

# ~ CHIRAM'S HOLLOW ~

## Shiney Dreadfuls Newspaper

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Sir Landon challenges Legacy  
Leader; All You Want to Know  
About Necalli



### Inside this issue:

All About Necalli	1-2
Interview: Seneschal Vaune	2-3
Know your foe:	4
Shiney Dreadfuls	5

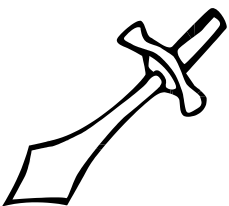
The continent is abuzz about the recent challenge issued by Sir Landon to the vile Sarr vampire Necalli. Seemingly taking his own life in his hands, Sir Landon has called for a one on one combat to the death

against this fearsome foe, the eve of which should fall just as we go to print. To our delight, we got the scoop on exactly where this dread Lion Sarr came from by a survivor of Necallis very first swath of destruction. Though asking to remain anonymous for her own safety, we are excited to publish her account. Here's what we learned in her own words!

When the blight of the Deadlands began, Kalcadia was unaffected at first. Soon however the lands began to wither, and the wild beasts began to die, and the Sarr knew they had to do something or lose their homeland. A council was called, and the clans gathered, their leaders meeting to discuss their plans. After many arguments and one or two honor combats, the decision was made. Underneath the leadership of Necalli of the Clan of the Lion, and with the support of Itotia of the Clan of the Tiger and Nahutal of the Clan of the Lynx, the Sarr assembled for war.

Necalli declared that the only way to stop the blight now was to destroy the source that had brought it, the one known as Avelik. The combined strength of all the Sarr would be enough to drive back the Vampire and his undead hordes if they fought with all the skills they possessed, he assured them. The Sarr marched forth over the lands and met Avelik and his undead hoards face on. They were nearly slaughtered to a man.

The combined forces of Avelik and his vampire retinue were far above the skills of even the mightiest Sarr warriors. Even as they faced heavy losses, Necalli refused to back down. Itotia in all her valor went toe to toe with Avelik himself, and had her throat ripped out. Necalli demanded the Sarr press onward, and found himself swiftly betrayed by Nahutal. The Lynx blamed Necalli for the losses they had sustained and declared him an unfit leader, gathering up the remainder of the Sarr and fleeing the battlefield leaving Necalli and what few Lion and Tiger Sarr that remained behind to



**\*Do you have information to share?\***

**Speak to your local Shiney Dreadfuls Delivery Agent!\***

**All Classifieds Welcome!!!**



*Know Your Foe: Skills and Professions: Mightier Than the Sword: Spells and Sorcery: Casters (and Castas)*

So this is a break from the usual style of article because I'm not going to talk about a race of bad guys, I'mma talk about a profession. That profession is spell casting. Everything you need to know about fighting a spell-slingin' aura hoarder, it's in here or it's wrong, and misinformation is my greatest Foe, except my ex-wife. Enyarra, if you're reading this, stop sending assassins after me. That business with your sister was almost three years ago and I still don't even know why we're fighting in the first place but there aren't that many Lothanti left so please stop making me fight your damn cousins.

So yeah, spells. Well, the first thing is to cover the technical definition of a spell, since I decided it was the first thing and this is my column. On the regular. A spell is a specific intentional magical effect typically reproduced by channeling celestial or earth (or necromantic except don't you horrible bastard) energy while reciting a key phrase, such as "I grant you the power of a spell shield." Uh, if you're reading this article aloud to your friends, stop it, they can buy their own copy. And also sorry if you just wasted a spell shield. Blame my ex, it's free and it always makes me feel better. Basically, it's saying specific words in a specific order to make something happen that you know what it is ahead of time, or doing that thing without the words if you're special. If someone or something is flingin' all magic at you without saying words, those are still spells probably, but their innate, and that's way better. Also with a sword, if you can do that, that's a channeled spell, and those are great too, but they're all spells, and can be blocked with a spell shield, and again sorry about that.

What is NOT a spell is if a spell shield can't block it, such as with a gas globe (duh, obvious) or arcane effects (not as obvious, except now you know and knowing means no excuses). If a vampire is throwing energy at you and it's all Arcane Fear, your spell shield that you would have had doesn't do a thing. Also, if someone's reading this aloud to you, BUY YOUR OWN COPY. And if their hands glowed or sparked or anything during that sentence with the vampire, kill the reader, unless they didn't read this part, which is your own fault for being a cheapskate, don't say I didn't potentially warn you.

So spells are dangerous because they can do all manner of bad things to you, and even though some spells are good (yes like spell shield but seriously get over it, it was your own careless fault) most will ruin your day. The people that cast them are called spell casters, because creativity was asleep that day, I dunno. The point is, if you see a person with a fistfull of glowing aura energy, don't make them angry or kidnap their sister as some kind of revenge scheme. It will go poorly. Also if they DON'T have glowing power but their fingers are all crooked and spread out, they're lying to you with their empty hand and get them now. Spells come in a lot of different types and types of types, but the most important types are bad and really bad. Don't get hit by really bad spells. The best way to do that is to not get hit at all, but the second best way is to have your spell shield up and also have cloak or bane options at the ready. Lemme give you an example. Say you're just a guy with a normal name like Terin and you are in a fight with some jerk mage with a jerk mage name like Belthivis or what have you. Belthivis is going to throw spells at you and probably anyone near you, so you drink a spell shield potion. Then he throws two spells right at you like a bastard, since your spell shield can only stop one. So one of them is a pin, and the other is a prison. If you have a cloak against either binding or eldritch force, you can stop one and your spell shield takes care of the other. That's good. Now kill that guy. Stuck up mage.

Anyway, lots of things can do magic and plenty of them will try to hurt you so don't waste your spell shields, that's basically the key here. Join me next time when I'll discuss how to disarm traps, but not my special traps because stay away from me, Enyarra. I'm not an idiot.

The few hundred survivors of the battle returned deeper into Kalcadia, and prepared for the worst. It soon found them. Hordes of undead poured over the borders of their homeland. The Sarr could find no rest, for in the darkened lands the undead came by day and night. Still, all hope was not lost, for not long after the undead came Necalli returned. In a brief pause in battle one night, Necalli appeared out of the darkness, a small force of Lion and Tiger Sarr behind him. He refused to stand amongst the Sarr he claimed had betrayed him, but offered them a chance for redemption if Nahutal would bow before him and beg forgiveness. Proud but exhausted from the constant skirmishes, Nahutal stepped out of the crowd and approached Necalli, bowing low as he prepared to beg for forgiveness in return for the Lion clans assistance in driving the undead back from their lands. Nahutal never had a chance to utter a word however, as he looked up into the face of his former leader he realized something was dreadfully wrong, the king of the Lions was himself one of the undead. Necalli for his part only smiled as he swiftly reached down and tore the chest open of his former Lynx friend, ripping Nahutal's heart right out of his chest and plunging his fangs into the still beating heart.

"You have betrayed me, each of you who stand before me" Roared Necalli, Nahutal's blood still dripping from his mouth. "I declare now that I shall not rest till each and every one of you is dead. I alone shall remain as the proud leader of the new more powerful Sarr race. I take the Oath of the Hunt before you all; I shall not rest until you all are dead!"

~~So ends our sources account of what happened in Kalcadia all those years ago, as understandably she fled shortly after this. Now we all know a bit more about the foe Sir Landon will be facing, and just how dangerous this creature truly is!~~

## *Another Interview with the Hollow's Newest Nobles: Getting to Know Seneschal Novantae Garrick*

This month we once again sat with one of the newer Justicar's of the Hollow Isle Bastion. Luckily for our pre-interview jitters, Justicar Seneschal Novantae "Vaune" Garrick has a much more welcoming demeanor (not to mention tinier stature) than her colleague the Magistrate.

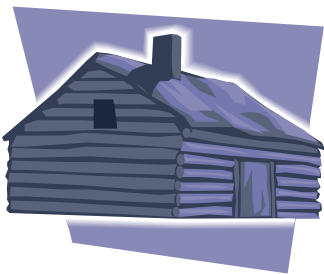
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Shiny Dreadfuls: So! Justicar Seneschal Novantae Garrick. That's quite a mouthful!

Justicar Seneschal Vaune: That is certainly an interesting thing to say to a person! But "Vaune" is just fine.

SD: Alright then, Seneschal Vaune! Tell us a bit about yourself. Where are you from?

JSV: I am a Child of Camulous from the Dolphin Tribe, so I was born and raised in the lands of Tar'Navaria. For most of my life I travelled across the continent, until the Mists to other lands opened and I was brought here to Laerthan.

SD: Tell us how you came to be amongst the nobility. Were you born to it?



SD: Tell us how you came to be amongst the nobility. Were you born to it?

JSV: Oh no, the Camulans aren't organised into that sort of society. I wasn't introduced to the concept of nobility until my early third century. I've seen many members of my family pursue the noble path and earn various court positions since then, however. My daughter Despona is serving in Icenia, I have a grandson on the court of Brittington and a grand-niece in Southern Galanthia. Despite tangents here or there, my main path has always been that of a teacher, and I have served both in courts and in classrooms. Nobility found me after Queen Beah was returned to her rightful seat as ruler of a free Eire.

SD: But there are rumors that you were offered a belt no fewer than eleven times in Tar'Navaria by various courts!

JSV: It was never the right time.

SD: Well that's enigmatic!

JSV: I find it uncomfortably narcissistic to speak too loudly of my accomplishments. I try to allow them to speak for me, or not at all.

SD: Fair enough! So how long have you been in service to Eire?

JSV: If you count the time spent underground with the Eiran resistance during Caryth's occupation, I have served Her Majesties for nearly fifteen years. After Queen Beah was restored to her true throne, I served as the Princesses' private tutor.

SD: Is it strange being in the service of those so many centuries younger than yourself?

JSV: Not at all. My job is to be a facilitator, an advisor. I try to teach all my charges to trust their own instincts and think for themselves, and in turn I trust in their wisdom. There are always things young eyes see that old eyes can miss.

SD: Did you serve in the Battle of All Nations last year?

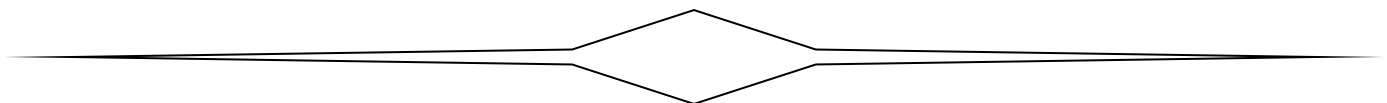
JSV: I did, yes, in Authenrai. It was a battle hard fought and hard won by all.

SD: And were you assigned to the Hollow immediately after?

JSV: Over the winter. Her Majesty Queen Regent Arianne wisely surmised that overseeing the Hollow is a job best suited for multiple persons, and she hopes that by dividing responsibility for this area, my colleagues and I may bear the burden together and weather the storms that have cost us so many great leaders.

SD: Do you have any goals for the Chiram's Hollow Bastion? It's got a bit of a reputation for crossing the bounds of the law.

JSV: My goals are simply to lead by example and encourage the disparate societies and classes of the Hollow Isle to live respectfully and peacefully.



# Shiney Dreadfuls:



- ~The Battle Hive has been seen floating over the Western Desert.
- ~Chithiss is looking to other lands to find new horrors to unleash upon Eire.
- ~White Sun has begun dealing with raiding attacks in the dead of night. No can give a clear report of the enemy but they've all heard piercing female shrieks.
- ~The elves of Imirie are plotting a rebellion. There are nobles, including many Heriophan, who are sympathetic to their cause.
- ~The Life elementals are planning to abandon the mortal planes once again, this time permanently.
- ~The Southkin family has put forth Sir Dexter Southkin as a prospective match for Queen Reagent Arianne as she was formerly betrothed to his brother.
- ~Justicar Julia Tavistock and her wife are expecting a child.
- ~Elemental Kin around Laerthan have found themselves feeling weaker, some even slipping into comas. Those who have returned to their home planes however report they are all feeling fine.
- ~Baron Landon has sold several family heirlooms for huge prices; no one knows why he needs all that gold.
- ~Sadeen Moore's secret police have been arresting all foreigners without warning or explanation.
- ~Dexter Southkin is looking for "hired professionals" to handle a delicate matter.
- ~Renowned herald Errold Haroldson has quit the family business to become a touring minstrel.
- ~After a long and mysterious absence, Gideon the Golden Rogue has resurfaced, having pilfered many ancient and wondrous treasures from the unexplored lands south of Tower Portal.
- ~Three Withering Knights destroyed an entire village near Finn Castle. They were said to be looking for Vigil Keep.
- ~The courts of Authenrai were severely shaken when several childhood friends of Princess Ariel claimed to have gotten distressed whispering winds from her all on the same day.