crafter, any and all are welcome to seek us out. Bards are especially welcome. Utilize YOUR unique skillset amongst a crew of talented and adventurous men and women from all walks of life, and discover YOUR potential! Learn the trades of the seafaring life and become the skilled sailor you've always dreamed of becoming.

Perhaps you have some business to take care of, but don't want to go it alone? Need something handled without a lot of unwanted attention? Our services are also available should you need a few sword arms during an escort or transport, or just need to bolster your ranks during a large battle. Seek out a rep of the Muse who bears the mark, and we can arrange a meeting to discuss our terms.

Signed,

Ulfgar Firebeard

First mate of the Blue Muse



# 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

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## 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.