

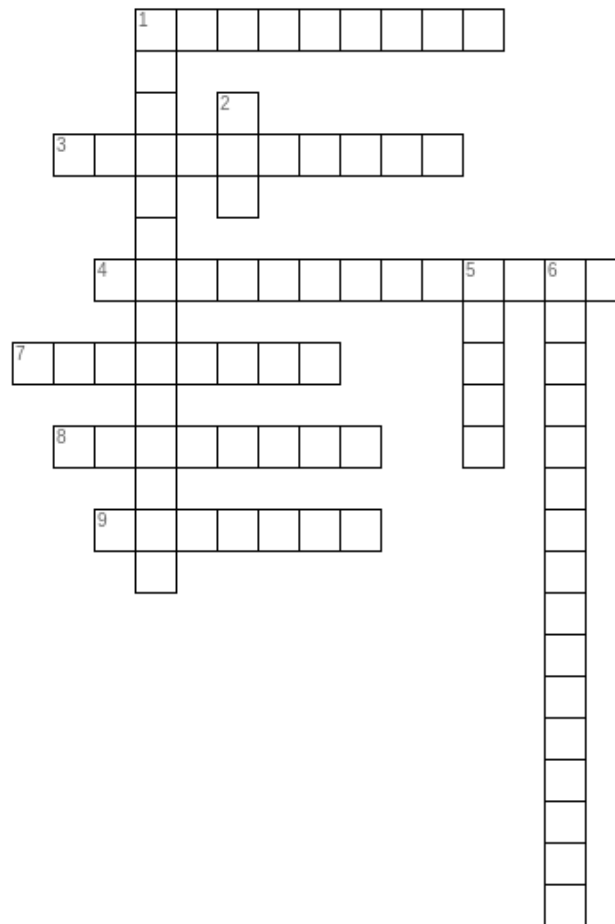


Dear Aunt Jenny,

I haven't heard from several of my employees and coworkers in couple of months, and I'm starting to be worried that something terrible has happened to them. What should I do?

—*Nervous Newsman*

Know Your Spells



Across

- 1 Known to both druids and necromancers
- 3 Requires an eldritch anvil
- 4 Does the Boatman know people are using his dark mantle for this?
- 7 Only Chaos itself causes this kind of wound
- 8 Comes from the North
- 9 Dispels all magics before you

Down

- 1 Embraces and protects druids
- 2 Seals your fate
- 5 For most people, an unwanted gift
- 6 Call upon it all you want, it's not technically Law magic

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.



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

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

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.