

Sisters Unite Over Kidnapped Prince

by Muriel Wanderfoot

It was a strange sight to see the Empress of Treshelling, Sheris Von Hayem, fighting alongside her sister, Dame Rendell at the past gather. The reason for this odd occurrence? Late Thursday night as the adventurers began to arrive a Treshelling soldier arrived in the camp to say that Prince Gregorio, Treshelling's heir and a contender for our own throne, had been taken by the Legionnaire Golem, the human racial enemy. As the Prince was traveling from the Treshelling encampment to visit our own troops his guard encountered the Golem attacking folk in the North, without thinking of his own safety the Prince led his people into battle to get the humans out of there. Many of his people died and he himself was captured, however many of those initially under attack made it out alive and are extremely grateful to Treshelling's young Prince. By the time the Adventurers got to the sight of the battle the Prince was already gone as was the Legionnaire. Despite trying a few places they were unable to find any leads to follow that night. Come the next day the encampment found itself under attack by the Legionnaire along with many minions, including an infected Prince Gregorio. After a harrowing fight Lady Natsumi was able to get the Prince into her warded tent but the Legionnaire burst through the ward and circles of protection to reclaim his prize, vanishing with the Prince and Lady Natsumi. The Lady was able to return some time later with a location of the Golem's factory and forces began to mobilize. It was at this time that the Empress herself arrived in the Adventurer's Complex. After much discussion she left again, only to return with formal scrolls and a guard of at least two hundred soldiers. Dame Rendell, with a contender to the throne and her nephew at risk, also arrived and the two women joined the adventurers in a full on attack of the golem factory. The adventurers were able to attain their goal of rescuing the Prince and destroying some of the magic within the factory. The battle was hard but the adventurers proved once more that despite the odds and the losses they may take, that they will persevere and come out on top in the end. The Legionnaire is still out there, but the adventurers will continue to work against him. There are plans in motion to stop him, but that is all that any would say at this time.

Goblin Succession Ended

by Muriel Wanderfoot

Over the course of the past year the goblins in the North have been having their own succession war. The various tribes of goblins have been vying to come out on top and it seems that one finally has. Sunday morning during breakfast a human herald arrived in the Green Dragon Tavern at the adventurer's complex. He had been paid by the new Goblin King, Frzz Frzrbgg, the Grand Shamooka of the North, to announce a request for the Adventurers to escort the emissary to Haylem City where he would deliver the Goblin King's proposal to the Heir Apparent, Persephone. As can be expected the Adventurers did not take this seriously at all. Persephone is only 5 and it's a goblin. Later that night a grand fan fair could be heard from the North, and by grand we do mean a terrible racket of something similar to instruments and cheering. Instantly the adventurers ran off to the North to greet the goblin emissary and try to dissuade him from his course. None of the hundreds of goblins escorting him would back down and a fierce battle came under way. The goblins were accompanied by worgs and bats. The emissary himself was in a wagon of even make, clearly an artisan had designed this. When the battle ended the adventurers were victorious and took the wagon to return to the elves, though it would need quite a bit of cleaning after the stone elf Monique had destroyed the emissary thoroughly. The adventurer mother was seen to be very openly against the very thought of anyone marrying a child, let alone a goblin, and made her displeasure at the idea very known to the goblins. When a group of bandits arrived the next day it was soon found out they had been hired by the goblins to come to town and steal whatever

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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 it something as simple as love needing a bit of help, or the enemy at the door.

Stepping Through the Mirror

year AU 17

Our world has become a very dark and dangerous place. Each of you knows someone that has been lost. The undead have overrun many of our cities, each time appearing out of nowhere with amazing alacrity, reacting to our strategies and tactics as if they were a witness to their formation, causing unfathomable losses on the field. But I tell you now that there is hope, and this is the tale of the steps that have been taken to give us that hope.

As all of you know, there is a place called Thrush Peak. Its adventurers are heroes, its nobility puissant and just, the Guilds powerful and wise. My tale begins there. It begins with those very same adventurers, nobility and guild members. The people of Thrush Peak wasted no time when the War began. They started to gather intelligence, strength and allies immediately. They formed an alliance with many of the races we call monsters. Unofficially dubbed 'The Metabolic Alliance', its motto was 'If you have a pulse, you're on our side.' This alliance was invaluable in helping Thrush Peak to locate the means by which the undead armies traveled so quickly. Standing shoulder to shoulder with this Alliance, the heroes of Thrush Peak were able to bring the first, miraculous defeat to the armies of the undead. It gave Thrush Peak a chance to cleanse the undead corruption in our seas felling 100,000 enemies with one decisive strike. These tales you know.

This is the story of that small spark of hope, birthed on the fields of the Battle for Thrush Peak, now fanned into flame. This is the Story of the living, overcoming a last obstacle standing between our armies and the eventual defeat of the undead hordes. An ancient artifact, a mirror used by foul undead creatures to scry our forces has been destroyed. I have recently had the honour of accompanying a small, handpicked group into the very heart of the enemy, and there, we destroyed this mirror. I get ahead of myself however, so I will start at the beginning. With the aid of allies, our nobility arranged to have a portal opened to the elemental plane of Creation. From this portal, powerful Growth Knights, large bark skinned humanoids, came to our side. This portal was formed in a place of nature and was protected by not one, but two permanent circles of power. On the first night of its formation, the undead sent a large host to destroy it. But the populous of Thrush Peak was a step ahead of them and laid ambush, successfully destroying the undead set to destroy the portal.

The next night, expecting an encore, our forces led by Sir Knight Protector Landrellthis, Sir Ciraband, and Dame Valadwena returned to the portal to protect it. They spent long hours determining strategy, taking many precautions, as they expected the second assault to be much more vigorous. From what I have been told they fought valiantly and long. Our forces there were faced with an overwhelming number of foes. To my understanding they crushed first an entire orcish war hoard, then legions lesser undead. The battle raged unabated, for hours. Eventually, Deaths' Head, the leader of the necromantic host arrived on the field. I cannot give you details of this battle, for I was not there to share in it. I can, however, tell you that even as they fell back, the circles and portal destroyed, they were victorious, for theirs was not the true mission. They were the bait to draw Deaths' Head away from its

lair, giving a small yet powerfully determined group time to slip into the spectral keep and destroy the mirror. This essential distraction came at a high and terrible cost- Squire Kevek Mikikar, in service to Sir Akani, was felled and obliterated by the floating skull known as Death's Head and failed to resurrect.

<full details of the assault within the Keep are excluded in this rendition, for the complete article see Issue 7, Volume 9, Month 10, Year AU 17>

Never forget the bravery and honor of these individuals; even knowing they risked final death or worse they entered into the heart of evil so that our people may yet live and breathe and hope. Raise a glass and remember them:

Master Melisandre Illushinaewen of the Celestial Towers

Dame Isobel Rilaseasse'yavie Akanazi

Guildmaster Shray O'Hiver Akanazi of the Earth Guild

Lord Tyr Evensdale of Thrush Peak

Defender Urak of the Celestial Guild

Defender Rathe of the Earth Guild

Defender Martis Blackflame, Archwizard of the Celestial Guild

Zeke of Thrush Peak

Tal Nanteluk

Here my tale ends. The undead hosts can no longer scry our position and our hope blossoms ever larger. Victory will be ours, I know this in my heart. The light of the living shall prevail.

Love and Marriage

Year AU 16

Marriage is an ongoing theme at the moment in Thrush Peak. Last season, a local man petitioned theadventurers in town to aid him so that he could marry his chosen.

The father of the bride had arranged for a series of tests and trials that had to be passed before her courtier could win her hand in marriage. A daring and brave group of adventurers consisting of two seasoned warriors; a fearsome wild elf, and a burly biata; a skilled dwarven armoursmith and the trio's two young elven prodigies were up to the task.

Reports say the tests were perilous, seemingly unending. The biata used his heroic strength to hold two crushing walls at bay so his fellows could pass. After this, they easily passed several games of skill. The fleet elf had to weave through spinning whips of magical power; the slightest misstep or slow reaction would have cost him his life. The final battle pitted the group against an army of mighty golems.

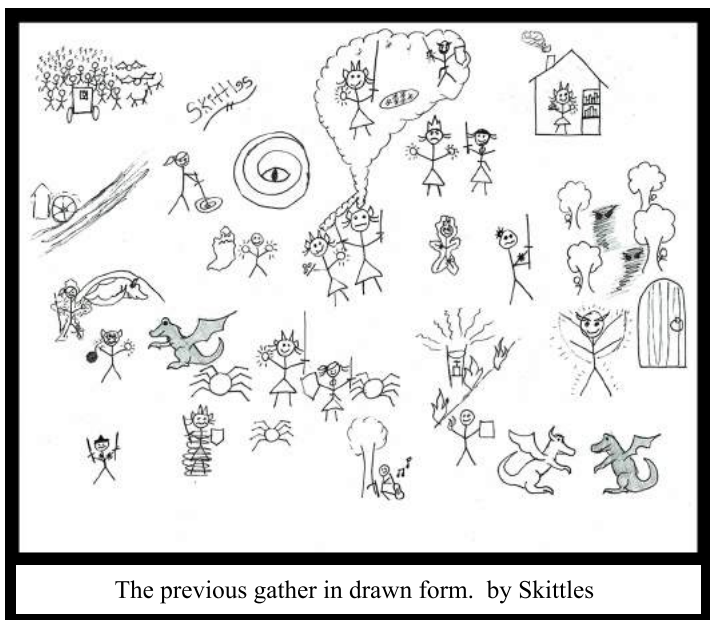
The group attributes the success of the final battle to the humble dwarf, without whose support, they would have not been able to repel the attackers.

The owner and proprietor of this house of horrors, an unnamed goblin, was last seen running off after the tests were complete mumbling something about "waivers", "clauses" and "better lawyers".

Drake Awake

~continued from page 1

his presence would agitate her, and that the adventurers alone wouldn't be able to wake her, the Void drake gave them some bombs infused with his element to throw into the hill. Disturbed and in pain the Creation drake woke and stormed past the adventurers to confront her opposite. After some heated discussion, and our own delivery person was beat down by the rudely awoken drake, the two great beasts parted ways. Null returned the majority of the adventurers back to the North while a few stayed behind a little longer and returned via the Creation Leyline with Hyacinth who was then seen in their camp speaking with a few adventurers before moving on. Nobody would say exactly why they had to wake Hyacinth up, aside from "her help is needed" or what the discussion was between the two drakes. However, we're sure that we will find out in time, as we so often do with the strange dealings our adventurers make.



The previous gather in drawn form. by Skittles

River Runs

On the Friday evening of the last gather it was noticed by workers at a mill in western Kyrinnen had stopped functioning. When they looked to see what was wrong it was discovered that the water in the river was no longer flowing, thus stopping the mill wheel from turning. A runner was sent to find the adventurers at the Northern Encampment for some help. By the time the runner arrived it was rather late in the night and only a handful of adventurers remained awake. They were quick to mobilize and come to the mill's aid however. Upon reaching the mill the adventurers dropped down into the river basin and began the trek upstream to find what was blocking the water. What they found was a sink hole instead of a blockage. There were strange slushie creatures around the sink hole and the fight was fairly tough for the small group. Luca, the Yatar of the Thrush Peak listani was nearly sucked into the hole during the battle but due to great strength and good friends he was able to pull away from it. Upon closer inspection it seems that the hole was not a hole at all but a portal to the Ice realm. Looking into the maelstrom of swirling waters a reptilian eye could be seen at the center, staring back at the adventurers. Flame and arrows were sent down into the waters and the eye and soon the portal was closed. Suddenly the adventurers found themselves with a terrible sight, the waters rushing back to fill the riverbed, and half their number slowed. With as much haste as they could muster the adventurers got themselves to the edges of the river to safety. Only one was unable to beat the waters, but was rescued a little downstream where the waters calmed again and no harm was done save some waterlogged shoes. The mill is back up and running and the workers are very grateful to the adventurers for their continued help.



A Warning On the Magical Stability of the North

By Sage Marjorie Blossom of the Celestial Towers

In my two centuries of research on magical leylines – the currents of elemental and primal energy that reside deep in the earth and help create the magical structure of Tyrra – I have always harboured a concern of what would happen were these usually unseen and unknowable currents to become unstable, or interfered with by malign or foolish actors.

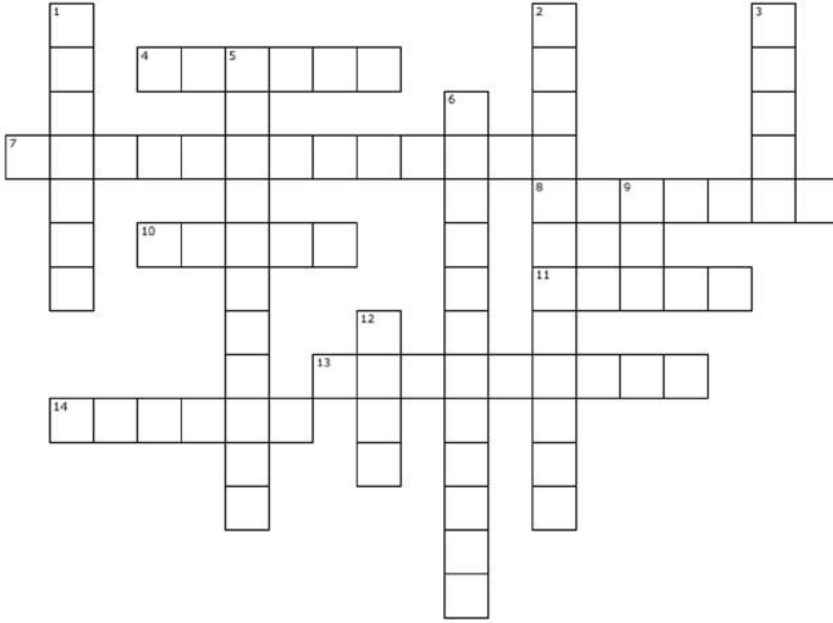
My concerns are now a reality. For reasons of unknown origin (although I am happy to discuss my theories), the northern leylines have surged with magical energy to become visible, able to interacted with, and potentially greatly destructive. This would be a dangerous natural/magical disaster in and of itself, but has been made infinitely worse by the interference of enemy forces of Dark Fae, Ogres and Fire Elementals, and northern Barbarians under the influence of a Drake itself. They are using the leylines to power their activities, and the instability grows worse with each day.

Imagine a river in full flood, and someone is trying to divert the unstoppable force of that flood for their own purpose with no regard to the world around them. Not only could they widen the breadth of the disaster, they could undermine the stability of the river's banks should we be able to calm the flooding. Now imagine that river is made of fire, or lightning, or ice. I ask that we treat this potential catastrophe with as much urgency as we threat those who are taking advantage of it.

I will attempt to make my introduction on leylines widely available, and I myself am always available and willing to further discuss and explain my theories. This is not merely a matter of magical interest but of grave concern to each and every one of us.



The Green Dragon Tavern



ACROSS

- 4. a hot drink that is a staple to most adventurers
- 7. a classic vegetarian sandwich at the Green Dragon
- 8. bacon, eggs, hashbrown, and toast make up this breakfast deal
- 10. One of teh favourite foods served at the Green Dragon
- 11. for a change you can get the BEC on one of these round breads
- 13. Made of potatoes and served with breakfast
- 14. Owner of the Green Dragon

DOWN

- 1. new to the menu but it is a Breakfast hit
- 2. classic at the Green Dragon, favourite of Countess Dalnya
- 3. this listani used to run the kitchen at the Thrush Peak location
- 5. Often a stuffed version available for breakfast, with whipped cream
- 6. titles of the owner of the Green Dragon
- 9. the E in BEC
- 12. lead marketer for teh Adventurer's Green Dragon

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.

“ The Grandmaster of the Earthen Towers for Ontarius has been seen wandering around the Kingdom looking for something. There are reports of her in different areas and many say she was crying when they saw her.”

Person 1 “There are two bodies hanging on a pole in the Treshelling encampment”

Person 2 “I heard they plotted to kill Persephone and Prince Gregario had them executed. Now they’re a warning.”

“I wanted to donate to help the farmers in bad times but them Red Drakes said no silver or copper. I can’t afford to donate gold. Adventurers sure don’t understand money.”

“Shortly after returning from the rescue of Gregorio, the Empress of Treshelling put out a call to the Tower of Magic in Treshelling to find a way to extend someone’s life after their last resurrection.”

Sudoku

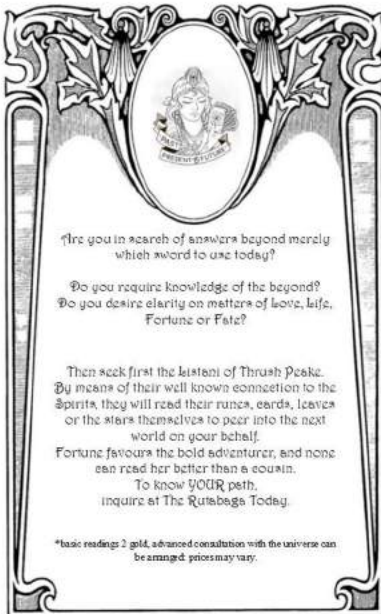
fill all empty squares so that the numbers 1 to 9 appear exactly once in each row, column and 3x3 box.

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

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.)

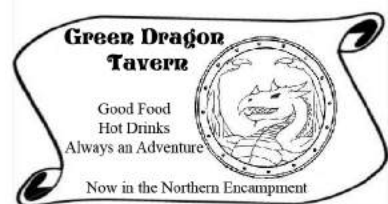
Drake Blackfeather



Goblins in the North

~continued from page 1

they could get their hands on. One was willing to work with the town and drew a map to the Goblin Citadel. A small group went out to scout the area before an attack could be mounted. What they found there was slightly alarming even to adventurers. It seems that the Goblin King has gathered more than just goblins to his cause, some trolls, gnolls and ogres were also seen among those gathered at the Citadel. Shortly after the scouts returned a group of enemies from the goblin king came declaring that we had our chance at peace with the



North. The adventurers were quick to dispatch this latest attack on their camp and have already begun preparing to fight the combined forces of the Goblin King of the North

The Haylem Report

~All the Latest from Around the Kingdom

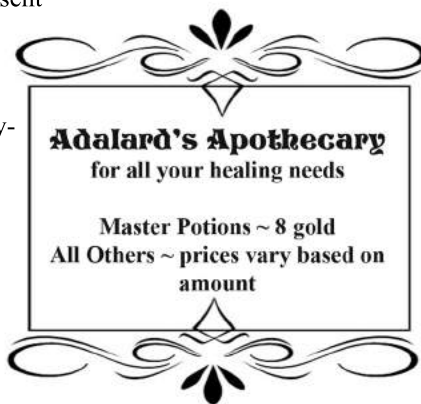
Dramatic news from the North! Accustomed as we are to issues of politics and the succession playing out in the south of the Kingdom, a recent incident on the northern border underscores that the whole Kingdom is embroiled in our current troubles.

Last month the Haylem report posited a visit by Prince Gregorio to the Northern Encampment, and this was indeed the young Treshelling heir's itinerary when he first travelled to the north of Haylem. However, before the official tour could even begin he and his retinue were set upon by nefarious northern forces not associated with any Kingdom or claimant. Was it bad luck? A tip-off by a rival?

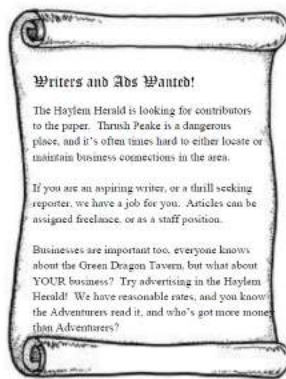
However it came about, it threw northern Kyrinen into immediate turmoil as local nobility and Watch partnered with Treshelling troops to try and locate the prince. The next day the Empress of Treshelling herself arrived on Haylem soil, disregarding all protocol out of concern for her son's wellbeing. Within the day a daring rescue occurred, spearheaded by the adventurers of Thrush Peake, among whose numbers are incongruously counted a number of key members of the local nobility, chivalry, and guilds.

While there were certainly be more detail available in local editions of the Herald, for those in Haylem City the kidnapping and dramatic rescue have thrown the Court into a flurry of supposition. Under whose banner did the adventurers rescue the Prince? Were the Empress and her sister both present during the incident, despite the rival claims of their children to the throne? Does this indicate that the famously independently-minded adventurers of Thrush Peake have established a preference for one of the claimants, or was this merely another example of daring heroics on their part?

The balance of support for the succession might hinge on the answer...



Aggy's Advice



Dear Aggy

I work at a smithy, keeping the fires stoked. It's an okay job and the work is steady but I have dreams of going to a big city and becoming more. I want to be a puppeteer in Haylem City and tell the stories of the adventurers. My parents say I should give up on that dream and keep working at the smithy because it's practical. What should I do?
Puppets are Life

Dear Puppets

This is a tough one. Your parents are only trying to look out for you, there are a lot of puppeteers in the big city and they can't do much punching to get through to become the big show (they don't want to risk hurting their hands and all that.) Staying at the smithy would be the practical thing to do but sometimes being practical isn't the best thing. If it was, we'd have no adventurers to tell stories about. I think the best thing to do would be to make yourself some puppets and practice. Stick to the smithy for now and get really good at the puppet thing, do small performances for our town and nearby towns and save up your money. Once you are sure this is what you want to do, and you have the money saved up, then go to Haylem City and follow your dream. Just remember, you can't do any punching if people get in your way, save your hands for puppets.

Dear Aggy

I have a problem in my outhouse, I'm fairly certain it's haunted. Whenever I go to do my business I hear knocks and scrapes along the side walls and sometimes a face will appear through the closed door and stare at me while I sit there. It doesn't say anything and it's getting to the point where none of my kids will even go out there and they'd rather use a hole they dug in the garden. How do I get rid of it?

Needs to Pee

Dear Pee.

That's just messed up, the next time that face shows up you punch it! If it ends up that you can't actually punch cause it's a ghost you might need some extra help. I suggest finding a Listani and see if they can talk to it, maybe it just really has to go and you guys keep using the outhouse at the same time. As for your kids pooping in the garden, you need to put a stop to that, they could mess up your roses. If they don't stop when you tell them to not do it you may need to resort to punches. Don't punch them too hard, you could cause damage to their heads and stuff, but enough to deter them from using the garden. If they have to be savages and not use the outhouse have them use somebody else's outhouse or go in the woods. If things get any worse or weirder you could always try approaching an adventurer for help, they deal with the weird all the time.

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

If you tell people something you know to be untrue today you are sure to be found out and the consequences could be awful. You may think that your powers of persuasion can fool everyone but it isn't true, so stop fooling yourself.



Dolphin - Month 2

No matter what obstacles have been placed in your path you will get where you want to go eventually, so don't lose heart. And remember: while it is good to have a destination to journey toward, it is the journey itself that matters most in the end.



Phoenix - Month 3

At some stage over the next 24 hours you will realize that a problem cannot be solved by taking it on directly. The only way you are going to get the better of it is by using your brain. You cannot outgun it but you can outsmart it.



Fox - Month 4

You seem to be getting a lot of positive attention lately, which is nice. What have you done to deserve it? Who knows and who cares! Don't waste time wondering why you have been singled out for so much good fortune, just enjoy it.



Pegasus - Month 5

Both at home and at work people will be inspired by your courage and confidence and go out of their way to do things for you. Not everyone has what it takes to be a leader but you do and you must not hesitate to show others the way.



Serpent - Month 6

You will hear something to your benefit over the next 24 hours but you may be suspicious if the information comes out of nowhere and just lands in your lap. There's really no need: the planets indicate you have nothing to fear.



Salamander - Month 7
No matter how busy you may be work-wise at the moment you must free up some time to spend with your friends. Something you hear while chatting could open up a world of possibilities for you. It's good to talk – and also to listen.



Unicorn - Month 8
Be careful what you say today because what seems like a trivial remark to you could be taken very seriously indeed by someone you have dealings with. The last thing you want is to put doubts in the minds of people whose assistance you will need.



Raven - Month 9
Over the next two or three days you will begin to see solutions to problems that previously looked difficult in the extreme. They were always there, of course, but it's only now that your outlook has shifted slightly that you are becoming aware of them.



Turtle - Month 10
You must not – repeat, not – get involved in a fight or feud that has nothing to do with you personally. Even if you feel that the contest is unfair or one-sided it is none of your business and it could make matters worse if you get involved..



Dragon - Month 11
If you feel like retreating into your shell today then by all means do so but don't think it will get you off the hook. The same issues will be there waiting for you when you emerge, so why not do something about them right now?



Bear - Month 12
You have a knack for being able to tune in to other people's thoughts, especially when they have something to hide, but don't be too eager to confront someone with your suspicions today – you will look silly when you get it wrong!



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.

