

The Augur & Scribe

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Shipwrecked at All Hallows!

The threat of the Four Winds Graveyard was successfully confined to Clanthia by the gates constructed last year with the aid of dozens of the Sutherlands' best artisans, alchemists, and smiths. But while the majority of the citizens of the Duchy were able to rest in their beds for the first All Hallows in recent memory (as opposed to memories of another life), the champions of the Sutherlands were faced with a soggy surprise: a true ship graveyard lay behind the gates! (See *Shipwrecked*, page 2)

Clanthian Constructs Crush Carpathians!

Winchester, Steward of Ilmorla, transformed dozens of Sutherlands citizens into constructs on the day after All Hallows -- symbolically, at least. By marking the hands of volunteers, he transported a strike force from Clanthia to the jungles of Carpathia, apparently using the same method the Ilmorians used to send its army of golems to the Sutherlands before its defeat almost two years ago. (See *Constructs*, page 2)

Letter from the New Editor

My fellow citizens of the Sutherlands, it is an honor and a privilege to introduce myself as the new managing editor of the *Augur & Scribe*. For a number of years I have operated a humble press out of Hobbleton and have worked with Mrs. Moira to print issues of the *Augur & Scribe* for distribution in Sahde. I have long thought, however, that a Sutherlands newspaper should be run by Sutherlands citizens. When Mrs. Moira put out word that she was looking for partners to manage the newspaper, I couldn't resist the opportunity to contribute to the news rather than simply reprint it.

It is my hope and intention to continue providing the high quality you have come to expect from the *Augur & Scribe* while maintaining a perspective properly grounded in the Sutherlands. And with the addition of a number of new writers, the future of the *Augur & Scribe* might just hold a few surprises.

Respectfully,
Phineas Goodweather

Hargo No Hero

The Baronial Council of the Sutherlands declared Hargo Stonespirit guilty of murder, theft, and other actions unbecoming of the position of Guildmaster of the Healers' Guild. This came after a trial a month prior based on accusations of theft by Guildmaster Kal'Eras of the Celestial Guild and Lord Winchester of Ilmorla, of which he was declared not guilty. New testimony and evidence presented by Olivia Oakwrought, Hargo's second-in-command, apparently resulted in the charges to be reexamined.

In addition to the standard punishments for the crimes of which he was accused, Hargo was stripped of his position and reportedly banished from entering several baronies. The Baronial Council has yet to announce a replacement for Guildmaster of the Healers' Guild, though several individuals are supposedly in consideration for the position.

Girls and Boys and Burning Toys

By Jenny Vertident

There were a few children missing from our village. I was fairly sure that they'd been taken by the Fendari as slaves, but the parents didn't listen to an old woman, of course, carrying on heartbroken as they were. We went out looking for them, but weren't able to find much

sign of them. Some folk went missing, but I expect that was more to do with skipping out on their debts than anything else. A few of the teenagers wandered out into the woods, "looking for the kids," (more likely necking if you ask me) and only one came back, not saying a thing about where the others were. Then, lo and behold, I glance out of my shutters, only to see some of the heroes of Clanthial!

According to the folk I was able to catch up to, the children had been taken by ghosts or fairies or some such. And the only thing that they could think of to fix the haunting was to burn their toys?! Poppycock and cow pies. Of course we were happy to have the children returned, (even if they were a mite touched), but what a way to welcome them home... Perhaps next time there's a problem you could send someone with a mite more tact to handle it? The parents are having to lock their children in their bedrooms at night now because of their nightmares... And that voice... Perhaps you folk could take care of that next?

Shipwrecked

(Continued from page 1)

Dozens of ships from the battle at the Maelstrom earlier in the month had been sucked into the

Graveyard, along with the Primarchs of the Planes of Law and Death, an avatar of Life, and the orcish warlord Storlagga. These four figures, having been transformed by the Graveyard into powerful undead and with Storlagga symbolically representing the Plane of Chaos, were the foci of a powerful ritual apparently set in motion by the ancient fae known as the Lady of the Lake, intended to siphon power from the moral Planes.

While the Duchy's heroes successfully contained the power within a ship's wheel (undoubtedly the idea of an Islesman), dealing with that power presented quite a dilemma. A number of options were apparently hotly debated, and a few different approaches were reportedly attempted without success. The final decision to hand the wheel over to the lich Aldius, previously convicted by the Baronial Council of sedition, remains quite controversial. The lich supposedly released the power contained within the wheel back to the Planes from which it was drawn, and reports claim that he restored his mortality before

doing so at the insistence of Lord Radok of the Isles d'Honig, though Aldius has previously shown great skill in magically masking his nature.

Even if those claims are true, however, it would mean that the Sutherlands relied yet again on the aid of a necromancer, which many find unsettling.

Constructs

(Continued from page 1)

Based on reports that King Evander's forces had been surrounded outside the gates of the Carpathian capital, the Baronial Council led a few dozen champions through the poisonous jungle to pierce the enemy lines, in concert with an attack by a fleet of soldiers from the Isles d'Honig. The strike force successfully pushed through the enemy's forces to bring aid to the King's troops, though a number of casualties were reported. Roughly half of the strike force remained in Carpathia to fight alongside King Evander in the assault on the Carpathian capital.

Weather report for December

By Jenny Vertident

This December is going to start out mild enough. Nice and warm during the day, just a bit of nip in the air at night, a few showers Sunday afternoon... and then you folk will muck it up. Just like you so-called "heroes" always do. Making deals with liches and putting our children in danger and like. Expect a cold, hungry, bitter winter for us common folk, while you live your glamorous lives without consequences. For now...

Letter to the Editor: The Need for Art

By "An Art Student"

People appreciate art, yet few focus on the amount of work required to paint a beautiful picture or carve out a sculpture. Even fewer think about the artist's life or moral code. When most see a hall adorned with various art pieces, they merely see decorations.

There once was a great painter who created such works of art, and all who passed them knew only of the lovely paintings and accepted them as part of the scenery; they did not know of their origin or of their creator. It came to light that the painter worked best whilst clad in a brightly-colored, flowery apron and that occasionally, a painting of his would come to life and cause havoc. Those that knew the painter thought that he bore no ill will towards anyone, but his flowery apron and mischief-causing paintings caused great fear among the people that knew no better. No one knew where the painter had come from, and none could name him as relative, kin, or ally. The ignorant masses whispered fears about the painter, and rumor quickly spread across the land of the villainous mastermind, yet none even blinked an eye as they passed his works day after day.

One fateful day, the mayor of the town came to possess an enchanted brush that would allow a skilled craftsman to create a masterpiece. In the wrong hands, the brush would cause destruction, but in the hands of a good person, it could help the city prosper. The mayor had his guard go to the grand painter to discuss the fears of the populace. The painter was told he would be given the brush only if he would remove his flowery apron and promise not to use the brush against them. The master painter agreed to discard his apron, and the mayor gave the enchanted brush to the painter, thinking there no other option than to trust the painter. The painter then left the city and retreated to unknown solace with the enchanted brush, no longer able to work at his best since his apron was removed. The mayor and guard had no guarantees of anything, but merely trusted that the painter would do them no wrong and that, despite being stripped of his apron, that he was strong enough to handle the enchanted brush.

I myself have studied art, but I have never painted. One who possesses neither brush nor paint to create any masterpiece should not be attacked by those who fear the unknown art. Fear and ignorance of any art only breeds suspicion, distrust, and aggression. I have studied the techniques and observed painters as they have worked, but that does not make me an artist. On a larger scale, should the need to paint ever arise, Clanthia will need their artists. All of us seem to take for granted that we live in safety and enjoyment with relative ease; what will we do if that life, stripped of its art, runs into nothingness and becomes void of emotion?

Scuttlebutt & Hearsay: The Latest and Greatest Rumors

- The vacancy in leadership of the Healers' Guild has provoked a veritable storm of rumors:
 - ◆ Remus (also known as Sir Clank) has been offered leadership of the Healer's Guild. This begs the question: why are the Barons offering leadership to one not a citizen? Are Clanthians so incompetent?
 - ◆ After becoming frustrated with three failed administrations, Sir Remus' squire has decided to step up and lead a prosperous Healers' Guide. Now who is going to take care of Remus?
 - ◆ Sir Keplar has been campaigning for the position of Guildmaster. Whether he's aware that the position is for that of the Healers' Guild has yet to be determined. However, Sir Remus supposedly challenged Sir Keplar to an honor duel for the position.
- Nno was convicted of murder, but the newspaper declined to publish an article about it on the basis that "It's not news". [*Editor's Note: Rumor confirmed.*]
- Sahde's numbers dwindle as the long summer days give way to Autumn chill and winter frost. Perhaps the beautiful ladies are more suited to picnic tables than battlefields?
- Baba Nessa was made Bandolier of the S'baity clan in a private gypsy ritual. The exact number of children whose blood was spilled for the ritual is unknown, but Nessa was seen showing off the knife afterward.
- Sudbyr's Seneschal certainly changed his tune the moment his Knight Master returned. Perhaps he fears death as much as the rest of us...
- Apparently, Darkholme has successfully exterminated the wild elves! The only question is: who's next?
- What is Nno up to? Every gather Rossanoe seems to have fewer cabins as they are claimed by Druids. Perhaps Rosille wasn't an isolated incident?

Reward Offered for Missing Property Belonging to The Merchants' Guild

The following were lost by members of the Northern Compass Trading Syndicate & Merchants Guild. Any information on the whereabouts of these should be brought to Guildmaster Wellin, or Guildsecond Avalon. Descriptions are given below. A reward is offered for the safe return for any of the below-listed:

- Short sword w/ smoky blade tinged w/ red, angular hilt, gray ribbon tied to it. Identifies as "Ash".
- Red ruby bracelet with gold clasp.

Lost in the Four Winds Graveyard, October 715:

- Gold dagger with maroon leather grip, crystal tree decorating base.

Lost March 715, in Clanthia:

- Chainmail necklace with green gem droplet, identifies as "Mindless Circlet".

Lost Early Spring 715:

- Chaos tainted individual dressed in purple based multicolored clothing. Current race unknown. Answers to the name of Soodus.

Lost August 714:

- Focus: Looks like a tree branch with crystals on the end.

Reward Offered for Missing Property Belonging to the The Armorsmiths' Guild

The Armorsmiths' Guild is looking for several items and is asking for help in retrieving them.

- 2 Anvils lost in the effort to build the gates for the Graveyard.
- 1 Mithral runescribed smithing hammer white with blue runes
- 1 Meteoric Iron Runescribed smithing hammer black with white flecks and white runes.

As a reward for the return of the items, the Armorsmiths' Guild is offering either free armor for a determined period of time or a standard magic weapon, to be negotiated between those returning the items and the guild master.

Any information leading to the retrieval of these items will also be met with a small reward.

Have Intelligent Guardians?

So you've got 99 problems, and your intelligent guardian is one of them! Or does it really have to be?

Fear not! Turn that liability into some profit! The Merchant's Guild is currently taking orders to buy your non-compliant intelligent cabin guardians.* Feel free to contact your local member of the Northern Compass Trading Syndicate for a free quote. Terms and Conditions will be provided within one month for customer approval.

*Stock quotas on various types accepted due to limited storage space. All deals must include Master Control and subject to careful inspection. Proof of ownership may be requested. Not valid for Life or Undead guardians. All sales final. Offer not valid in the Great Empire, Carpathia, or Shadowmoor. Ask about our new storage rental plans.



The Dancing Gypsy Cafe

Tired from a night of saving town? Or perhaps you need a spot to have a quite conversation. Come to the Dancing Gypsy Cafe. Clanthia's premier spot for:

- ✿ Wine, Ale, and Spirits ✿ Entertainment
- ✿ Magical Foods ✿ Divination ✿ Master Jewelcrafting
- ✿ Master Weapon and Armor smithing

COMING SOON TO CLANTHIA IN 717

The Traveler's Rest Inn

- ◆ Offering comfortable, protected, safe lodgings for the unaffiliated.
- ◆ Reasonable rates, discounts for newcomers! Investment opportunities available!
- ◆ Questions? RSVPs? Contact Bia Berelli-Sbaity or Roxanne Dragomir-Sbaity at the Dancing Gypsy Cafe.



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 treason.

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.