

Many of us never realize the danger that we are in. We know that the danger here in Kyrinen is higher than most other places, we are on the frontier of the kingdom, but even then, the Adventurers conceal a lot of that danger from us, to keep us calm and avoid the panic that the truth can cause. This past gather was no different. Over the past few months the adventurers have been planning for the Solstice and the danger that it would bring, so they could stop it, without it ever fully reaching us.

Throughout the past few gathers we have seen the Adventurers going off and doing things that didn't make sense, they assured us that they would tell us about it when they were able, but they couldn't say anything yet, so that the enemy wasn't tipped off to the preparations being made. This is a common thing from the Adventurers and so we waited patiently, not reporting on certain events, or not having the full details on what we reported on. We are finally able to tie a bunch of events together and let you know what has been going on, now that we are safe from it.

The Snow Owl Barbarians from the far North have been active in our area for some time. It turns out that they were gathering what was needed to bring Nym, the mother of Stayvah and a Greater Ice Drake back from death. The spirit of the Drake was strong enough to corrupt many of these barbarians into believing that it was their clan Spirit, the Snow Owl, and was leading them in this task.

To better understand the danger of this, the story of Nym needs to be told. Nym was an ice drake many years ago. She desired to ascend and become a Greater Drake, but there was too much evil within her to do so. Instead of ascending naturally Nym created a plan. She took all of her malice and evil and placed it within a single egg, this egg hatched and became the Ice Drake known as Stayvah. With her malice and evil gone Nym was able to achieve her goal. The other Drakes on Tyrra did not agree with this, and the only way they could stop her was to work together, a deed that in itself is strange since so many of them do not mesh well. Together they killed the Ice Drake and thought it was done with. What they didn't know was that her spirit clung to Tyrra, and grew in it's strength, waiting until the time was right.

The adventurers were made aware of the situation far to the North by Null, the Drake of Void. They had worked with him once before against the Snow Owl Barbarians last year, and had been told to "find the others." When he came again to tell them of Nym's returning, he also told them that he would not be able to
~Continued on page 3



A Village Divided

The newly rebuilt village of Scavengers that is found within the domain of Wolfhaven, has been hit with tragedy once again. Only a year since it was attacked and many of it's citizens killed or captured, the newly discovered enemy of the Scavenger people has attacked the village. Three citizens have perished to the Huntsman. A cruel creature that hunts it's prey, driving them mad with fear until nothing remains but an exhausted animal that resembles a humanoid, but is not lifeable. Logan, a member of the Watch who came to the village to help train some of them to protect themselves was also stricken by the Huntsman and driven into the North where the Adventurers found him, only half mad. He was able to talk a little about what had happened, but he quickly fell to the madness. Instead of killing him the Adventurers put the wolverine Scavenger into stasis and have been keeping him this way in hopes of finding a cure. The village is

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Tales from the Past

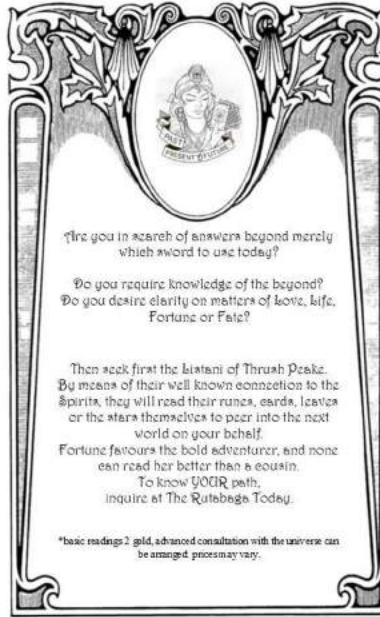
The following are tales from our archives, stories of daring feats performed by the Adventurers of Thrush Peak. Some you may remember, others you may have never heard. As you read these stories, share them, spread them. Remind your neighbours that even if things look bleak, there are those who will stand for us, be it something as simple as love needing a bit of help, or the enemy at the door.

The Foresters Thank You

(year 16. month 6)

Just these past few weeks ago me and my logging crew run into a problem out in the woods near Thrush Peak. It seems that some of the trees there objected to being logged. Most of my crew was chased off or captured, but I escaped and rushed to Thrush Peak for help. The Lord Protector [sic; Knight Protector - ed] summoned to him a mighty band of adventurers and set forth to destroy these uppity trees. Though it seemed a challenging fight, they won through to slay the biggest of the trees, which was in full flower at the rime. Fortunately they killed it before it could reproduce. I shudder to think what would have happened to the area if such homicidal trees were allowed to gain a foothold here. Next time you see one of the Thrush Peak Knights, thank them for stopping that hideous tree from being able to reproduce.

- Jyohan, Forester for Thrush Peak.



Larson Bros Brought to Justice

By Nigel Weatherbloom (year 26 month 5)

While it is often said that the Watch is overworked, and the Adventurers of Thrush Peake too busy to help the lowest among us, that was proven incorrect recently with the capture of the Larson Bros. The Larson Bros, known for cattle rustling, extortion and other unsavoury practices, were turned over to the County Watch this past gathering, by a group of Adventurers. Knight Errant Sir Mikhail Cuehlar, stopped by the Herald Offices, for a tour while we were preparing this story. He couldn't resist the opportunity to comment, and noted that "Those Adventurers are really quite remarkable, why I'm sure someone of the calibre to take down the Larson Bros, must be a remarkable individual indeed. Now that's someone, I'd like to meet, just to shake their hand on a job well done. That being said, my Squire would have captured the Larson Bros, AND Theon Castillion, but I suppose not everyone can reach that level..." The last comment was particularly strange, as the Knight was unaccompanied.

Village Divided

~continued from page 1

currently on high alert and many of the villagers are fearful of when the Huntsman will return, and who will be taken next. When I went to speak to them, many didn't want to talk about the subject. I was able to speak to a hedgehog Scavenger who was bristling with her fear and carrying all she owned in her hand cart.

"I've never even heard of an enemy for us until this year, and now I have dead friends. I blame this village. We never should have settled like this, we asked for it to happen with this village you know. I'm leaving before he comes back here."

This sentiment was shared by a few other villagers who were talking about packing up and leaving the village to return to their old lives. Others said they would wait it out, they were scared, but they trusted that the Adventurers would take care of their enemy just like they have taken care of the Human and Wild Elf ones already.

New Adventurers

~continued from page 1

hold on the city more tenuous, as their supplies continue to dwindle. This does indicate that, despite a large effort to concentrate the Ogre forces within their volcano stronghold, that they are still intending to hold the fire-ringed city.

A section of dense forest, which was being developed as a new path to run messages from the Mors Drakhor front, encountered a serious obstacle, and a desperate call was answered, as vicious, corrupted plants sprung up along an important roadway. The forest was restored, development of the new path is set to continue. Any passersby are warned to be on the lookout for any Sprites, Imps, Dark Fae Gardeners, or spiky bushes.

Drake in the Deep

Continued from page 1

fight the Greater Drake alone and they needed to find the other drakes, as many as they could. This included waking his opposite, Hyacinth, who still lay sleeping under the ground in Ontarius where she had used a great deal of her power to bring life back to the dead lands. A group of Adventurers, lead by the former Celestial Guild Master, Vlad, gathered together and began this task. The group consisted of Vlad, Guild Master Thoravon, Skittles, Felix, Valus and Sicarius. Skittles was sent to Ontarius to see if she could convince the slumbering Creation Drake to wake up, a feat that proved impossible without the aid of Null himself and the rest of the adventurers. Valus and Vanna went in search of the Entropy Drake then Felix and Dorath went and recruited his aid. The Order drake, Fractal, had retreated back to the plain of Order after his encounter with the Dracolich many years ago. Guild master Thoravon was able to speak with emissaries from the Plain who were able to bring the damaged Drake's help to the adventurers. Vlad himself also found the means to gain the help of a Lightning Drake, finding a single egg that he carried and nurtured until the time was right to hatch the egg. He went through great physical and mental pain in order to help the drake hatch, and thus Spark was born, a young Lightning Drake now loose in Tyrra. The final three Celestial Elements proved beyond the Drake Task Force's ability to find Drakes for. Instead the Adventurers sought out other Elemental aid for Stone, Flame and Ice. Ikuru spent a few weeks sitting by a Stone Leyline waiting for an answer from the Plain of Stone. He was rewarded for his patience with information of a cave filled with medusa and beyond them, an oracle who was convinced to give a Stone Candle to the Adventurers. For Flame the Adventurers went off through Celestial Circles, a dangerous journey during the Solstice, to a forest of Fire. Within they found a Phoenix, a bird composed of flame. In order to gain the boon of Fire they had to play a game with the bird. And so a hunt began. Lord Pook got overexcited during the game of catch and in a moment of combat haze he through a Banish at the elemental and sent it back to it's plain. The fire of the forest went out and the Adventurers had to return empty handed. Thankfully, they had a back up plan for Flame. Celestial Guild Mistress, Violet, was able to give pieces of a Meteor to the Flame Lord, Infernus who in turn gave them a powerful ball of Fire. Ice was a single scale from an Ice Drake, believed to be from Nym herself. The Adventurers had found this the year before when fighting against the Snow Owl Barbarians who had used the scales to travel along the Leylines.

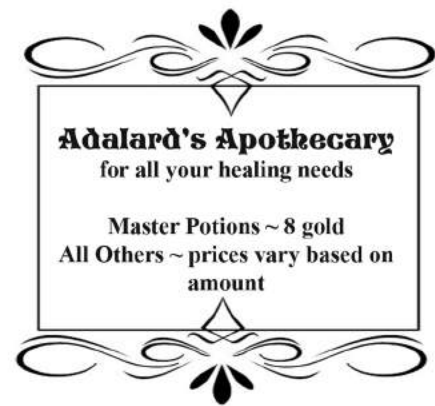
The four Primal Drakes came, and the four items of Celestial element were added to a potion that each drake had already infused with their element. Each Adventurer then had to dip a weapon, or hand, into the potion in order to become imbued with the magic of the Drakes.



Weapons were coated with ease, but for those who were weaponless, or chose to use a claw, the process was pure agony and caused them to lose consciousness and requiring the healing aid of their companions. With everyone filled with the incredible power that had been granted them for this day, the Adventurers left the Encampment in the company of the Creation Drake herself. Hyacinth took them via a Celestial Leyline further North. From the drop off point the Adventurers had to go even further to where they could find the Ice Leyline. Using a staff that had been stolen from the Snow Owl Barbarians Vlad was able to grant the group protection and then transfer them along the Leyline to the cave where Nym was being reformed. With the eyes of the Greater Drake following them through the icy tunnels the Adventurers fought. When they reached the large cave itself they saw a swirling mass of Ice and shadow with two large blue eyes gleaming out over them.

The Adventurers battled against the drake-like barbarians, the Barbarian Adventurers dealing as many of the killing blows to their foe as possible, so that the corrupted Clan could be returned to their ancestors. As the battle went on, the swirling mass solidified and Nym herself appeared, her massive talons raking out as she snarled and joined the battle. Many adventurers felt the obliteration magics graze against them, but thanks to the power granted by the Drakes and to the quick actions of allies, no Adventurer truly fell during the fight against the Greater Drake. The battle lasted long into the night and in the end, Talon and Howl of the Black Fox Clan dealt the final blows to the Drake and the battle was won.

On behalf of all our readers, we at the Herald would like to thank the Adventurers of Thrush Peake for protecting not just our County but the Kingdom, not just from this danger, but from all the dangers we see and don't see. Without you, we don't know where we would be now, but it would not be such a nice place.

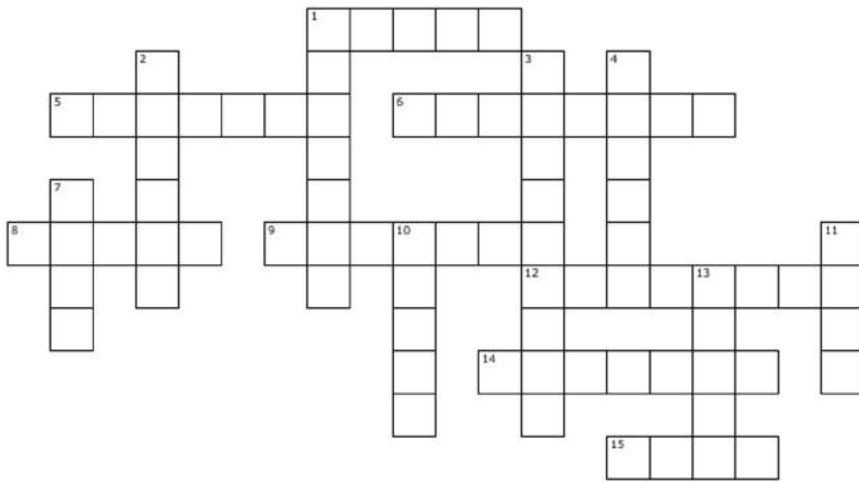


Notice from the Thrush Peake Celestial Guild



A friendly reminder to all celestial casters coming into town. Please register with the local Celestial Guild House. Gakushan Ikuro Yoru will be in the guild house to register you. Please look for him.
Thank you.

Heroes of Thrush Peake



ACROSS

1. "get off my lawn"
5. Librarian. FOrmer Earth Guild Master
6. Retired Great Betrayer
8. A Lord who hid Hyacinth for a time
9. Formerly the Court Wizard of Kyrinen
12. Raised the city of Tash. Sage Advice
14. A fallen archer of the Akanazi Tribe
15. Half Orc sea captain

DOWN

1. "You've got the moves like..." Half Orc Rogue
2. The Hero of Haylem
3. Listani who cured the Black Wastes
4. The Countess of Kyrinen
7. Former Earth Guild Master. Expert Fortune Teller
10. Knight Banneret who helped bring his Tribe into existence
11. The first Xantusa to become a Race of Man
13. Retired Knight of Thrush Peake

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.

"Melisandre was with the adventurers a lot last gather, does this mean she is going to be adventuring again?"

Person 1 "There's been all sorts of strange noises coming from the bush near my house."

Person 2 "Oh yeah? You checked it out?"

Person 1 "No way, last time it happened there was a goblin"

Person 1 "Did you ever follow that map?"

Person 2 " Nah, I tried to but it lead into the North"

Person 1 "That's too bad, it was probably treasure"

"I heard if you find the horn of an ancient Mystic Wood Elf it will do something awesome."

Person 1 "My crops keep getting stolen during the night."

Person 2 "Oh yeah? What's taking them?"

Person 1 "It's those damned racoons. They're too clever by far."

Person 2 "Oh man, I can't stand racoons, animal or scavenger, they'll steal everything you own AND go through your garbage, stupid trash pandas"

Sudoku

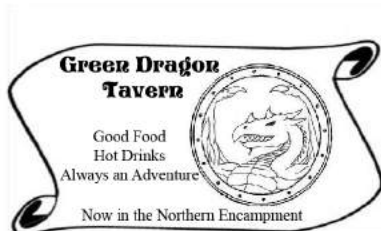
fill all empty squares so that the numbers 1 to 9 appear exactly once in each row, column and 3x3 box.

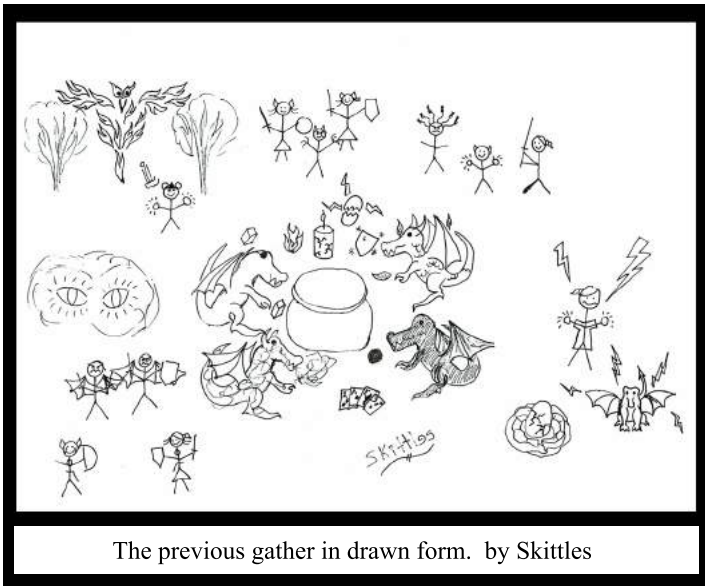
			9					
4				5				7
	3						6	
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5								8
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					2			
			7				5	



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





The previous gather in drawn form. by Skittles

Pantherghast in the Dark

by Muriel Wanderfoot

Sometime after midnight at the Adventurers Complex an alarm was sounded. The Pantherghast was sighted, stalking in the general direction of Tiefanu. Only a few remained awake at this late hour. A few adventurers had to flee to make sure a high elven visitor of import was taken safely away from the danger of his racial enemy while the rest of those who remained awake sprung to action to fight and defend their comrades. The battle lead out beyond the gate of the complex into the North. Only one of the creatures obliterated and thankfully Nymeria was protected from the attack. Two younger adventurer High Elves were also present for the attack and fought valiantly against their great foe. With the aid of other adventurers the beast was driven back once more.

While the creature has not yet succeeded in crossing into the kingdom at this time, it is clearly trying to get there. Once again we find ourselves owing a great deal to our Adventurers. Let's hope they continue to fight to stop these foes from reaching our populace and find ways to defeat the rest of them for good.



Aggy's Advice

Dear Aggy, I am being courted by a very kindly man, a pig farmer with a fine herd of pigs who does well for himself. However, the smell of those pigs follows him every where and I am afraid it makes my eyes water so that I cannot enjoy my time with him long. Do I end this courtship now, or is there a nice way to tell him about his foul odor and give him a chance to do something about it?
-Loving him but not the smell

Dear Loving

Sometimes we have to tell the people we love when there is a problem. It's not always easy, but be honest with him about the odour that follows him from his work, he's probably become nose blind to it. You could also take him on a nice walk by a pond and then, when he's standing next to the water you give him a good strong punch into it, then toss some soap in after him and tell him to stop being stinky. Don't give up on love though. It's a great thing. However, if he isn't willing to change and bathe and stuff, drop his stink like a hot rock. You are worth making some changes for.

Dear Aggy, my mam keeps telling me to drink lots of milk to get big and strong. She says it'll make my tusks grow and let me be bigger than my siblings, I'm the baby. I can't stand the taste of milk though and hate drinking it. Is it really true what she says or is she just being a bully?

-Not Sammy

Sammy, LISTEN TO YOUR MOTHER! If I have to come out of my writing room and punch you, you'll be in a lot of trouble. Milk is good for a growing half orc, well, a growing anyone really. Do you want your big brothers and sisters to always be bigger than you and stronger than you or do you want to be the boss? Go finish your milk instead of bugging me while I work. Right now.

dear Aggy

I have fallen in love with this amazing girl. She's absolutely perfect. Small and petite. Next to her I feel like a total boulder. I'm a big clumsy ox, literally, I'm a scavenger. I feel like I need to lose so much weight just to talk to her, let alone ever ask her to take a stroll with me. How can I lose weight fast? If I wait too long I just know some other guy will swoop in and take her away. I can't lose her.

-Water Buffalo

Dear Buffalo

You need a punch. You are beautiful how you are and I'm sure if you just try to talk to her she'll see that. You shouldn't change yourself just to impress somebody (unless you smell, then please take a bath!) If you really truly want to lose some weight don't do it fast, you'll have to take it slow and steady, to be safest. Honestly though, if you want her to know you are interested you need to go give her a gentle punch, the kind that is on the shoulder that says "hey, I like you, we should be friends" start there and impress her with who you are, not what you look like. If she can't see past appearances, she isn't worth it and needs to be punched out of your life.

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

A situation that you find funny may be no laughing matter to friends and work colleagues, so be careful what you say and do. It might be a good idea to at least pretend you share their serious outlook, even if you want to laugh out loud.



Dolphin - Month 2

There will be times over the next few days when you come dangerously close to panic but there is actually precious going on in your life that you need to be worried about. Slow down, calm down and stay in control. You're jumping at shadows!



Phoenix - Month 3

Promise yourself now, this very moment, that whatever happens today and over the weekend you won't overreact. So long as you stay calm and refuse to get caught up in the general feeling of hysteria there is precious little that can hurt you.



Fox - Month 4

No matter what happens over the next 24 hours, friends and family will rally round and help you feel good about life. Not that you should be feeling bad at all, as compared to most people your fortunes are clearly on the up. So smile!



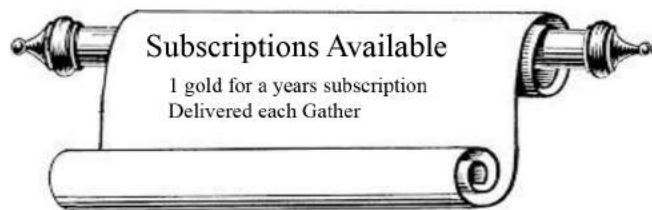
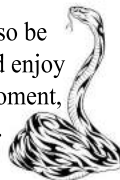
Pegasus - Month 5

Something that has been worrying you for ages will no longer get under your skin as from today. No doubt you will be a bit concerned that you allowed your fears to get out of hand but you overcame them eventually. Better late than never.



Serpant - Month 6

Your cash-flow situation could be better but it could also be worse, so stop worrying that the sky is about to fall and enjoy what the day has to offer. Always live in the present moment, because you can't change the past or control the future.



Salamander - Month 7



Anything of a professional nature should go well for you now, but it will go even better if you let go of old-fashioned ideas and methods and try something new. Show those who doubt you that you have what it takes to be a serious player.

Unicorn - Month 8



You may think you are above petty jealousies and squabbles, but the spirits warn you could easily get involved in a feud that on most other occasions you would avoid like the plague. Strive to keep your more extreme emotions under control.

Raven - Month 9



Lady Luck is smiling on you now and you have every right to make the most of it. Don't listen to those who say you don't deserve your good fortune because they have no idea what they are talking about. On the contrary, no one deserves it more.

Turtle - Month 10



The most important thing this weekend is that you make sure at all times that it is your aims you are working toward and not other people's. That does not mean you should not help them when you can but you must help yourself first.

Dragon - Month 11



You seem strangely reluctant to give orders at the moment. Why is that? Maybe it is because you don't want to be responsible for other people's failures. But how could they fail if they have been instructed by you? Get on with it.

Bear - Month 12



Either you will go too far or you will fail to get started at all today. You are in one of those moods where only the extremes seem attractive, so make more of an effort to follow a middle path. Above all, control what you say and do.