

## ALL HALLOWS!

As we prepare for the gates of the Four Winds graveyard to creak open once again, the Southerlands finds itself in a storm of uncertainty.

Baron Celian Blackwood of Sudbyr was Obliterated by the Baronial Council, though the details of his crimes have not been made public.

Meanwhile, wraiths have been seen roaming Clanthia, distributing letters from

“Seamus” to “Allanah”. The letters imply that this Seamus was a member of the Knights d’Eit sent by the Baronial Council to act as a spy within the army of the Great Empire, and discuss extremely disturbing events, including reports that the Bat Lord has created several unique undead!

If these letters are to be believed, what nefarious purpose will these creatures be used? Is it true that Gustav, the captain

of Duke Timothy’s guard, is not only a traitor but is responsible for delivering the instructions for constructing these undead into the Bat Lord’s hands? Who is this Allanah to which the letters are addressed? And could Baron Celian’s demise be related to these events?

Keep your eyes and ears open, dear readers. Keep yourselves safe. A harvest moon shines down upon us this All Hallows, but what will its light reveal?



### 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!"



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

- Pyrite is trying to track down all the copies of his recently printed almanac to make a life threatening edit.
- Some commoners have been outcriyng that Barons should be married, and that it's odd that they aren't.
- Guildmaster Kal'Eras was overheard saying how glad he was that he hadn't had to deal with removing any taints or attunements recently, but Winchester may be ready to disappoint him.
- How just is a trial when the "guilty" never knew he stood accused before death? How frightened must his accusers have been?

## What Lurks Behind the Corn? Dismiss Folktales at Your Own Peril!

Yellow hellhounds have recently been the curse of the Sutherlands, quite literally. Victims of their attacks are affected by a curse, and report being taken to a crossroads and encountering a mysterious and terrifying figure before being returned. According to Baron Panolas of Rossanoe, this is a threat the Sutherlands should have seen coming. Farmers have reported attacks and strange occurrences for some time now, but these tales were dismissed as folk tales and superstition. "These kinds of stories usually have some basis in fact," said Baron Panolas. "Common folk may not have the knowledge to accurately describe these things, but that doesn't mean the nobles and guilds who do have that sort of knowledge should ignore them." The being responsible for the hellhounds supposedly lurks on the Plane of Shadow, but is not native to it. Cadecus of the Isles d'Honig is reportedly quite upset that such a being would use "his" Plane for such purposes.

### CONTEST: Ghastly Guesses at What's Behind the Gates!

- [The Bat Lord] himself is going to rise as lich of the graveyard once we've killed his five undead, the ones that he's raised in the letters to Allanah. ~Olivia Oakwrought
- An unseelie general. ~Name Withheld
- Anyone who has been paying attention to the letters knows the 5 we'll be facing. A's new personal creations. My guess though includes a twist, as I believe it will be a race of finding something before his brute squad does. ~Name Withheld
- Considering the amount of water that was dumped in there last year, I'm thinking mold. Lots of mold. Lots of undead mold. I might stay home this year. ~Anonymous
- What's the single biggest thing that's happened since last All Hallows? The Bane. The Gate of the Forgotten Monarchs has kept them and who knows what else behind the wall for longer than recorded history. I don't think we're going to see something new in the graveyard. I think we're going to see something really, really old. ~Name Withheld

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*Heroes of Clanthia!*

*I take this opportunity to extend to you all a most cordial invitation to an auction you are sure to regret missing. Included will be items crafted with the endless magical might of the Kalarian, which should prove indispensable to you in the challenges presented by your impending Graveyard. Come early to the porch of the Celestial Guild to claim the best seating, and bring your gold and mithril. No vouchers, I.O.U.'s, or promissory notes will be accepted! Bidding will begin promptly at 5pm on Saturday. With sincere excitement for this opportunity at commerce and foreign relations,*

*Kastreix al'Phon*

*Scion of House Phon*

*Esteemed Citizen of the Kalarian Empire*

## A Mystic Message from Mayzie

[As transcribed by staff at the Auger & Scribe, per the request of Sister Mayzie who insisted that she could not write.]

“Well, well, well, you see, umm, umm, umm, I get a lot of, well, questions. No, wait. Not really questions, you see, but, uhh, uhh, more like curiosities if I had to put umm, umm, a name to it. You see, I get asked the same quest-no, curiosity, yes, yes, when I begin to discuss the Will of the World. Wait, I should explain. You see, uhh, the Will, uhh, uhh, uhh, when it’s the force, the, the, the, mind of all the power umm, before us. It ex-ex-ex—exists in all things. It is in the, umm, umm, well, the living, you see. But also it is in the non-living. The very, the very, umm, ground. The breath in our lungs. The uhh, the uhh light that uhh, burns our eyes in the morning. Well, umm, not all eyes I suppose! Hahahahaha! Oh dear, no! Hahaha! Mine you know, because I’m, well, I’m, I’m, I’m Opossum-Kin. Anyway, that’s not the point. Wait. What was I talking about? Oh...umm.... Well, I don’t know if I’ve

told you this before, but I don’t have a very good memory. Oh! Right, the Will of the World. Well, you see, some believe that the planes, um, well, send their forces to us. Like, uhh, like as though we pull on the planes for our magic. You know....wait, do you know? Are you a sorcerer, friend? No. Well, I’ll tell you. You see, great mages and wizards and such they, uh, use their words to call upon certain powers for their magic. Like uh, uh, Chaos and such. Well, that seems, you know, to umm, umm, umm, im-im-im- imply that we harness that power from the planes, call it down to us and into our, umm, hands. But no, no, you see. That’s not it at all! Hahahahaha! Are you getting all this? Remember I said, said, uhh, uhh, to take all this down. This is umm, important! Yes, very important! Uhh, uhh, did you get that? Can you uh, read it back? No, no, never mind. Time is uhh, well, it’s precious to some. Not so much to me of course, because, see, well, I’m an old thing. And I don’t uhh, don’t mind that uhh, well, my time is short. That’s fine by me, you know! Hahahahaha! We all gotta go sometime, you know! Hahaha! I’ll, uhh, uhh, sleep when I’m dead, they say! Hahahahaha!

Wait, what was I talking about? Oh dear, maybe we should uhh, uhh, wait! Is that tea? You, you mind? You know, I’m in the mood for a spot of tea. Can we, uhh, finish this some other time?”

### Missing:

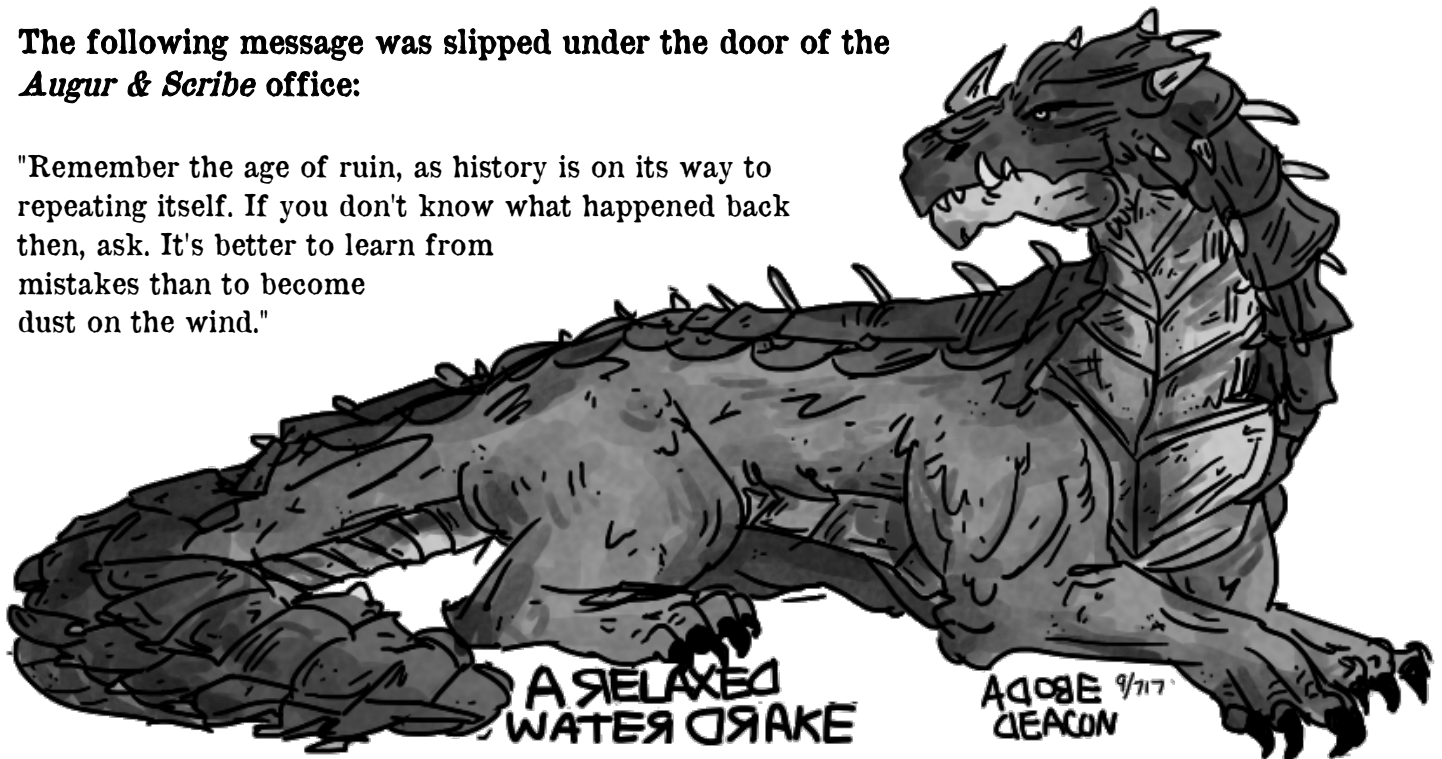
Adamantine Shortsword, lost in Four Winds Graveyard last year. Red jewel in hilt. Identifies as Shattertusk. Holds great sentimental value for myself and anyone who bled with me at Ettiene, would be indebted for it's return.

~ Radoc Ghillendre



**The following message was slipped under the door of the  
Augur & Scribe office:**

"Remember the age of ruin, as history is on its way to repeating itself. If you don't know what happened back then, ask. It's better to learn from mistakes than to become dust on the wind."



**A Letter from Baron Morgrim Thaonin of Darkholme**

*Attention all law-abiding citizens of the good King Devron Nolaric:*

*As a Baron and member of his Majesty's blood guard. I feel an apology is needed to the general populace. And a clarification. Only the King has the authority to try and or punish one of his Barons. Kindly remember that, for instance, if you ever want to put my head on the chopping block - or that of my Seneshal, as he was so kind to point out... It would be a pretty stupid thing to vote to obliterate me at some trial.*

*Warm Regards,*

*Morgrim  
Baron of Darkholme*

*RIP Baron Celian*

**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.