

developed - also under my leadership - how the Golden Kingdom has grown, even grown together properly and how it



has always remained strong and steadfast, despite all the horrors and the deep darkness we had to suffer.

We are truly the rock of the elements, for from our greatest defeats we should rise again, should you all rise again and emerge stronger than before.

Believe me when I tell you that the decision was not easy for me. I will not fight against the doubt, I will not compete again and I will not prove myself again in the

competition for the Archontat... It is not the time of peace, it is the time of war!

No, my time as Archon is coming to an end and I have made my decision and it is final. I will remain in the Golden Empire, because this is my home!

Where I live - Where I die!

*Signed
Kjeldor from Hallwyl
Archon of the South, your Archon*

School of mirror magic

A teaching of mirror magic is offered. This offer is for capable people who are willing to prove themselves as apprentices. The aptitude is put to the test by an

examination and a following preliminary study. Applications for these preliminary studies are only accepted during the Cothrom an lae Ad Astras. The decision

on admission to the preliminary studies is made by the teacher. Master Gawayn is the teacher for the teaching of mirror magic and head of the School of Mirror Magic.

Across all seals

At this year's Imperial Diet of the East, the Phoenix Throne will hold a seal-spanning pompsball lesson. The entourage of foreign guests is expressly invited to hit

the ball into the goal together with the „Master of Hearts“.

They are pleased, their majesties announce, that this honourable

title has been brought home and they want to share this joy with all guests who are connected to us in friendship.

REGIONAL SECTION NORTH

Riots in Winterfeld

Obviously the settlers in the Wolfsmark were too well off. Since the 1st fyrst day of the changing moon in 17 AD, there have been riots within the capital Winterfeld by the population. The reason for this might be the planned reconstruction of the lower town. In the lower town and in the attached harbour district the Märkische Guard has always had a lot to do. But even those responsible had not expected the protests that would accompany the planned resettlement of the inhabitants to the upper town. The settlers probably do not understand that the lower town and the vermin living and multiplying there are mainly responsible for various diseases. The resettlement to the upper town would mean a considerable

improvement of the living conditions with regard to the available living space and hygiene due to fewer vermin and the spoil service offered there. Apparently, however, the previous attacks and proclamations have not been sufficiently successful in clearing up the situation.

Obviously they believe that they would be forcibly expropriated in order to facilitate the reconstruction even faster. Although the dismantling of the simple buildings provides the basis and building elements for the planned expansion of the local offices, each citizen was provided with equivalent, if not better, housing. Nor were any of the citizens' belongings expropriated. The citizens there do not understand all this.

The Märkish Guard, under the leadership of the honourable Captain of Anderath, takes action against the agitators with extreme determination. However, they are subject to the orders of the protector Adam von Winterfeld, who clearly forbids the overzealous use of sword and halberd. He is even said to have said that stick blows are to be expected for every dead citizen. Only when the first settlers have been quartered in their new homes, the unrest should be settled. Until then a visit of Winterfeld is not recommended for guests.

*Nandala Aschetal,
First Feather of the Wolf Mark*

Short news from the north

The underdark unfolds

More and more expeditions into the depths are being undertaken, and ceilings are revealing ever more diverse and dark terra's horrors. Living, blood-drinking trees, dragons, mysterious diseases and an eerie silence, accompanied by trustful flying lizards.

Something is brewing

Requests to the Northern Army have remained unanswered, but there appears to be increased patrols of Northern Guards and Protectorate guards around Dakara & Isenfels, a well-known bottleneck between the Northern Empire and the Black Ice Territory.

REGIONAL SECTION NORTH

The Cliff Elevator

Ecstatica, Exilia & Drada d'Issan have started a huge project on the coast. An elevator to lift goods and loads just off the coast from the high seas up to the cliffs of the north.

Slow Recovery

Exilia is recovering slowly with the help of Fog Watch, but safely from the attack on food supplies and water reserves by the Concordance.

The Chaos Star

The unified chaos of Mythodea of Kláh Akash has rebuilt the former black ice fortress Xerath and makes it rebuild it in the shape of a chaotic star.

From the depths beneath the waves

You can hear new heroic chants from L'Ost Noir: Keleath the Dragon Conqueror!

Civil war in the cauldron

After there was no more news from Ozam'Harol at first, it now turns out terrifying. The Underdark Harbor and the main port of the North is currently sinking into a civil war between the various enemy districts (Duergar against people and others) and the Juumane, one of the largest criminal organizations in the North. Meanwhile, the Excellencies have appointed a temporary governor and sent troops of the Northern Army for pacification.

Gigan Kop Tar

The Colossus of Raetia is nearing completion. The gigantic Kop-Tar already towers awe-inspiringly over the cliffs of Raetia.

Priorities

The canal construction project from Copperdale to the western lake 70km away is already taking shape and construction is progressing well, about half-way through. Then Sciminova surprisingly pulled out all his manpower and left Lunorth and Selfiran alone with the excavation work.

The Golden Wall

The gold catches have started with a huge project. They are building a wall roughly from Isenfels to the south to the Massif Central to contain the danger of ice.



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The E.B. Co is a versatile trading company with an interest in expansion.

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- Tradesmen - E.B. Co
- Merchants - E.B. Co
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- Healers - Embassy

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- Copperdale, Lunorth, Northern Seal
- Grian Quihenya, Western Seal
- Drachenbrück, Zwiwasser, Reich der Rosen

LOOK TO THE FUTURE AND WORK WITH THE EAST
BLACKWOOD COMPANY

Subsidiary of the East Blackwood and Realms Embassy
Partner of the Mitrasperanische Hanse

REGIONAL SECTION EAST

Blood magic to the highest levels?

Can you believe it? Ellbow-deep our beloved princes and the highest nobles stained themselves with the innards of a mummy, only to „awaken“ it finally. This gruesome spectacle took place in the winter marshes and the eyewitnesses recall with horror: „with a grim murmur the Lord Nessa placed a bloody

heart in the open chest! I had to hold the lamp, but at St. Bailos, I was shaken to the core!“

Citizens, soldiers, do not close your eyes to reality: the forsaken enemy has long since usurped the hearts of our masters and is controlling them with the power of thought! The enemy makes

the women his subjects and uses them according to his will and he makes the men freeze to watch and not to stop! Oh Arphim, send your angels above us so that we can see clearly again and purify those through the flame who want to corrupt us!

A concerned citizen

Criminal case in Kerewesch

The Elesgarder Knight Benedikt zu Hohewacht, Lord of the Tides, chalice lord of the Citadel of Life, disappeared from one day to the next in Kerewesch. Until the day the herald goes to press it is completely unknown whether he is still alive or where he is.

He was on a repentance way near the village of Mühlingen, when his messenger suddenly found only a torn tent cover and a pool of blood one morning.

Extensive rescue efforts of the

Kerewescher people, who sacrificially worked their way through the woods for days on end, have so far been without success. One expedition member: „The hospitality of the people of Kerewesch is sacred, so I did not hesitate to leave home and farm and went with the others for a week through the Zornforst. We turned over every stone, but the knight remained missing“

The Kerewescher authorities praised the commitment of the population, who sacrificed

themselves for a stranger in danger. „The Mühlingen farmers have done much more than their duty and I am proud to have such capable men and women,“ said the local bailiff.

So far the Duchess has not yet commented on the incident, but her spokesman assured that Kerewesch would not rest until the matter had been clarified and, of course, no effort would be spared and every lever would be pulled.

REGIONAL SECTION SOUTH

Entire village wiped out by undeath

It is only a few months since a terrible accident happened in the unimposing village called Wegesend, not far from the western front in the province of New Balindur. The enemy stretched out its horrible claws at the innocent spirits of the villagers and promised them salvation from all their suffering. They should never again have to endure hunger or cold and should be allowed to live forever.

When the troops of the Southern Seal arrived in Wegesend together with a legation from the friendly Eastern Empire, it was already too late and the influence of undeath was already too deeply rooted. After numerous, almost hopeless battles, the former Terra Shrine of Nechaton could be liberated and the land reclaimed - but at an inhumanly high price. Only three survivors, led by their holiness

Shanna from Lichtensee and the Thul'Heens Alexij Davror, could lead the fighters back to the safe Lichtensee. As soon as winter no longer has a firm grip on the land, the reconstruction of the small village is to begin.

In memory of all the unnecessary victims of this tragedy, may their souls find peace.

Guther Graufink

Be heroes once again

A story of a small band of settlers that shows what determination, boldness and community can lead to.

Four Loyalists from the last banner had made good their threat and attacked the small village. But they were already expected by brave warriors of the elements. As it turned out, however, almost any help should have been too late for the village. Too deep the disappointment, too deep the pain, succumbed to the promises of the enemy...only three settlers were left to save. As if all this hadn't been bad enough, the undeath also contaminated the

Wegesend, a small village in the Southern Seal, border area.

land, the concentrated power of the outlaws on the spot threatened to gain the upper hand.

Retreat became more than just an option after the fighters of the elements could only repel an attack of the Undeath with their last strength.

Hardly a man or woman could stand on their feet and in the embankment of the nearby forest one could hear the sinister giggling of the Hag as well as the scornful laughter of their wicked

fighters.

The Nyame, the Thul'Heen and all the others present went through their possibilities. Should they stay and die? Or should they do what reason screamed in their faces - take their legs in their hands and run.

There was still a small chance. A great deed, which was to be done for Aeris' favour. So great that it produced enough power to destroy the source of undeath's power. It was all or nothing.

REGIONAL SECTION SOUTH

„What story shall we tell?“ the Vahatar of Creation asked the Thul’Heen of the Golden Empire.

He looked around. Saw exhausted faces, full of blood and pain. And yet there glowed a spark of faith in the eyes of the warriors of the elements.

„A heroic tale...we will tell! We will fight until victory or death! Conquest, audacity, song... But this battle will be different from the previous ones, because Aeris knows only one way and that is forward. There will be no line of shields, no formation, no rigid stance, no hesitation. There is only us and our swords - let us take this shrine!“ With these words of Thul’Heen in their ears and hearts, the brave men and women went into battle. Whether

healer, warrior, mage or simple servant. And as the multitude made their way into the unknown, they carried a certain song on their lips, sung as if by a voice:

**„We are not beaten yet,
let us liberate this country!
Take a chance for once and for all -
be heroes once again.“**

This song „To be heroes once more“ inspired the fighters of the elements so much that each one and every one of them fought like ten. The armies of undead flesh awaited the settlers, but when they unleashed the storm, the undead race was swept from the field.

The battle was short and fierce and the settlers had won.

They had dared everything - and won!

Call to all aspirants who aspire

to become Archon of the Golden Empire

Be assured that if you enter this contest and prove yourself worthy before the representatives of the elements, you will not alone lead our beloved seal.

So let everyone who will face the tests make representations to our honourable Nyame, at whose side he will rule in the future.

It shall be she who, as the soul of the land, will look deep into your hearts and minds so that the right ruler at her side will fight for the good of our homeland and all Mitrasperas.

In the name of Her Holiness Shanna of Lichtensee, Nyame of the Southern Seal

*Ferdinand Kramer
Scribe of the Court of the Golden
Empire*

REGIONAL SECTION SOUTH

Sabre rattling off the coast of Atthagonia

Already at the end of last year there was another incident between the former southern settlers, the Bracar Celtoi, and the Golden Empire.

Without any announcement a fleet of the Bracar and some friendly clans invaded the waters of the south. Although Bor, the acting High King of the Bracar Celtoi, announced such a questionable intention already during the summer campaign, he was already put in his place by both the Nyame and the Archon. Such an undertaking was expressly not desired and Bor and his men were not allowed to enter the south under these circumstances.

Some months after the campaign a report reached the court that a small fleet of the wild Celts and some allied clans sailed south. Not surprisingly, it was hoped that a little more reason and foresight had been hidden in the head of the leader of the Bracar Celtoi.

At this point it should be explicitly mentioned that this was an act of Bracar and her friends, but not an act of the Blood Pact. With the latter, the matter could be discussed in a reasonable, diplomatic way, as it should be the custom in these times.

The Golden Empire asked the fleet to turn back several times and that a continuation of the journey could be considered a declaration of war. However, all forms of diplomacy failed, forcing the Golden Empire to move troops and parts of the fleet to prevent the other ships from landing in Atthagonia.

The declared goal of the unwanted fleet was supposedly to protect the coast of the former home of Atthagonia (formerly Atthagar) from the attacks of the new enemies, the Skargars. An area of the south, however, where there are no sightings of the dangerous sailors far and wide, or have been so far. It is rather due to the stubborn ignorance of the followers of the Deer God that important contingents of the southern military were unnecessarily tied up at this point.

A pitiful spectacle followed, which could almost have ended in a senseless war. Further diplomatic attempts failed due to pure disregard and the Bracar with their followers eked out their existence on the rough, merciless sea in winter. This was to go on for weeks and months without anything worth mentioning happening. For even the Bracar

seemed to be clever enough not to barricade themselves on the open sea during the last months of the year. When the supplies ran out, at least the allies of Bracar recognized the seriousness of the situation and withdrew. Not so Bor and his freezing fighters! Many died because of the supply situation and the biting, merciless cold. A few days ago this foolish enterprise of the Bracar finally ended with ships from the south escorting them from the southern waters back to Blutgard. Thanks to the sensible decisions of the ruling dynasty and the foresight of the captains on site, this provocation on the part of Bracar did not escalate. A bloodshed could thus be prevented.

*Walther Iron Former
Field observer in Atthagonia*

REGIONAL SECTION SOUTH

Starved to death at sea

Off the coast of Atthagonia there was fortunately no sea battle between the ships of the south and the fleet of the Bracar and their friendly clans. As it turned out, little thought had been given to the supply of their own people. Apparently, the warriors who were eager to fight did not live exclusively on rum, wine, beer and song after all.

Therefore it did not take very long until the supplies ran out.

Unlike their far more sensible allies, the Bracar stubbornly stayed on the high seas and avoided the ships of the Golden Empire, although soon there were no more supplies. Once in all those weeks, a merchant ship was reported to have been sighted that

had at least been able to fill the biggest holes in their stomachs.

So it is not surprising that the Golden Empire estimates that about 50 Bracar must have died miserably at sea. Frozen, starved, died of thirst. The question arose among the sinners as to how much the High King Bor, who now bears the melodious epithet „the starving“, must have hated his own people for letting them die so unworthily.

After several days of slow dying, more supply ships reached the remaining Bracar. Hardly any of them were able to stand on their feet, let alone hold a sword in their hands. And there was not much left of the otherwise so pre-

tentious, strong men and women.

The south issued a final ultimatum to the Bracar to leave the waters and graciously agreed to send them enough supplies from the supply ships for this last voyage to put an end to the wasting away. Thanks to the elements, the starving Bracar finally followed suit.

After two days of rest, some ships from the south made sure that the remaining Bracar really sailed back. Thus the fleet of Bracar was escorted out of the waters of the south and it was as if they had never been there.

*Walther Iron Former
Field observer in Atthagonia*

Scholars, scribes and knowledge seekers - the South needs you!

Mitraspera is changing.

New enemies and new challenges await us.

We all need to secure our future, but to do so we need not only swords and shields, but also knowledge! Knowledge, however, must be collected and, above all, shared in order to

unfold its power!

Therefore, the call goes out to all you scholars, writers and knowledge seekers among the citizens of the Golden Empire and to those who want to become citizens:

Report personally or by

messenger to the first province in Caladh Mahair, Moirea O'Branaghain, Shy'Quai of the Southern Seal.

There are various posts to be filled. Among others, there are those responsible for the travel library and candidates for the

REGIONAL SECTION SOUTH

office of consul. But also writers and scholars who want to get involved and participate in the exchange of information in general are invited to apply.

In the name of the elements and the World Council, let us all do our part, whether with quills, an alert mind and wise word or nimble legs, so that Mitraspera

and our settlers can look forward to a golden future.

*i.a. the Shy'Quai Moirea
O'Branaghain*

Awards presented in New Silvania

After the dramatic events in the village of Wegesend last autumn, which only came to a good end thanks to the fireless efforts of two silent heroines, Janthe O'Leary and Babette E.Y. MacMatthe the 1st New Silvanian Order of female hunters on ribbon was awarded personally by none other than the highly commendable provincial king.

Full of pride, he decorated the two headmistresses of the recently founded first New Silvanian Hawker's School „Hägwarts“, which with its long tradition will play a pioneering role in the South.

From now on, the school will train up to five female hunters, depending on failure and/or

death rates. Applications are always welcome.

*Kathrina Gerlin, Hofmeisterin of the
first New Silvanian Högjägerinnen-
School*



REGIONAL SECTION WEST

Nyame gave birth!

We are happy to announce that our dear Nyame has given birth to a healthy son! As already with her daughter, the facts end at this point. We wish her and her son all the best and are looking forward to meeting him!

Neches'Re to storm-guard!

As it was announced shortly before the editorial deadline, our beloved Nyame Siobhán NiCharthaigh sends her Neches'Re Aelias to the stormguard, to follow her instead of the invitation of the mysterious Prince Atteron. Sources from the palace said that the Neches'Re was apparently to be accompanied by a delegation of several people. There was almost no

REGIONAL SECTION WEST

information about its composition, only the healer Laytja was mentioned.

Also the concrete order remained in the fog at first. May this not be a bad omen for the

rest of us in view of the danger of scarring!

From protectorate to fief

With the recent swearing-in ceremony, the House of MacAnwyn is now an integral part of the Western Seal. With no dissenting vote on the Day of the Highest and with the blessings of Archon and Nyame, they continue to farm Nuadh Tir Baern. The Protectorate was thus transformed back into a fiefdom and as a first step, Luna and Connor MacAnwyn changed the name of their fiefdom and cities to make this change visible to everyone: Nuadh fir Baern was now called

BarRohir, the capital on the coast was called Lunamere MacAnwyn Cuan na Murúch, the town inland was renamed Connor MacAnwyn to Steintal and a new town had been created during the year near the southern moor: Beskamoor.

As we have learned, the new citizens had to endure some destruction on the palisade of their capital during the attack of the scargos during the summer campaign, and a warehouse also fell victim to the

flames. Fortunately, the damage to property remained.

„This is not something that throws us very far behind in our plans,“ Connor MacAnwyn told us, „and if they try to land here again, they will pay dearly.“ That’s all he wanted to say about the last part of the sentence, but for some time now his workmen have been working on surveying the coast, and it seems that an extensive coastal defense is being planned here.

Selina Tiefensee not in her grave!

A recent expedition sent by our archon to check the condition of Selina Tiefensee’s grave has found it abandoned. Whether the Linsti, who is connected to the creation of the pestilence, was able to blow up

her prison on her own or whether someone from the outside plundered the grave, cannot be said with certainty at this time. If a resident of the West should see a creature that resembles a Linsti, this information

must be reported immediately to the next commander of the Kura’Assil or the seat of the Archon!

REGIONAL SECTION ROSES

Burglaries in Quingard

Quingard, Zackenberg - A series of burglaries has been keeping the city guards on tenterhooks for many months now. Almost a year ago, the first incidents occurred in which the goods and chattels of loyal citizens had been stolen by sneaky burglaries at night. But then came a time of calm and the series seemed to be broken off. In recent days, however, there have

been more break-ins again - this time the burglar did not even stop at the jeweller's. According to the current state of investigation there is not even a suspect! How long is this going to go on? How much longer shall the citizens of Quingard wake up at night hoping that the noise they heard was not from an unauthorized visitor?!

This is both a report and a request

to the city guards to finally do something about this brazen thief! Rumors say that secret citizen militias are already forming, who are taking over the service of the city guard. Whether this is true is questionable.

Lechdan Daske

Mercenaries No More

Fall of Episcorpa
Soldiers undergo great risk on the daily. That is their purpose on campaign for better or for worse. Mercenaries do so as well but their purpose is coin. A soldier will still fight with duty, pride and patriotism for one's homeland, crown, and or religion. A mercenary will fight for themselves and the earnings they will receive. The day Episcorpa fell was different somehow.

The mercenaries of the Embassy Guard stood side by side with one another, Zweiwasser and the Blutwall with shields interlocked. Their breathing was relaxed at first as they patiently waited before the Explore's palisade. At

first it felt like just another job. Ambassador Dagger of Blackwood had given Commander Anthem and Captain Varn of the Embassy Guard the task of supporting Balor the Red. This mission was just another of those chores that was often asked of a mercenary, or so it felt.

The small but tight shield wall was, perhaps only six shields abreast, and was more of a hammer than a line formation. The flanks were supported with two handed weapons and skirmishers while the immediate rear was watched over by the commander and the Guard and Blackwood healer. Just behind them were the warriors, champions and elemental

weapons the mercenaries were to lead through the throng of battle to the rotting feet of Episcorpa. Half of that tight formation were relatively new to war and as such they took their cues from the veterans. The ambassador himself stood in the line between Medina and Captain Varn. He had the most experience among the shields and this was just another job... So why had the red eyed-old soldier looked pale? He had glanced over to the taller Varn and his face betrayed an expression of nervousness. Varn shared the same expression with him and the two began to take long-slow-deep breaths to calm themselves before the storm that was

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to come. It was at this moment that the rest of the line began to understand that this was not just "another mission." This was life or death of the highest order.

The screams of battle had been subdued by indifference up until that moment; they were sounds and sights in the background within a backdrop of haze and dust. As the hearts of the hammer in services to Balor began to race to provide blood to pale features, the reality of that moment came flooding in. Forsaken siege weapons were firing whose boulders and quarrels crushed those they came in contact with. The forces of the Explorers Banner fought side by side as the screams of combat blended with the screams of pain, injury and death.

Time had little meaning. The hammer lurched forward at a slow and steady pace, called into action by Commander Anthem and Captain Varn. Anthem and Varn watched for cues from the Realm of Roses' man who had coordinated the mission and issued movement orders as needed. Those on the line executed those orders as if they were veterans many years their senior. The formation pushed through the throng of fighting men and women forcing their way to the front. Coordinated by Roses, the Embassy Guard, Jarnfolk of Zweiwasser and Blutwall pushed through the final line of commons opening up into a rare-clear batch of battlefield where Episcorpa stood among her forsaken priests and Loyal bodyguards.

The Loyals stood in rusting plate and mail armed with jagged weapons held with two hands. The composing of their insides was apparent on their breath and in the dark ooze that seeped out of rotting wounds. "Are you strong enough to push through?" came the question from the Roses. "We can try," answered Captain Varn. "Blackwood! Push!" In that moment the Embassy Guard were no longer mercenaries fighting for coin. In that moment they were brothers and sisters-in-arms with their brothers and sisters of Zweiwasser and the Blutwall fighting for a cause that they believed in. They were soldiers.

In Unity & Hope - Fenrik of Frostkeep & Tertia Tulipan

The Realm of Roses faces dangerous times towards an uncertain future, but without any doubt the Quihen'Assil have put the fate of Mythodea into our mortal hands.

It is time for us to crown an Archon, unflinching in his purpose to unite his many faced people and to create a realm that builds bridges into a future for us all. This realm needs an Archon who is wise and unblinded by pride and greed. An Archon who reaches into people's hearts and sees the potential

in all of them. An Archon able to inspire the most ardent passion in battle, but yet an archon who commands his troops with clear wit and cunning. Someone who forges the Realm of Roses into a bastion of knowledge. A bastion nurtured firelessly by its scholars, held steadfast and strong by its defenders, and overflowing with the hope found in the hearts of the children of this continent. Thus, I call upon you, Realm of Roses and friends from all across Mythodea:

If you share in the dream of a land

REGIONAL SECTION ROSES

that offers its hand in friendship,
that creates a life worth fighting for,
where women and men are free to strive by their
own abilities and virtues,
with a hopeful future on the horizon:

Bestow upon me your sword, your mind, your aid -
this is our time! Our legacy! Our future!

*Fenrik of Frostkeep, Magus in itinere & Tertia Irmelin
Iriana Tulipan, Magistra artis arcanae*

Competitors for the title of Archon & Thul'Heen



Schwarzhand is dead! Attempted murder of the Altmark castellan!



The rebel, murderer, malefactor and poisoner known as „Schwarzhand“ is dead! In an attempt to murder the Altmark castellan, Briceus of Thalgrund, with the help of some depraved bandits, he was brought down by the Dragon Guard of Zweiwasser and some of the heroes of the Empire who were present. The magician Praiodan of Fuchshag

led the final strike. The nightmare that had begun with the rebellion in the margraviate of Zweiwasser is over. Schwarzhand had led an army of rebels against the city of Drachenbrück in the summer of last year. With lies and violence he had succeeded in convincing simple farmers and fishermen to turn against the margrave Balor. But those who rise up against the rule will fall. The horror in Zweiwasser is over. A woman from his murder gang could be caught and is now, strictly guarded, taken to Shan-Meng Feyn, to the

Neches'Re Miro Klippenwald. Afterwards she will be judged in the margraviate. According to rumours, there are still some rebel groups hiding in remote areas of the Marches. But without their leader, they certainly no longer pose a threat to the good citizens of Zweiwasser.

Gribald Tannengrund, chronicler

REGIONAL SECTION ROSES

The Realm of Roses deserves only the best on the Throne of Thornes.

So look at the candidates and don't be irritated. The Realm of Roses is the people. Without us, it is only land and the Archon a lonely figurehead.

In the age of mortals, we decide who guides us, not a piece of meat between the legs.

So I, Skara Schildwahrer, will fight to make sure only the very best will rule the realm. By fighting for the Thorne of Thornes myself!

It was me who shed more blood, sweat and tears for our homeland than most of the men.

Who swore her life and limb to the archon and realm.

Who already shoulders responsibility.

Who brought our flag of power home and swore it to our diverse

community.

And for that community I will now fight!

Ramirez and I led our army successfully through the battles. As female Archon and Thul'heen we'll continue in the same unity.

We call upon you:

If you want an Archon, who knows that to reign means to serve.

Who hears every single one of their citizenzs, no matter rich or poor, near or far.

Who IS the people, they protect. Who lives for their realm until their last breath.

Then put your Silver Lioness on the Throne of Thornes.

From Karl's roots grows - by our fearlessness, unity and self-empowerment - the Realm of Roses of tomorrow.



signed
Skara Schildwahrer & Ramirez

REGIONAL SECTION ROSES

Who will be Archon in the Realm of Roses?

It's about two years ago, that Karl Weber gave his life for the realm. The time of grief is long gone, it's time, the realm needs an Archon again.

Some residents have already announced that they will fight to choose the best among you as the Archon.

The editors are currently aware of the following candidates:

- 1. Raül Mazhahk ân Oshead, Mancar'Quar at the Realm of Roses
- 2. Sir Varek Balthazar Aestus, Captain of the Emerald Tower in Zweiwasser, knight off he order of Thornes and

Roses

- 3. Harlekin Fitch, courtbard of roses
- 4. Tipp, just Tipp
- 5. Adam von Winterfeld, Protektor of the Wolfsmark, Diplomat and Ambassador of the North
- 6. Balor der Rote, Margrave von Zweiwasser, knight off he order of Thornes and Roses
- 7. Fenrik zu Frostwacht, Magus in itinere

- 8. Skara Schildwahrer, Voice of the Regent

We'll see if they are all candidates, as is well known, some keep their interest in participating secret til the end, and after even a woman announces her participation in the contest, maybe she will not be the only one ...

If you look at the field of candidates, you can be sure that it will be an exciting competition and that our empire will emerge stronger from it.

*Gottlieb Kleber
 Neutral observer and columnist*



COVE OF HEOLYSOS: PORTO LEONIS

The Council of First Ministers hereby announces and informs

A tragedy has occurred! In an effort to get to know and understand our homeland better, we sent an expedition of brave Leonites of various trades. The group was to inspect and map the boundaries of the Leonite dominion. In late autumn this expedition set off, but unfortunately it has not returned to this day. From what we learned in Windhafen, we must assume that not one of them is still alive.

What happened? How were they killed? How dangerous is it there? Questions upon questions, which our city is facing.

There's only one way to find out: So we call for another expedition to the borders of our country next spring. For this, the Council of the First seeks capable fighters, healers, mages, researchers and adventurers. The city of Porto Leonis will pay for board, lodging and

expenses. So if you are willing to join this expedition, please contact Hubertus Windmeyer, he will add your name to the expedition into the unknown of our sphere of power.

The Council of the First hopes for active assistance!

Hubertus Windmeyer

The calm before the storm

The Coin Sources Campaign in the Bones saw some of the troops return to Porto Leonis; especially the First Centuria, which was most affected in the battles. Of the 300 soldiers who left for Goldwacht, 50 remained on the battlefield. Their heroism and selflessness is not forgotten, as they were largely responsible for the campaign being at least partially successful.

150 soldiers remained in Goldwacht to secure the country and to help Münzquell train new soldiers. Thus 50 brave soldiers returned home.

The same happened in Kal'Yatar: The 500 soldiers who remained in the city were brought back to Porto Leonis via the port. Here the Leonite Navy provided support. 300 of these soldiers will soon set off with Jolanda Lavender to

secure the Halephic Forests. The rest will remain in Porto Leonis. This means above all that the war readiness of the Leonis guard will be lifted and they will be able to take care of the security of the city again.

*Ulrich von Hochkamer,
Legate of the Legio Lona*

COVE OF HEOLYSOS: PORTO LEONIS

Raw material bottlenecks

According to informed mechanic circles, the general lack of iron as a commodity in Mythodea paralyzes the building activity in the city of Porto Leonis. The demand could not be met by the trade representatives, according to the official answer of the First Ulrich. There would be enough skilled

craftsmen in the city, but by no means as much raw material as would be necessary to cover the demand. For this reason the Revered First Ulrich also urges patience. He also confirmed that both the Legio Lona and the Faugest will help the mechanics to solve the problem and to expand the

raw material production for half a year. Furthermore, it was reminded that there had been bottlenecks before which were more serious. The town had also survived this. So the first ones were looking positively into the future.

Evan te'Sorie

Pompsball also in winter

Why shouldn't I? In order to prepare for the coming pompsball season, our heroes of pompsball also train during the season of Aeris, which is, after all, competition. In the freezing cold, injuries

and wounds increase, especially if the reckless player has not warmed up sufficiently, but there are always delegates of the Al'Medici guild on site to take care of every little ailment. Hardened and har-

dened, our players can look forward to a hopeful and expectant new pompsball year.

Evan te'Sorie

The Lioness supports the Gold Quarter Campaign



As previously reported, the Legio Lona supported the neighbours of Goldwacht in their efforts to reclaim their home. The outcome of this campaign will certainly be discussed in the Goldwacht part of the herald. However, a special mention should be given to the Lioness. The flagship of the Leonitic Navy was involved in the fighting for the city and with the shelling of the harbour it made sure that the enemy units on the sea side were kept in the city.

Particularly worth mentioning is the high marksmanship of the war cog's snorts and eels. At home in Porto Leonis, the soldiers disembarked with a proudly swollen chest after leaving the former war zone. The sea soldiers mastered the baptism of fire excellently. May you always have enough water under your keel and always return safely to port.

*Grewynth Fergent,
chronicler of the Lioness*

COVE OF HEOLYSOS: PORTO LEONIS

Earthquake continues - new ideas grow

The city is still plagued by quakes. The potters and the glass factory have their hands full as dishes keep falling off the shelves and tables. A new fashion is currently developing in Porto Leonis from this situation: cups

are fitted with handles, holes are drilled in the edges of plates and everyday utensils are elegantly hung on ropes. There are no limits to the imagination in this area. Whether stretched horizontally or vertically; whether provided

with a vessel or several - the tableware garlands are the Leonites' answer to the annoying quake.

*Erisa Brandloh,
freelance scribe*

COVE OF HEOLYSOS: AD ASTRA

Toria strengthen the protection of Ad Astra

For a long time now, the stranded, those Toria who came to Asina with the mirror barque, have been an integral part of the population of Ad Astra. After a long period of habituation and trust, the Toria have decided to make their con-

tribution to the society of Ad Astra. As citizens, parts of the Toria will strengthen the city guard of Ad Astra or Asina.

*Christopher Saibert
Voice of the rulers of Ad Astras*

Ships of the Skargen sighted in the bay

Rumors of individual Skargen ships in the bay off Ad Astra were confirmed. After the incidents during the last summer campaign, individual ships of the Skargen have entered the waters of Ad Astra. It appeared, however, that these were only scattered ships from a larger convoy, for which the port, which was secured by armed ships, would have been too loss-making.

However, the population is called upon to immediately alert the Ad Astras armed forces in the event of sightings of skarge ships or skarge formations on land.

*Office of Homeland and Home
Affairs,
Free State of Ad Astra*

School of mirror magic

A teaching of mirror magic is offered. This offer is for capable people who are willing to prove themselves as apprentices. The aptitude is put to the test by an examination and a following preliminary study. Applications for these preliminary studies are only

accepted during the Cothrom an lae Ad Astras. The decision on admission to the preliminary studies is made by the teacher.

*Master Gawayn is the teacher for
the teaching of mirror magic and
head of the School of Mirror Magic.*

COVE OF HEOLYSOS: BLUTGARD

Marshals bid farewell in honour, successors appointed

At the Blutthing of the Pact, the three old marshals of the Pact were discharged from their duties in honour. All Blutbanner bearers agreed that they had fulfilled their duties excellently.

Of the three, only Kalila at Taha-wi had been re-elected by the Neturak; she was re-elected by a large majority of votes. She is now joined by Kuruk Traumalb of the Blood Elves and Radråk of the Wolf Brood, who will lead the pact through the coming year. They are now the first port of call for all foreign rulers and those interested in the pact, and their faces should be familiar to every Mythodean.

It is expected that the new marshals will focus their attention on the war of extermination against

the Skargars in the coming year. Especially Marshal Radråk, who is now the widower of the noble Svea, has made the necessity of the total extermination of this enemy people his main concern.

The editorial staff of the BBB congratulates the new marshals and wishes them a successful year in office.

By Mamoud ibn Mamoud, BBB



Victory on the sea!

The peoples of the Blood Pact triumph again! The shores of the old homeland are safe!

Since the Pact left the weak southern people behind, the whiners can no longer protect themselves. And now the scarabs are here! The shores of Atthagar seem lost! But the best of the Blood Pact have

not allowed this to happen!! Although the Southern Rulers have lamented the pact's promise not to send all warriors. And we keep our word. But then only the Bracar, Blood Eagle, Blood Elf, Wolfsbrood and Staildubh have left - all alone, that is enough! They have secured the shores of

Atthagar with a mighty fleet! Not a single skarge has set foot ashore!

Then the southerners finally sent out ships. So now the coast is halfway safe, and our heroes can return home. But some have made the final sacrifice - they fell for the cause! Over fifty brave warriors

COVE OF HEOLYSOS: BLUTGARD

are now with their Gods. Their names will not be forgotten!

By Minister of Truth Nightfire Ironheart Shadowwolf, BBB

Fights and discoveries at Blutthing

For the first time in the history of the Blood Pact, the annual Thing of Blood Banner Bearers took place on the new continent. At Dún Dornarell Castle, recently discovered in a valley on the border of the Rose Kingdom, the people of the wolf breed hosted the celebration. But even the enemies of the pact had got wind of it, and so the brave warriors of Blutgard had to defend their homeland once again.

An attack squad of the Skargen had gathered, with the sinister aim of desecrating the bones of the Svea they had so insidiously slaughtered. They managed to steal them before the funeral, and

only the heroism and speed of the Pactlers prevented them from sacrificing them to their idol in sinister rituals.

In the course of the battles, the Pact scholars were able to decipher further background information: Apparently, the Skargenvolk believe in a prophecy according to which Sveas sacrifice (even after death) can stop the further spread of the „Devourer“. (They seem to fear their idols more than worship them). It also became apparent that there is probably disagreement among the warriors' ranks as to whether the new power of their „Mist Witches“, which is based on such prophe-

cies, is really justified - undoubtedly important information for war.

Almost a subordinate clause in the face of these events is the discovery of a bubbling water spring directly under the walls of Dún Dornarell. Protected by well-forgotten scattered undeath as well as magical fuses, it could be conquered with hard effort. Soon an aqueduct will bring the precious water to Blutgard - another drop for the eternally thirsty throat of the city.

By Jingo Federweiß, war correspondent of the BBB

Bitter triumph on the walls before Goldwacht

After the devastating defeat of the federal troops at Goldwacht in the summer campaign, a new force could finally be deployed at the beginning of autumn to take back the city. Troops were sent from Askalon, Porto Leonis and the realm of the roses to assist the surviving coin bearers. Despite the noticeable weakening of the

defensive power due to losses in the summer campaign (and withdrawals by private group expeditions), the Blood Pact also provided two divisions: A unit of the Insurrection Suppression Department and a lesser clan people of Blutgard rushed to the aid of the Allies!

These units proved to be indis-

pensable; both in flanking the immovable units of the Black Ice and in city combat on the walls of Goldwacht itself. After several swarms of Black Ice (including several of the dreaded golems) were defeated in the battle for a strategically important bridge, the Alliance advanced on the city itself. In a fierce battle, the occu-

COVE OF HEOLYSOS: BLUTGARD

piers managed to keep the occupiers occupied until the regent of Mint Spring had unleashed the power of the elements himself. A crushing wall of water destroyed the enemy, but the city is now also lost. Likewise, many brave rebel oppressors and suicide berserkers gave their lives to Blutgard in

the battle. But from the destruction sprouts new hope. The people of Mint Spring, determined to take their rightful place alongside the civilized Free Cities, have already begun rebuilding. It is expected that the fugitives so generously received by Blutgard will soon

return to their homes to join the great work.

The Covenant and the people of Blutgard bid farewell to our friends - and: welcome back.

By Jingo Federweiß, war correspondent of the BBB

Short news

Ministry of Trade justified

In the course of a large administrative reform the mayor's office of Blutgard finally united the extensive trade of Blutgard under one roof. Duke Lupus Gregory de Wolf, Grand Master of the

Mercenary Guild, was appointed Minister of Trade, with Master Leif of the Blood Squadron as Vice Minister. Minister Wolf is thus from now on the main contact person for all those willing to trade of the

civilized peoples of Mythodea, and moreover personal guarantor for security and prosperity of all mercantile guests of our beautiful city.

Lord Mayor confirms

The Lord Mayor of Blutgard, H. E. Chattras of the Okosh, was confirmed in office at the Blutthing. A motion for official punishment

of His Eminence for disruption of military service and neglect of blood celts was hotly debated and finally turned into a commen-

dation. The editorial staff of the BBB congratulates His Eminence.

Rations ordered, rumours of shortage denied

By order of the newly founded Ministry of Plenty, Blutgard's grain supplies were already being rationed before the end of the rainy season. Covenant members re-

ceive appropriate food on the basis of teeth; all other city dwellers are provided with food weighted according to their usefulness. The ministry denies all malicious

rumors that the rationing should have taken place due to the remote supply of the South Sea expedition of individual groups. It strictly rejects any talk of a so-

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called „bracar bite“, which the people of Blutgard allegedly now have to do without, and promises an end to rationing after the spring harvest at the latest.

Truth Minister appointed

In order to put a definitive end to harmful talk and military-devastating rumour making, the special representative for positive reporting of the BBB, *Nachtfeuer Eisenherz Schattenwolf*, was ap-

pointed Minister of Truth by the Lord Mayor's Office. (The Blutgard Notification Bureau is now attached to this new ministry). In the face of an increasingly confused world, the official determi-

nation of what can be believed to be true in good conscience brings relief to the citizens of Blutgard.

A great purge!



Blutgard is the best city in Mythodea! But even here there are sometimes problems. Many Blood-

guards do not obey the laws of honor. They steal and rob just because they're hungry. They fight each other when they should be fighting the enemies of the Covenant! They're making this great city small, diminishing the Covenant's rightful claim on it. But this is over now! The Lord Mayor has made a ministry that will ensure peace. And he has appointed the Domhal of Tanas as chief executive. It was a wise choice, because Domhal is a strong man, a great man! He is tough, he is determined, and he is just! He will gather good men,

and they will punish the thieves and robbers and murderers, and they will clean up the city! So far, justice has often been served long. This stops now! The sooner a sentence is passed, the better! Criminals only laugh at tearful talk, but they are quick to shut up when you give them a firm hand! Soon order will reign in Blutgard! And then only good things will be heard about us, and noble deeds!

From Truth Minister Nightfire Iron-Hearted Direwolf, BBB

COVE OF HEOLYSOS: BLUTGARD

Development plan for the armed forces meets dating agency

In order to ensure the fighting power of the Blood Pact and the claim to this land in the distant future, an effective population policy is necessary. For this purpose, in the course of the recent administrative reform, it was decided to set up a Ministry of Love, which, together with the Ministries of Abundance, Truth and Peace, now forms the basis for the stability of the city. In a first undertaking, a military build-up plan was drawn up, which is intended

to bring the individual peoples of the pact closer together by means of public alcohol dispensing and to bring about a stable birth rate.

The local press has also already taken up these efforts. The notorious „death messenger“ will in future run a partner agency-advertising department where interested parties can make enquiries and submit offers. Contact will be made through the relevant channels.

*By Sven Olafsson, BBB (Practical)
(Are you crazy?! Death messenger!
You can't write that. If the mayor
finds out.)*

*Well, I thought it would stir things up
a bit, you know what I mean? - Note
from the author.)*

*(No way! The shipping herald
should delete this part - and don't
forget it, okay? - Editor's note.)*

Don't worry - note from the editor.

The Mitrasperan Herald

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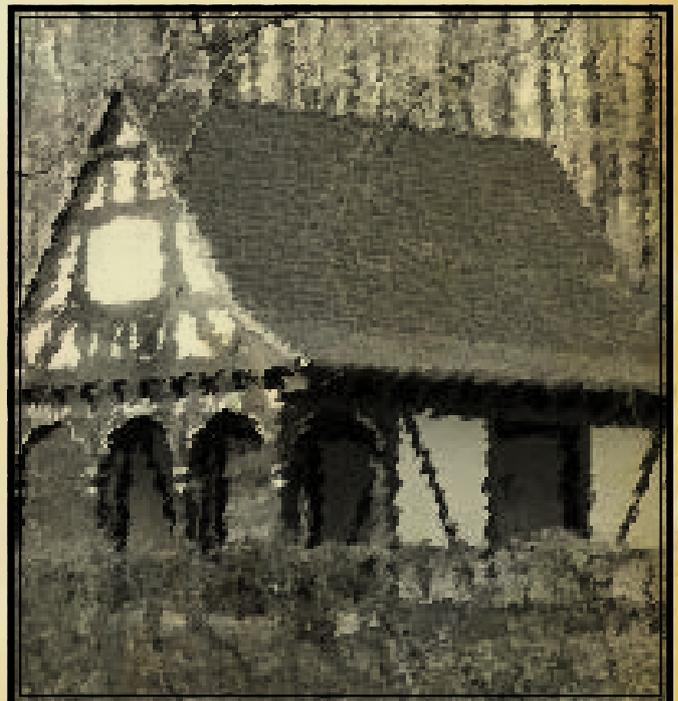
Northern Seal: Adaque Quarzen

Western Seal: Burian Hainsaite

Southern Seal: Bosper Korninger

Editing: Nistrel Meaningful Finder

With the support of Baldur the White,
First librarian to Porto Leonis.



COVE OF HEOLYSOS: ASKALON

Plans for the city festival in Askalon are in full swing

The committee appointed by the senators to plan the city festival is working at full speed. Much must be considered and nothing must be forgotten. Askalon would like to present itself in the best light for its citizens and also for guests

from other cities, the Märkischer Bund and the sealing areas. An important point in the context of the city festival is the oath of the five senators, which is now repeated for the third time. It is rumoured that there will be some

changes in the city's leadership. There is still time for planning until the end of the fourth month and there is still a lot to do.

Helma Flinkfinger

Admiral takes the helm

The 1st Admiral of Askalon has seized the ground and turned the harbour upside down. Where before ships came and went, they are now properly registered and unregistered. The port command now monitors all anchored ships. The Admiral welcomes the new system, so some money will be put into the harbour treasury.

„Every ship has to pay a berth fee," says Fynnley Gunnjarson. Although the captains know the procedure from other ports, they express their displeasure.

„It can't be. It used to be such a beautiful free port," a sailor replied to the editor.

But you can see where the profits go. The streets in the harbour are

getting better, the harbour area looks safer, thanks to a harbour guard and a shipyard is also to be built.

It seems that the admiral has the port under control. We wish the Admiral continued success.

Gez. Harald Breitage

Fire in the harbour

In the middle of the night the bells rang out. One look out of the window was enough to know what was going on. A fire in the harbour. A tragedy for every sailor. The tavern was burning brightly and all the men on site tried to control the fire and prevent it from

spreading to the other buildings. Water chains were formed and, as a precaution, all people from the surrounding buildings were evacuated. All night long, the local Ascalonians, who were in a hurry to help, fought to extinguish the fire. In the end everyone was

exhausted, covered in soot and fired. But with the first rays of the sun the last flame was extinguished. The fire investigations are underway.

Gez. Harald Breitage

COVE OF HEOLYSOS: ASKALON

A spa house for Askalon

The interview was conducted by Sandro Galico Silva, editor of the local editorial office of the herald in Askalon, with Gwendolyn Nì Fallon, priestess of the Peraine church and healer in the military hospital of the Academy in Askalon and Angharad Nì Fianna, stone healer in the military hospital of the Academy in Askalon.

Herald (H): Your Grace, this is how you are addressed in your homeland in Aventuria, right? Since I have been here in Askalon, I have heard several times about the Kurhaus zu Askalon. What may the reader imagine by the term Kurhaus?

Gwendolyn Nì Fallon (G): Yes, that is correct. The Kurhaus is a place of rest, of regeneration. Often the patient is not yet fully recovered after the treatment. Some still feel weak, or the movement of the arms and legs is still restricted. In addition, there are citizens who have chronic ailments, here too the Kurhaus can help. The Kurhaus is a supplement to magical and non-magical healing.

Angharad Nì Fianna (A): Right. But this does not only concern physical complaints, but also

psychological problems. A patient can be quite physically unharmed and still be flabby, unbalanced, irritable and more. In such cases we are also happy to help.

(H): How did the idea of the Kurhaus come about?

(G): In my home world of Aventuria there are already similar treatment houses in the city of Trallop in the duchy of Weiden. As a priestess and healer I have always found it interesting to exchange with other healers and to get to know new treatment methods. Why always magic healing, when healing is also possible by other means?

(A): I see it the same way. Especially if you exchange with other healers, you might find new ways to help the patients. Or also old wisdom that is still valid and was only forgotten for a certain time. Especially the connection to other races is very helpful, because it can happen that a treatment method that helps a person, for example with an Orc, does not work at all. I was used to practising alone, but when I came to Havena and met Gwen, we found that our treatment methods fit together well, complement

each other. When you can then bring different healing methods together under one roof, it is a great benefit for the patients.

(H): What treatment methods does the Kurhaus offer?

(G): At present we offer the following methods of treatment: From my side it is healing through movement, healing through nutrition, movement groups, healing of the soul especially in cases where the patient is possessed/influenced by malicious magic.

(A): Stone healing, as I practice it, is a very old method of treatment to restore or strengthen the physical and, to a limited extent, the mental health of the patient.

(H): Would you explain this to the reader in more detail?

(A): I heal with stones, which means that I use the natural powers of stones. So this has nothing to do with magic. I consider which stone has which properties and then decide whether it is suitable for the treatment. Stones can be placed on the patient's body, for example, to promote self-healing, or the stone can be used for dream

COVE OF HEOLYSOS: ASKALON

journeys for mental problems such as anxiety and fear.

(G): Healing through movement means that the patient is shown movements that can alleviate or even make his complaints disappear. He is also shown how to prevent movements that can cause discomfort. It is similar with healing through diet. Proper nutrition can also alleviate symptoms and help promote health. Physical activity groups are an offer to several fellow citizens of the city who have approximately the same restrictions on physical activity. People meet in a group and do different types of exercise together. Traveling healers often call these movements Yoga, or Pilates.

(H): How can the reader determine which treatment is right for him?

(G): First the patient must be thoroughly examined. Because it must be excluded that a magical healing or an operation is not necessary. If this is ruled out, then there will follow discussions about the duration and extent of the complaints, how much they limit. Then we decide what the treatment plan for the patient must look like.

(A): It is important that our methods never replace the treatment by a healer/medicus! We can only be supportive, but it is absolutely necessary to clarify exactly what problems the patient has and which treatment

method is the right one. And should the patient suddenly feel unwell during the treatment, it is absolutely necessary to express this and we will then find a more suitable option.

(H): Your Grace, thank you for the interview. Consultations for treatment in the Kurhaus in the Academy of Askalon are held every 1, 3 and 5 days of the week. Turn confidently to the healers Gwendolyn Nì Fallon and AngharadNì Fianna

By Sandro Galico Silva

COVE OF HEOLYSOS: MÜNZQUELL

Newsflash: Victory over the forsaken!

Gold guard in quake and flood gone!

According to a preliminary announcement of the War Council, the outlaws of the Black Ice and the Oily Pestilence have been defeated. The city of Goldwacht, however, was completely destroyed. The news we have received is scarce, whether the much quoted „military secrecy“. To the dear reader, however, we want to summarize what is known at this time.

The united army has gone on the offensive against the Goldwacht occupied by the enemy. There had been fights on the way through the surrounding area, especially at the north-western bridge, which leads over a tributary of the Achtersprings. The bridge had been destroyed and the troops had already suffered noticeable losses on the way to Goldwacht.

During the actual attack on the city, trebuchets were also used, as well as a warship from Porto Leonis. Soldiers we spoke to reported that a series of mock attacks had been carried out on the outlaws to keep them busy, while a special task force had carried out an operation in the tunnels under the city.

This task force is said to have been led by the Regent Münz-

quells himself, assisted by Sir Ulrich von Hochkamer. What exactly happened beneath the city is not known to us. There are many rumors about it, from the use of a banner of power, to the controlled collapse of tunnels, to daring claims that the Regent of Münzquells, or Sir Ulrich, used forces that only archons should have.

Eyewitnesses agree on what happened next. The eight-jump, the mighty river that runs along Goldwacht, suddenly ebbed near the city. The earth shook and a landslide tore a whole quarter of the city into the sea. The forsaken have passed away in a sudden flood, while the forces of the elements have been able to retreat in time.

Where Goldwacht had been, there was now a swampy wasteland, pervaded by the ruins of the once proud city. Both the Regent of Münzquells and Sir Ulrich were later found in bad shape. Only a few of the Special Command's men had survived.

We don't know what this suddenly created wasteland is all about, but the War Council has declared it a restricted area. Regular patrols are now moving around the area. Does the War Council have any doubts that the outlawed were really defeated? At this point, only

speculation remains.

The citizens of Coinquell seem to be hard hit by the loss of their city. From the close circle around the regent, however, it was heard that plans are already underway to establish a new gold guard on the northeastern side of the River of Eight. So it is not surprising that the War Council has now announced that the army and refugee camp will be moved to that very spot.

The supply situation seems to be secured at least for the coming winter. As part of the aid supplies, two shiploads of food and wood from the Golden Empire have arrived. Over the last few weeks, several aid shipments have already arrived from the Free Cities and the Rose Kingdom. A large part of the refugees have already been evacuated to these cities at the beginning of the campaign.

We hope that the victory over the forsaken in the Bay of Heolysos will last, and that this crisis has brought the Free Cities of the Bay closer together. We remember all who gave their lives for this victory.

*Full of Hope,
Federico and Ylana from the Free
Feathers*

COVE OF HEOLYSOS: MÜNZQUELL

The bay's on fire!

The sky above the bay of Heolysos has been covered by thick black smoke for two days now! Extensive forest fires are consuming the area around Goldwacht northeast of the figure of eight! According to a proclamation of the war council, these forest fires were deliberately set to stop the advance of the outlaws through the surrounding area and to pave

the way for the counter offensive. It is hard to imagine how far the sea of flames reaches. There is hope and fear that the flames will not reach the army and refugee camp. According to the War Council, however, there is no reason for concern. Moreover, the tactical implementation of this undertaking was made possible by a gift from the Blood Pact. A who-

le shipload of combustible oils and pitch had been made available for the fight against the black ice and pestilence. We hope that victory over those who are forsaken will justify this sacrifice and we wonder what the elementary peoples will think of this decision.

Federico and Ylana of the Free Feathers

Pestilence creature destroyed!

The War Council has announced that the Pestilence creature known as the „Plague Mahr“ has been successfully destroyed! Under the leadership of Sir Ulrich von Hochkamer, commander of the forces of Porto Leonis, the grotesque beast had been set a so-

phisticated trap. The creature met its end in a blazing inferno. However, according to unconfirmed reports, soldiers who were part of this undertaking are said to have observed how, on the creature's death, a single deformed body split off from it and escaped. Re-

presentatives of the War Council rejected our inquiries on this matter for reasons of military secrecy. We will keep the esteemed reader informed.

Ylana of the Free Feathers

Ochsenbrunn saved from packagers!

The village of Ochsenbrunn, in the more distant surroundings of Goldwacht, is probably unknown to the honoured reader. Less than a hundred men and women had made a new home there. Since they are not citizens of Münzquell, Ochsenbrunn was legally considered a „wild settlement“, but was tolerated until now. As has now become known,

the village almost fell victim to a catastrophe! Not only did the outlaws almost overrun Ochsenbrunn as they marched through the surrounding countryside, but there was also a small group of partakers who were on the verge of destroying the village and its inhabitants! But this fate could be averted! A delegation of the war council, consisting of soldiers

from Porto Leonis, led by Sir Ulrich von Hochkamer, and the „Goldfedern“, the personal bodyguard of the regent of Münzquell, had tracked down the Pactarians and brought them to justice! The other villagers could be persuaded to give up their village and travel back to the army camp with the Gesandschaft. The entire harvest of Ochsenbrunn could be secu-

COVE OF HEOLYSOS: MÜNZQUELL

red and carried along! In view of the tense supply situation this is a significant success! We hope that further victories and successes will follow.
Ylana of the Free Feathers

Water sources discovered!

The army and refugee camp, which was built in a makeshift manner by the survivors after the fall of Goldwacht, could not have been built in a less favourable location. Far away from the Achtersprings and the known springs, the supply of the camp with drinking water was one of the biggest challenges for the war council. Now a remedy could be found. Under the leadership of Garion of Arivor, a Rondra-dedicated person, an Embassy succeeded in finding new sources of water in the surrounding area. Although they are not in the immediate vicinity of the camp, several carts with escort vehicles now ensure daily supplies. We say: Cheers!

Federico from the Free Feathers

Freeing goods and survivors from Goldwacht's harbour!

Due to military secrecy, we know very little information, but it seems that a highly dangerous undertaking has taken place under cover of night and fog! According to unconfirmed reports, the S.S.E. Rhudena sailed with a group of volunteers to Goldwacht Harbour. There, in front of the city occupied by the outlawed ones, not only was a late mission carried out, a landing party even infiltrated the warehouses! Numerous goods had been salvaged and even a group of survivors had been found and rescued! These are now supposed to be in the strictly guarded and recently expanded military hospital in the army and refugee camp. We assume that those survivors, in the hospital run by the Reichsheilerschaft of the Reich of Roses, will now receive adequate care. However, the group of volunteers who infiltrated Goldwacht's port is said to have had a strange composition. Drunken buccaneers and orcs are said to have carried out this venture? We say sailor's yarn!

Federico of the Free Feathers

COVE OF HEOLYSOS: MÜNZQUELL

War council prepares counter offensive

The call of the regent Coin Source for support has not gone unanswered. More than eight hundred fighters have reached the army and refugee camp and are preparing for the campaign against the forsaken. A war council has been formed, which is now to direct the further fate. Each army is represented by a commander. As far as we know, the following troops are now participating in this campaign:

- An army of Ascalon, led by Senator Raistlin of Ascalon
- Armed forces from Porto Leonis, led by Sir Ulrich von Hochkamer
- Troops from the realm of roses, led by Vhenan Bazhima

- A small task force from Blutgard, led by „Enforcer General“ Astrid
- The surviving troops of Goldwacht, led by the regent of Münzquell, Falk Leomar Sigiswil

The large presence of troops naturally makes us feel relieved and hopeful. We are sure that the forsaken in the Bay of Heolysos will soon be stopped. But we cannot avoid one question: Why has the Eastern Seal not sent troops? Of all the towns in the bay, Gold Watch is the closest to the eastern borders. Should an invasion of the outlaws, so close to their own borders, not disturb the Eastern Seal? Or is the confidence in the cities of the bay already so high

that it is assumed that they are already able to solve their problems themselves? We say: Unexpected!

Federico of the Free Feathers

MINNE AND SINGING

Where are you?

Where did you go, oh elements?

Where did you go?

Are you gone?

Are you out of sight, out of mind?

Can't hear you,

Can't see you,

Can't feel you.

It hurts so much...

No, we're not gone, my dear child.

Always there, not far away.

Always saw you,

Always heard you.

We protect you as parents protect their children.

We ward off the danger that sounds from outside.

The time is yours now, in all its glory.

Fill it wisely and with care.

Do not be afraid of what is coming.

He who carries us in his heart is never alone.

For him we are never far away,

in all our glory.

Landuin Conchobair, fighter Aeris

A poem from the re- alm of roses:

Hold on with your sad-blind heart
a broken man we constantly lament.

A weakling, not the hero buried.

He fled the suffering called command and pain.

Never ruled, at heart remained a soldier
Was too stubborn to change heart and mind

Needed a hand to guide him

and ends up doing this weak act.

Sacrifice is a soldier's privilege.

Crowned men show greatness in endurance.

Only a weak spirit passes by his deeds.

Hear my words. The deed is heavy,
Karl Weber will always owe us an Archon,
stand up and show yourselves more worthy than he.

signed the unknown poet

MINNE AND SINGING

Guest contributions for Otto's wisdom from the East:

Let the wisdom of the people be proclaimed,
For your satiety, it was aimed.

„Some never forget her.

Some never had her.

But listen, you citizens of the seal, or those who
want to become citizens:

The bonnet, may it always grace your head,
because this is what separates us from the animals.

Many a door will open to you,
so you should always count on it!

It's a privilege to wear the hood.

„Take the high road.“

- the good citizen

Well spoken, good citizen! But always remember
the words of my namesake from the house of Groll:

„He who ties the bonnet has lost all control over his
life!“

Finally, the words of a young but no less wise
guard of the 8th Archonteguard from the beautiful
Eastern Empire:

„Sacrifice also means leaving behind something of
one's self on the battlefield called life.“

Wisdom is everywhere!

Citizens, tailors, generals,

Each one of them is wise,

No fallacy, nonsense or guile!

And so it shall end today.

For wisdom is in your hands