

# The Augur & Scribe

CLAVIS AUREA - AUGUST 18, 717 - 6 PAGES

VOL. XVI

## Return of the King (And Queen)!

Queen Zephanie has returned from her seclusion with King Devron to take King Evander's place on the Throne of Man and relieve him of the burden of maintaining the protective barrier around Orbonne.

Concerned for the welfare of King Evander and alerted by the Old Guard of a threat to his life, citizens of the Sutherlands traveled to Orbonne. While most entered the throne room to speak with His Majesty, a

smaller group performed a ritual in an adjacent chamber with the aid of the Golden Elf for the purpose of bolstering the King's waning vitality. Reports from those who spoke with the King indicated that the task of maintaining the protective barrier had drained him significantly, rendering him greatly fatigued and confused. The success of the smaller group allowed him the strength to hold the barrier in place while transferring its control to Queen

Zephanie, who entered the throne room through a portal opened by the Golden Elf.

After a touching reunion of mother and son, King Evander retired to his chambers for some much needed rest. It is unclear at this time whether Queen Zephanie has assumed reign of the kingdom or is merely taking over the duty of maintaining the barrier protecting mainland Orbonne from the Bane.

### Scuttlebutt & Hearsay: The Latest and Greatest Rumours

- Hal is considering starting a new business that involves "Toting oats with boats".
- So many people resurrect when death attuned people are around. Who knew?
- As it turns out, the members of the Healers Guild had to combine to make their ultimate form of Lawrence.
- Overheard: "If you call yourself a healer and you willingly let someone die and resurrect, you're not a healer. You're a pompous asshole."
- Sahaugin eggs apparently prefer dirty adventurers to tavern fare. "Rub some dirt in it" starts young with that sort, huh?
- Sahde was *going* to come to last gather, but there was a lovely tea house / bed and breakfast just outside Hobbleton that needed to be... defended... from their blueberry muffins. Ask for Sitherton for discounted rates!

  
**Mr. Eustace's**

BARGAIN ARTIFACTS & ODDITIES

Buy ♦ Sell ♦ Trade

WONDROUS ITEMS  
FROM EVERY CORNER OF THE PLANE,  
FROM AGES PAST AND SOON FORGOTTEN!  
TOOLS, ART, JEWELRY, WARES,  
NOVELTIES, CURIOS, & TRINKETS GALORE!

"Can't find it? I bet I can!"



## **Life Imitating Art: Divided You Fall**

By "An Art Student"

In my travels, I have found that The Sutherlands is increasingly confusing. As I try to learn more about its history and its people to paint its portrait, I cannot tell you why it still exists. Through its own choices, it has made deals with every Greater Power and planar entity I have heard of, yet argues amongst itself about how to serve them. No group that allows competing outsiders into its ranks will be able to stand together. Yet somehow, groups devote themselves to Powers and make deals in exchange for power, then fail to uphold their part of the deal. Primarchs either cannot tell that their servants don't follow their ideals, or they simply don't care. In Clanthia proper, for example, I have heard agents of Life, Death, Chaos, and Law all live within arrowshot of each other, yet none have destroyed their opposites. This in itself is contradiction, but also an interesting experiment of power and control. If groups can harness the energy of a plane or Power, but still bend it to their will, then maybe there is hope of survival.

As we are told, the planescape will continue to tear itself apart as powers grow more and more unstable and misaligned. Planes have begun to fuse, which will further throw off the balance and create rifts, rips, and tears of catastrophic proportions. While the servants of Chaos may relish the idea of the planescape in disarray, how will they survive when it tears Tyrra apart? Lest we forget, Tyrra is still where all of us live. Have these servants been so controlled that they fail to see the end in sight? What of the servants of Death? Do they intend to further the goals of destruction to a permanent end? What will they say when they are also destroyed when the planescape rips open and the darkness outside descends on all? Have they been taken over so much that they are willing to include themselves and loved ones in Death's grand exit? Life claimed to be so weak that they could not act, but it seems moreso that the Primarch is merely having an existential crisis. When he occasionally remembers his purpose, he sends in elementals to try and stop the death of any creature, even monsters. And Law... well, one would assume that Law would seek to control the anarchy of the planes, but thus far its servants have done almost nothing. Even Sinclair, while saying the planescape would come to ruin, walked beside Thomas, neither seeming to care that their supposed destruction was so close at hand. How can Primarchs, which are more avatars than beings, remain so calm when their planescape, their very essence, is destroyed?

There are connections that few seem to make: Clanthians chose where the primarchs should live and where they should stay. During the dark times, Clanthians declared that Greater Powers could not come and go as they pleased. While remaking the world, through action as well as inaction, they chose where and how Primarchs would exist, by placing tokens and/or leaving them. Since this choice was made without their consent, it stands to reason that the primarchs may resent being imprisoned against their will, especially since the Well of Souls gave everyone their memories back. Only one primarch seems to enjoy the chaos of the planes currently, but even that can be chalked up to following a mindset put in place by an ancient game. Life and Death both draw from Tyrra, and Tyrra grows from them. As deaths increase, Death grows in strength; as life flourishes, so does Life. There are two problems with this equation though: necromancy and the Bane. The Bane does not kill or send spirits to Death; it corrupts them and turns them into aspects of itself. Necromancy also does not merely kill; it reshapes life force to a new, twisted form, siphoning energy to the shell around the planescape and leaving behind a husk.

Aside from some magics being temporarily limited, we have seen no signs of imminent destruction or powers failing. The power being limited may have merely been the primarchs cutting off the source. A theory has even spread that the primarchs themselves are capable of controlling who could access their power. We were told

Life was empty, but suddenly elementals showed up to fight town last gathering. We were told this was a result of attunements, but what if the Primarchs merely want to be free of their constraints? Walking freely is not freedom; they are tied to a place set by someone else, but they persist through planar destruction because of what they represent. What if the primarchs seek to replace this planescape with another form, in a shape that will not hold them back or limit them? As enemies surround and infiltrate lands and minds, you must remember that fighting against yourselves will only bring destruction. Uniting against the planar influence and the Bane is your only survival and our only hope.

## Storytime with Firebeard: The Origin of Beard Magic

Beard magic! 'What is that', ye say? I tell ye, it be something I recently discovered me'self. Unlike voodoo, 'tis the innate ability a dwarf has to cast potent magicks from one's own beard. The beard is the source! 'But how can that be', says ye? The answer is rooted in Clanthia's history.

I hear tales of ol' that talk about somethin' called "Runesmithin'". This Runesmithin' were used fer all kinds 'o stuff, but was primarily used to engrave magical runes into yer own blade. The craft was very strong, and sometimes overwhelmin' to some folk. Well, that stuff ain't aroun' no more, but before that happened, our dwarven ancestors had a thought over some mead and forged the perfect plan: runesmith the magicks into their very beards!

They engraved the runes into the roots of their own beards. This required the ultimate sacrifice of removing one's beard. But as their glorious beards grew back over time, so too did the magicks within the runes grow into the beard itself. Thus, beard magic was born! It was thanks to these ancestors that we dwarves can now tap into the magicks of our own beards!

The phrase "By my beard" before uttering the verbal command for spells was eventually phased out. But true beard casters stay true to their roots!

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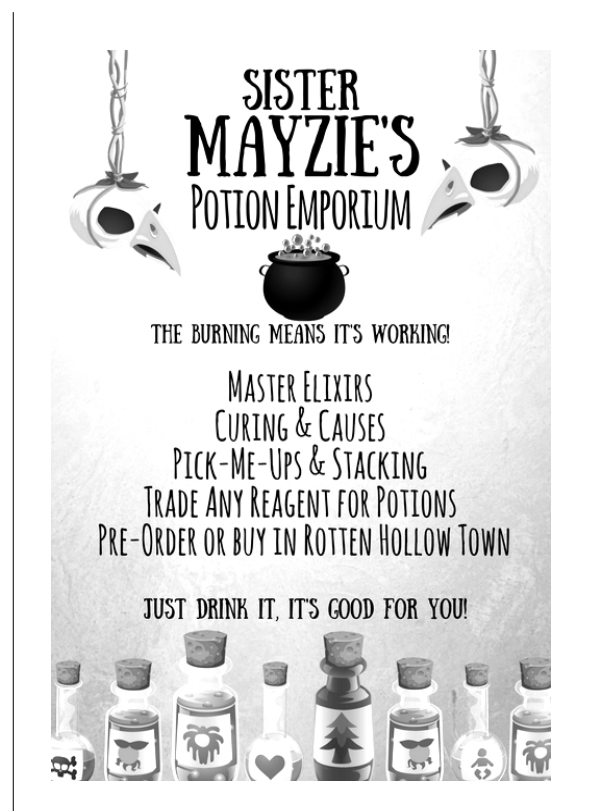
The following letter was submitted anonymously to the *Augur & Scribe*.

Knock-knock Sutherlands,

Not all of you know us, but some of you will. We're looking for some good draw latches and pairs of eyes. Must drag patter flash and know their way around a charm and a joke. If you don't drag dub lay then be competent in flash jokes. If you are a piece man then please fess up your dive so we might find our family men.

Hetobne rafen sytret sakam safealub.

Crow and Raven  
sytret



**SISTER  
MAYZIE'S  
POTION EMPORIUM**

THE BURNING MEANS IT'S WORKING!

MASTER ELIXIRS  
CURING & CAUSING  
PICK-ME-UPS & STACKING  
TRADE ANY REAGENT FOR POTIONS  
PRE-ORDER OR BUY IN ROTTEN HOLLOW TOWN

JUST DRINK IT, IT'S GOOD FOR YOU!

**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.