

# HAYLEM HERALD

A E T E R N U M   C O N C O R D I A

Volume 26 Issue 6

County Kyrinen Edition

Year AU 31 Month 7

## The Accursed North

*By Muriel Wanderfoot*

This past gather the adventurers began their assault on the Dark Fey Curse in earnest. When they returned from another venture, one of the younger adventurers, Skittles Fluffy-britches Doskalov, discovered that one of the Fey Aspects was waiting on her caravan porch. The adventurers were told that the timing was right to move on the first Dark Fey realm. They gathered and went to the Nexus of leylines and found that the portal to the Tomb Carver's realm was open. Using his name they were able to pass through into a realm of tombs where the Dark Fey jackal could be seen moving and carving the names of the dead into tomb walls. There were many mummies to be fought as they began their search. Within this realm those with the strongest spirits were able to interact with everything, while those with slightly weaker spirits could read what was written within, but couldn't touch anything. Those whose spirits were the weakest were unable to see or touch any of the items being sought or the words written, they had to trust to their comrades on what was being found. Three statues were found within the realm, and then the adventurers gathered one of each spirit strength to the lair of the jackal to wait for him to take his rest. Each of these was given a statue and then they were able to ask him a single question. Once the answer was given it was time to leave. The answer was recited at the doorway and the Tomb Carver's piece of the curse was able to be removed from his realm, weakening the Dark Fey Curse for the first time. The following night a pale dwarf-like creature with a twinkle in his eye came to the adventurers. His name was Feldor and his job was to bury the dead. He was there to lead the adventurers to the next Dark Fey Realm, the realm of the Raven. When the adventurers arrived it was an endless battlefield. Shadowy soldiers were there. Nobody could die during this battle, instead they vanished when dropped, reappearing at

the doorway to the Realm, injured and driven to keep fighting. On the far side of the battle field was a forest, a few adventurers made it across and found part of a poem written there. Throughout the battle all fighting would pause and the Dark Fey herself came down with her ravens and she would grant a boon to a fighter on the field. When seven boons had been granted the adventurers pulled themselves from the field and those seven, each with their boon, went to the door and recited the poem, granting her piece of the Curse to the adventurers. With this the adventurers have begun to weaken the Curse. There is still more work to do, but I have faith that they will be able to accomplish their goal of breaking this curse and freeing the North of the Dark Fey's presence.



## Reminder to Our Readers

Please remember that our delivery people are hired to get your paper to you. They do not write the content that can be found within the pages of the Haylem Herald. With this in mind, please do not complain to them about any spelling errors, any mistakes in content, or disagreeable content that is found. The fact that you have your Herald means that your local delivery person has done their job.

If you do have any complaints about the content of your Haylem Herald please come to your local printing offices to speak with us in person. If you are unable to come in person you can write to us. The local office for the Kyrinnen edition can be found in Thrush Peak. We are open to the public from 10 in the morning until 6 at night. After this time there will be nobody available to hear your complaints.

Once again, please leave your local delivery people be when it comes to the content of the Herald.

## Adventurers Attack Adraxis

*By Muriel Wanderfoot*

For those trapped within the city of Adraxis this past gather gives some hope. Friday night a modified ritual was given to the Adventurers so that they would be able to take down the wall of fire surrounding the occupied city. There was a great deal of debate around the execution of the plan but quickly the adventurers got themselves together and marched out to the North once more. The Celestial Guild set itself up against a corner of the wall, touching one of the flame pillars that holds the power for it. Guild-master Violet, Vlad and Ikuro put themselves into the a circle and began the ritual while adventurers held off the waves of flame elementals and ogres that came at them to stop whatever it was that was happening. A small section of the holding force was dropped and the Guild master herself was taken down by the enemy. While the others were able to continue the ritual it was not a complete success. As the ritual ended all three casters vanished from sight. The pillar, overloaded with magics flared and then chain flares were seen from the next few pillars along the fence. One third of the pillars went down and the wall reformed itself between the remaining pillars. A third of the city was no open to the adventurers. The three casters were found, all with fire augments up, but otherwise unharmed from the mishap. The next day the adventurers returned with forces from Teresel and were able to move through the streets of the opened city and take this section back. Prisoners were found within, some enslaved, some just being held and tormented. It was a long crawl with a small strike force making their way into buildings to search while the rest defended the doorways from the remaining ogres and flame elementals. A building was chosen for warding right away and became a

*~continued on page 3*

# Tales Out of Time

*The following are tales from our archives, stories of daring feats performed by the Adventurers of Thrush Peak. Some you may remember, others you may have never heard. As you read these stories, share them, spread them. Remind your neighbours that even if things look bleak, there are those who will stand for us, be they young or seasoned adventurers, they are there.*

## A Thank You to the Youngest of the Adventurers

*year AU 17*

Thank you for helping me find my lost friends. I have worked very hard to train them, and if they had had to fend for themselves, I was afraid they would have reverted to their instincts, and become monsters. Can you imagine how dangerous it would be for the poor things, all alone in the woods? None of them even have helmets to protect them. Slurpy cannot even wear a helmet! He tried to wear mine the other day though - I think he was trying to keep it warm for me, but I just ended up getting wet when I put it on. He means well, really. I remember the last time I was in Thrush Peak, when the young adventurers helped me for the first time. You adventurers are an excellent source of talent; I don't know how you do it. Perhaps it is in the water? Next time I come to Thrush Peak, I am going to make it a point to bring back as much of your water as I can. Maybe if I feed it to my pets they will turn into great warriors and wizards - they can be the next generation of Heroes of Haylem.

I will see you all soon ... or will I? When I visit next you had all better be alive and wearing your helmets. We are at war, you know.

- Gerwin



## Thrush Peak Saved

*year AU8*

The newly founded town of Thrush Peak has not had a good start. A farmer unknowingly cut down a tree, one that the Fae hold sacred. The destruction of the Century Tree had detrimental effects on the land around the town, and the surrounding woodland areas. The land began to die shortly after the tree was cut down. The angered Fae attacked the town, threatening to have the town razed by a terrible beast. Brave adventurers who arrived in Thrush Peak that same day bravely defended the town from the Fae attacks. Along with the Fae, there were many rabid animals such as bears and wolves that attacked townsfolk. With the help of a rhyme that the adventurers recovered, they were able to search for the proper components needed in the restoration of the Century Tree. The Century Tree was restored, but not quickly enough. The Fae gave the town a time limit on the task, and that limit was not met. Unfortunately, the Fae began their summoning ritual at a mushroom ring which appeared in the field just outside town before the adventurers uncovered a way to restore the tree. In a brave attempt to disrupt the ritual, Illden of the Blinding Light threw himself into the circle, causing the ritual to flaw and explode. The huge explosion knocked many down, and caused Illden's spirit to be torn from his body. Illden resurrected successfully minutes later. The Fae were persistent and attempted the ritual once more. This time, Sir Cryptus of the Blinding Light, a Knight of the Realm disrupted the ritual by throwing himself into the circle. He too resurrected minutes later, fortunately everyone who watched made sure that they were outside the blast radius. The Fae completed the ritual on their third attempt after the mushroom circle moved between the town hall and the Green Dragon Tavern. The Fae then departed singing songs and rhymes related to the destruction of Thrush Peak by the drake. Eight brave adventurers managed to restore the Century Tree after many hours. Their brave efforts have been noted by Baron Creole and the people of Thrush Peak. Sir Cryptus and Illden, both of the Blinding Light have the personal thanks of the Baron, and have shown their bravery and self-sacrifice for our fair town. The drake flew into town the next morning, answering the summons of the Fae. The Drake attacked the town, but then flew away. Witnesses have said that Baron Creole was brought down by five great blasts of fire from the beast's mouth. Almost all of the adventurers assembled with the Baron to battle the beast, none too deaths. The good Baron has announced that from now on the defeat of the drake and the restoration of the Century Tree be celebrated each year.

## Missing townsfolk returned

*By Stan Cophy year AU 22*

For those of you who haven't heard from relatives living near Gleeson's Mill since the winter thaw, the Thrush Peak Celestial Guild may have some answers for you. During the winter, as the New Year was set to turn, a group of nefarious hedge wizards cast caution to the wind and wrought suffering upon all residents within a five mile radius of the mill. It seems as though they intended to corrupt and control the townsfolk and create the makings of an army to carry forth their devious schemes. The poor citizens were all race-changed into scavengers, of the nearest appropriate mammal to them and were robbed of their conscious thought. Left only with their more feral instincts, and an obedience to the fiendish villains who had wrought ruin upon the peaceful residents of Gleeson's Mill, the citizens were lost to wander in the abyss of suffering until such a time as they could be freed by the brave heroes of Thrush Peak. Gallantly slicing through waves of feral monsters to valiantly restore humanity to their fallen fellow citizens was but the beginning of their work. After realizing the extent of the curse that plagued the region, and with some help of the Celestial Guild of Thrush Peak, The noble adventurers not only safely returned all of the missing citizens to their previous mental state, but brought swift, lawful justice to the monstrous hedge wizards which threatened the realm with their wicked schemes. All of those associated with Gleeson's Mill, nay, the entire County owes the adventurers of Thrush Peak another round of praise and thanks for their continued efforts on the behalf of the citizens of Haylem.

To the great adventurers of Thrush Peak, I salute you!

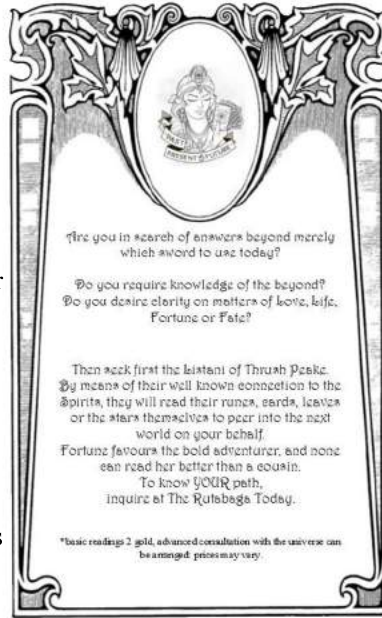
# Adraxis Assault

~continued from page 1

base for the defense. Later that night saw more activity in the newly reclaimed streets as the adventurers went one way and Teresel forces went the other. Both sides setting explosives along the fire wall to bring down buildings to create a wall of their own and funnel the enemy into the center where the two forces met and held off the onslaught. All of this was a distraction while two adventurers, Mel Mel and Lord Pook used magical means to enter and leave the held section of the city to suss out what was happening within. Sunday morning once more saw the adventurers heading towards Adraxis but they stopped part way, blocking a path between Mors Drakor and Adraxis, setting up a blockade to prevent reinforcements reaching the ogres and flame elementals. A small number made it past, but the majority were beaten back. A number of adventurers returned to Adraxis as the gather ended to help and hold this section of the city for the next few weeks until the next gathering of Adventurers.

# A Night in the Earth Guild

by Strom Dorfin



There are lots of rumours about what goes on in an Earth Guild. So much of what we hear comes from the Adventurers and their Earth Guild, but what happens at a regular guild house that doesn't deal with adventurers and their strange happenings? I decided to go spend a night in Watchwood to see what the Wizards there got up to. I figured it would be a fairly boring night.

The night started like I expected. The wizard on duty arrived and settled down to enjoy some dinner. Within an hour he was in the circle with a screen pulled across it to give the resurrection some privacy. A set of plain clothes was found to fit the woman. A watch member who had encountered some bandits in the South Wood. None of the others in her group resurrected. She left but did come back later that night to report in that the others had been successful in routing out the bandits, and to return the resurrection clothes. It was fairly quiet for a few

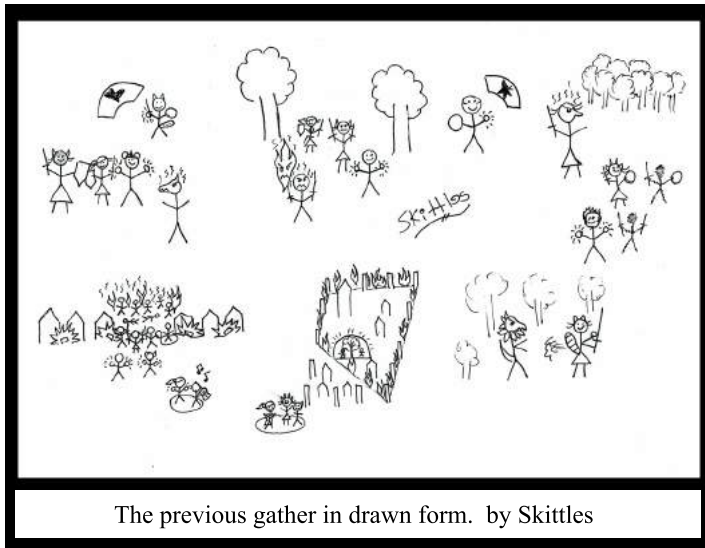
more hours, then there was a gentle knock on the door. Two people, an older man and woman, looking for some healing. The man's jaw was badly broken and his face was already going the deep purple of bruising. As the guild wizard fixed his face he questioned the wife, who tearfully said she didn't know what had happened, he'd just gone out to the barn and when he came back he was like this. Due to his being unable to talk and in extreme pain she had decided it was best to come to the guild right away instead of waiting until morning. Once his jaw was fixed the old farmer was able to tell his tale.

*"See, I went out to the barn like me wife said, I was checkin' on the cows. Ole Starla, she's a sweet ole thing, give us lots of babies she has, she turned her head just as I were passing by her and crack went me face to her face and down I go like a sack o dung. I'm sure she didn't mean nothin by it, she's always been a nice docile gal, y'know. I don't wanna press no charges on her or nothin!"*

The two insisted on paying for the healing, even though they had no money, and gave the guild wizard a half head of cheese for his efforts. After this nothing happened for some time and we both napped in our comfy chairs until there was another knock on the door. A mother with her son who had tried to sneak out of the house in the early hours of the morning and fallen from the window above their shop. His arm was quite broken but after speaking with the mother the guild wizard simply set the arm but didn't use healing magics to fix it. The mother wanted him to think more about what he had done and the consequences of his actions. The boy was very vocal in how cruel they were both being, but I rather agree with his mother's choice.

With the morning starting to arrive the guild wizard began his paperwork for the night shift. I'm assured that cows breaking jaws is not as common as all that, but broken arms or legs in children from doing dumb things is a fairly frequent occurrence. This was an average pace of night for the Watchwood Guildhouse these days, ever since the adventurers moved North that is, it used to be much busier with their comings and goings.

As the sun arose a wizard arrived to switch places with the night duty and the two of us were sent home to get some much needed sleep.



The previous gather in drawn form. by Skittles

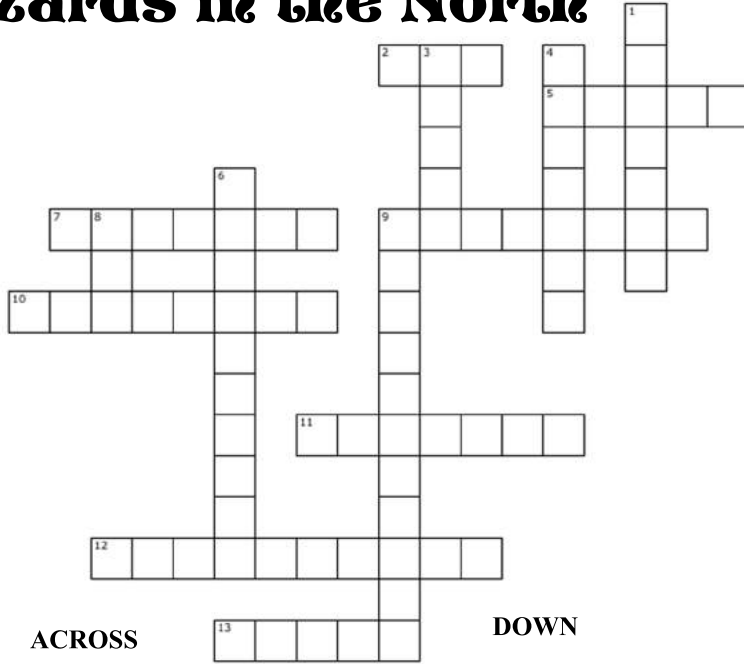
# Two Love in Eldamar

In an amusing twist of love story, identical twin brothers, Mario and Frankie Cook are to be wed in a joint ceremony with identical twin sisters, Isobelle and Anabelle Applegrove. The four have known each other their whole lives and people used to try to guess which of them would end up together, the most common pairing was Isobelle and Frankie. Nobody suspected that they would end up as two couples though.

In a few weeks time the happy couples, Frankie & Annabelle and Mario & Isobelle will be tying the knot on the Applegrove's farm just outside of town. Both sets of parents are thrilled as they get along well, which we are grateful for since they will be in laws twice over.

We wish both couples a happy and long life together.

# Hazards in the North



ACROSS

DOWN

- 2. an element out of season that is growing in strength thanks to the Northern Barbarians
- 5. large smelly brutes that recently took Adraxis
- 7. the Northern Babarians follow this totem
- 9. recently become visible these things of elements can be useful or dangerous
- 10. a creature after the Sarr. Has been fought multiple times in the North
- 11. groups of people preying on travellers
- 12. what the Wild Elf Enemy is doing to their totems
- 1. these creatures aren't from Tyrra and deal in fear, anger and hatred
- 3. this has been placed upon the North, the King's Protection is holding it as bay
- 4. small monsters that are normally not a big issue but recently have gathered enmasse
- 6. the volcanic mountain that has been a problem for years
- 8. the Mother of Stavva, a dead drake
- 9. a golem of mechanical parts and Power that wants to make humans perfect

# Rumours



Once again dear readers I bring you the best and strangest of the rumours which circulate the county at this time. Some seem

to have died down, due to a lack of interest, or perhaps the truth of them was discovered. Maybe even the parties responsible were found and brought to justice.

Anyways, some still linger on the tongues of Tavern patrons, and some new rumours have sprouted entirely. Read, enjoy and for all those brave spirited individuals, pursue these tales with caution, for who know what lies in the darkness.

*person 1 "There's buried treasure out in the North y'know."*

*person 2 "How do you know that?"*

*person 1 "I got a treasure map off a guy that came to the encampment to trade stuffs, he says it's genuine."*

*person 2 "Can I help you look for it?"*

*"I heard one of the Mystic Wood Elf adventurers telling other adventurers they weren't allowed to even talk to the fey without a Mystic Wood Elf in attendance. Do the Mystic Wood Elves own the fey now?"*

*"I heard some strange music the other night, freaked me right out. When I looked out the window there was this guy just sitting in my field playing a guitar."*

*person 1 "There was a wedding down in Ontarius, a bunch of listani in that Creation grove and I saw nobles and chivalry there too."*

*person 2 "I heard there was a drake and some fey creatures and a listani made out of Creation"*

*person 1 "Must have been adventurers, that's too weird for normal folk."*

# Sudoku

fill all empty squares so that the numbers 1 to 9 appear exactly once in each row, column and 3x3 box.



# Red Drake Charity

Please help support our farmers with The Red Drake charity for struggling farmers of Haylem Kingdom. 3 gold is suggested donation however anything is appreciated.

(no silver or copper please.)

Drake Blackfeather

7						4
				6		
	1		9		2	
				5		9
	3					6
1			4			
	9	5				
	6					
			8			7

The loom is strong, and its silk stronger still.  
 Its patterns show us many things.  
 The path of what can be. What could be, and what should be.  
 The Spider Queen she weaves our stories.  
 Every change, every chance and every choice.  
 Those who see the world of possibilities seek her stories

Violet

the weft of fate turns  
 the path is not cast in stone  
 we make our own way

unknown



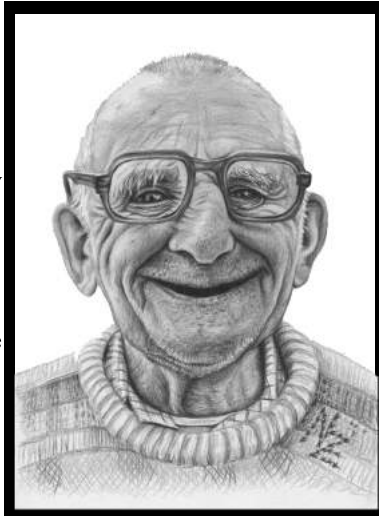
## The Haylem Report

*- All the Latest from Around the Kingdom*

Will return next edition. Due to the time between editions we did not have the ability to send out a reporter and get them back in time with the information from other parts of the Kingdom.

## Missing: Horace Smith

A human man in his early eighties. Horace Smith went missing from his home in Innis yesterday. His wife describes him as tall but hunched over, grey hair but mostly bald now. Skin is wrinkled and darkened from constant smithy work when he was younger. He is very friendly and always chats to anyone who will give him the time of day. The family is very worried about what may have happened to him, as he sometimes gets confused these days.



If you find Horace, please let your local Watch know so they can get him back to his family.



## Aggy's Advice

Dear Aggy,

*I really like this girl, but I don't think she even knows I exist. Her rank is much higher than mine even though we work together all the time. She's beautiful, powerful, smart...well sort of smart. She makes bad choices sometimes. I don't know what to do.*

Love Sick

Dear Sick. I think you know what you have to do. DON'T PUNCH HER! Punching a girl is a terrible way to tell her you like her. What you need to do is punch other people when she's around, to show you are strong. Not a sucker punch, but a proper challenge fight type punch. Punch sparring. If punching isn't your thing there are other ways as well. You could just go right up to her and tell her you like her. That works really well. If you want to be a bit more subtle about it you could leave gifts for her and send her love letters and stuff and then eventually let it be known that it's all from you in a dramatic fashion. I hear that happened years ago in the adventurer's complex, but it didn't go so well for that guy, she wasn't into him. Unfortunately that does happen sometimes. You can't force somebody to like you. Even though there's a risk, you need to let her know you like her. If it ends up that she doesn't like you, well, then you are able to move on with your life and find another girl who likes you. If you don't say anything at all, you will always wonder what would have happened and you'll never be able to move on. Good luck.

Dear Aggy

*I have a good sized farm and things are going really well, except with my rutabagas. The gophers keep stealing them. They don't touch any other crops that I grow, only the rutabagas. It's driving me nuts trying to stop them. I put up fences, I dug into the ground and put boards down there. Nothing stops these bastards from getting at the rutabagas and stealing them.*

Please help me

Rooting in my Rutabagas

Dear Rutabagaless

You need to set up a chair and watch. When those little bastards show up and break in past your defenses to steal your rutabagas, you need to give them a good strong punch, or a kick, both should work. They may fight back at first and try to bite or scratch you, but you need to be real firm with them and keep punching until they back down. The animal kingdom works in a hierarchy and right now those gophers don't think you are top rodent. You need to prove to them that you are. After a while they will stop coming around, and you might even get some good gopher stew out of the mix. If this doesn't work, I would just stop growing rutabagas and stick to the things that the gophers aren't interested in.

If you have any questions or need some advice, write in to the Herald and Aggy Applebottom will answer it all.

# Madam Destiny's Horoscopes

*Madam Destiny is not responsible for any harm, physical or emotional, that is the result of following your horoscope.*



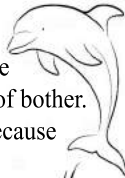
## Gryphon - Month 1

Be careful what you say over the next few days because your words will be taken more seriously than you perhaps anticipated. What may be just a throwaway remark to you could become the basis of a campaign by your rivals to make you look bad.



## Dolphin - Month 2

If you try to make the facts fit the conclusions you have already arrived at you will cause yourself a great deal of bother. You are entitled to your opinions, of course, but just because they are your opinions does not make them right.



## Phoenix - Month 3

You may be eager to get started on your next big project but if you are smart you will go over your plans carefully and make sure they are fool proof. Not because you're a fool *far from it* but you do sometimes move too fast and make mistakes.



## Fox - Month 4

If you feel the need to be alone with your thoughts over the next few days that is perfectly okay. Don't bother asking others for permission to disappear for a while, just get up and go and explain yourself when you get back. They will understand.



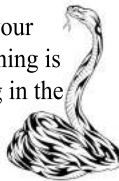
## Pegasus - Month 5

It's time to be honest with yourself about the way a relationship has been developing. You may also have to backtrack a little from any commitments you made in recent weeks. Were you of sound mind when you made them? Probably not.



## Serpant - Month 6

What you most need to remind yourself about now is that your existence has meaning and purpose. Exactly what that meaning is may be hazy at times but you can tell when you are moving in the right spiritual direction. So, are you moving there now?



## Public Court of Kyrinen County

ALL are welcome to attend as a public court will be held. Court will begin on Saturday Morning at 11am sharp. Please plan to attend on time. The focus of this public court is information gathering and dissemination. Court will be led by Lady Seneschal Natsumi Kadiri Saito Yoru, Seneschal of Kyrinen County. ALL information brought to the table will be heard in an orderly, timely and polite manner.

\*\*please note that while this is a public and open court any hostile actions shown towards County Kyrinen or the Kingdom will have you removed from court by the Chivalry.

## Salamander - Month 7

You must go where your instincts take you today, even if everyone else is moving in a completely different direction.

You know from long experience that it is rarely a good idea to ignore the little voice that speaks from the back of your head.



## Unicorn - Month 8

It's good that you are confident and that you believe in yourself, but don't get too cocky or you could make some silly and costly errors. Travel and social plans especially need to be looked at closely now. Don't take unnecessary chances.

## Raven - Month 9

You may be confident of your abilities but do other people share your self-regard? According to the spirits at least one individual is hoping you will slip up in some way so they can benefit from your failure. Don't let that happen.



## Turtle - Month 10

Honesty is usually the best policy but every now and again you come across a situation where telling the truth may cause more problems than it solves. That seems to be where you are now. Remember, a lie is only a crime if you get caught making it.



## Dragon - Month 11

You may be tempted to dabble in something that promises big rewards for a small investment but the spirits warn you are either kidding yourself or being conned by someone else. Whichever it is keep your money in your pouch where it is safe.



## Bear - Month 12

You may be tempted to use what you know about a certain person to further your own interests today but that may not be such a good idea. First try asking yourself if the potential material gains are worth losing your reputation for discretion.



## Subscriptions Available

1 gold for a years subscription  
Delivered each Gather

