



THE MITRASPERAN HERALD

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Be vigilant!

Lords, settlers, friends, people of Mitraspera, this is an urgent warning!

The Naldar received a prophecy from the Lady of the Winds: „A piece will be turn out of the heart of

Mitraspera and what once happened at the world forge may happen again.“

A time and a place are unknown to us. Please pay attention to the smallest signs and collect obser-

vations in your respective seals.

May Aeris watch over
you at all times!

Iramar for the Naldar

Circumnavigation of the ice wall

After it became known that the ice wall in the south of the continent had started to melt, the Naldar and various settlers from the third province of Tin Shaheen planned to lead a shipping command around the ice wall.

Six catamarans, each with a crew of six to twelve Naldar and settlers, started on this mission shortly before the equinox. But the elements seemed against it. As soon as the

troop arrived at sea, they were faced with the rough sea. The further the ships sailed towards the ice wall, the more ice floes drifted in the water. The Naldar soon decided that a continuation of the journey would not be effective in the local conditions.

They tried to bypass the ice floes in another way in order to get to the ice wall. However, the onward journey ultimately failed due to the impenetrable fog, because neither

Naldar nor settlers saw any point in navigating this without real navigation options. Further attempts are to be started again in the spring.

Summarized by Iramar

REGIONAL SECTION NORTH

A shady army on the move

Reports reached the palace that a multitude of unmarked ships had been sighted off Ozam Har'ol, past the shores of Exilia and into the Fjord of Nok.

Apparently not skarges, but filled with hundreds of armoured human men and women and an even greater mass of armoured orc-like creatures. Described as the last surviving Rahak'dun under the control of the being Kalisang. All of them with crystals on their temples that clearly indicated their loyalty.

At present, a landing of this fleet is feared inland at Dakara at the latest. It is estimated that the size of the Kalisang army is comparable to almost one fifth of the entire northern army.

All readers and settlers of the Northern Empire are currently strongly advised to avoid this army. The Curator, as the leader of this fighting alliance calls himself, leaves only two options to any Northern settlers and soldiers they encounter: Conversion to the retinue of Kalisang or death.

Contingents of the Northern Army have been sent to protect the towns and settlers and allow this potentially hostile army to pass into the Black Ice area without confrontation.

Let this enemy wear itself out on the Black Ice and weaken the Black Ice in the process.

*Cassiopaia Tresterbach,
Palace Speaker to Their
Excellencies of the Northern Empire*

REGIONAL SECTION WEST

On the state of the Seal

As by now, everyone should have noticed that something is not right on Mythodea.

The Weather is going haywire, there are earthquakes and eruptions and there are rumors that ivy plants are starting to glow all of a sudden. But all of this is shadowed by famines, droughts and spreading sickness.

Whatever is happening right now: the western seal has not been spared. But we were not the western seal, if people would not roll up their sleeves, work together and make the best of things. A great example of this mentality could be observed at the festivities on the occasion of the western seals oath. It was one of the larger gatherings since the beginning of the aforementioned catastrophes. According to my sources, there were approximately 35 settlers from six fiefdoms and almost as many guests as well. Instead of the usual day of the elders there was a meeting of the fiefdoms where all the

problems the fiefdoms had to face during the last years were reported. But instead of desperation or empty wailing, solutions to solve those problems were offered and what little surpluses were gathered in the fiefdoms was shared to solve shortages in other fiefdoms.

The new Manca'quar, Rona de Goa, who succeeded Freerk de Beer shortly before, Lunamere MacAnwynn of BarRohir and Jonnar Kel of Anthador are working to create a supply network for the whole seal. Besides resources, information has been sparse in many parts of the seal as well, and some parts had been cut off completely. With Aerisportals and Terras tunnels, as well as using magic, being quite unreliable due to the events, a network of stagecoaches is supposed to be established.

Some sources even state that Stormcrows from the fiefdom of BarRohir will be part of the process. Those birds are said to be

highly reliable, delivering messages even in the worst of storms.

But where existences are at the brink of destruction, Settlers might even turn to banditry to save their lives. To counter such a possibility, our beloved Archon Collin invited all those in need of shelter, to the Stronghold of Creag un Goig. There they will find accommodation, Food and - in the long run - a meaningful task.

The Archon and Nyame are doing everything in their Power to stabilize the western seal. While the Archon is doing things, which my mind can not really grasp, the Nyame and her Neches'Re travel the fiefdoms to raise morale.

All in all, the Western Seal once again shows, that when we stand as we always do - as a family - nothing can bring us to our knees.

*By Alen Elamin, free journalist,
for the western Seal*

REGIONAL SECTION WEST

Currently, there's only speculation

For almost one and a half year, the continent is in the state of an emergency.

It is haunted by strange and unknown weather conditions and natural phenomena and the western seal has not been spared. Simply calling these phenomena tempests is not just misleading, but plain wrong.

After all, even a tempest follows the laws of nature and is - by some degree - predictable. All the things happening right now, are lacking that predictability. A lot of things can simply seen as weather, like the storm surges at the coasts or the snow in Ulfhain, which has reached heights as tall as a man. But in BarRohir even a whole stretch of coast has sunk.

Close to the main Complex of the academia larthar a crevice appeared for several days before it mysteriously closed again.

Solis Ortum is being plagued by earthquakes and other catastrophes. This is but a mere glimpse of the changes we are experiencing right now and will with great probability experience in the future. All of this exceeds the expression „Weather“ by far and no mundane origin could be found yet.

Therefore we can only speculate what caused all of this. Even the noticable imbalance of the elements could be both root cause or symptom, making the use of magic highly risky.

Current findings lead to the conclusion, that the momentary highly

volatile energyflow in the leylines has no direct connection to the weather phenomena. Of course the lines are constantly being watched by the Leylines Sentinels, but there are no patterns yet which can be traced to solve those mysteries.

Therefore i want to invite researching folk to a first meeting at the Academia larthar. Passive protective measures still ensure its safetime. By working together, i hope to illuminate some problems and create solutions to some of the problems.

Lady Helena-Waltrude Vroen, High office of research in the western seal

REGIONAL SECTION REALM OF ROSES

Attack on Heart's Rest

Shortly before the Court Day of the Realm of Roses, Heart's Rest, the estate of His Excellency Miro Klippenwald, was almost completely destroyed in a nightly attack.

Almost all of its inhabitants were killed. The Neches`Re seems to have been the primary target of the attack, as he was kidnapped by the attackers. But he did not

remain so for long: On the first evening of the court day, his Excellency appeared together with two guests, members of the so-called „Circle of Redemption“. This mysterious group seems to be responsible for the rescue of the Neches`Re.

Who is responsible for the attack remains unclear. Unconfirmed rumors say that a troop of undead

attacked the Heart's Rest. If this is confirmed, it would be the first undead attack on our soil in several years.

**Are we not even safe
from undead in the Realm
of Roses anymore?**

*Angrond Stanzenfüller,
traveling scribe.*

Fenrik zu Frostwacht appointed Emissary

Many who, like me, have been following the events of the last few years at the Court of Roses and Thorns closely, could already guess it:

At the Court Day of the Realm of Roses, Regent Amir Vhelarie announced that Fenrik zu Frostwacht would henceforth hold the high office of Emissary of the Re-

alm of Roses. Zu Frostwacht, who is now to be titled „Highness“, has not only made a name for himself in recent years with his magical talent and many a courageous deed, but is also known throughout the continent for his singing skills.

This fame will certainly benefit him in his new role.

We'll see if his choices as emissary strike the same chord as his singing voice!

*Angrond Stanzenfüller,
Court Reporter*

REGIONAL SECTION REALM OF ROSES

The city recovers after another shattering blow dealt by the twisted ways of fate

Alsahav blossoms once more,
reclaiming its old glory.

The gales of fate could not bend
the people of Oron, nor bring
them to their knees either. Alsa-

hav had to be abandoned during
the ashstorms but it's taken back
shovel by shovel and building by
building. Soon it will gleam in its
golden majesty and set the desert
ablaze again.

*Robert Jakuma Court-scribe of
Moghuli Kalifia Nahema saba'el'sulef
saba Beychaliban ay Elburum*

The Wild Roses are in bloom

After months of disasters and
catastrophes, taking their toll
also on the northern border of
the Realm, hope is blooming in
the Zweiwasser Marches.

Even though winter is coming,
there are good news of late. More
settlers are expected in the com-
ing weeks and months, following
the call of Urdan Weißwasser, to

come and live in Zweiwasser. In
the capital Drachenbrück, work
on the new city quarter Schwarz-
heim is proceeding under the
guidance of the East Blackwood
Company.

And in the free city of Perlhafen,
several representatives of the Go-
rasian Expeditionary Group were
seen, busy at work. Will they open

a new trading post there? To deal
with all these new flowers in the
garden of his fiefdom, Margrave
Balor has decided to make his loy-
al retainer Yassia Zinkhal the new
Chancellor of Zweiwasser. When
spring arrives, it will be seen what
fruits the "blooming wild roses of
the North" will bear.

Jakub Przywalszyszek, Free Scribe

REGIONAL SECTION MÄRKISCHER BUND

New ministerial conciliatory elected

On the last winter council the land owners expressed their trust in the following ministers with their votes:

Boromil Damotil
- land administration



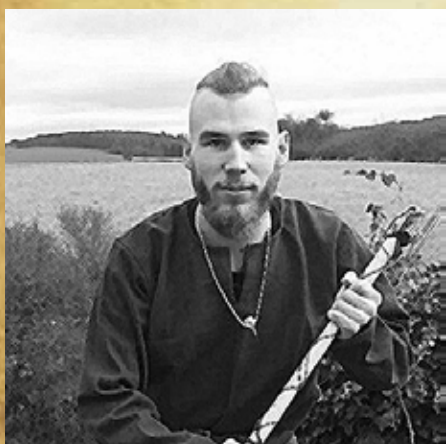
Kompass
- wisdom and norm



Horizon Yvane Tilly
- diplomacy



Björn Thorinson - deputy



Salina Weber - deputy



Liam von Freyberg - deputy



REGIONAL SECTION MÄRKISCHER BUND

Gerald Hagelbach
- finances and emelents



Hainrich von Mudbachtal
- military



Sir Fenryl Dalmor
- deputy



no deputy elected, yet

*Rose,
chief reporter of Märkblatt*

Cowardly raid

In the late spring of this year, a village in the Markian clod of New Corenia was attacked by seafaring pirates.

The attackers, who probably thought they had easy prey, were apparently Skargs, but they did not expect the appearance of our invincible army.

After our beloved commander held his ground in the face of

overwhelming odds and with a few loyal soldiers drove the cowardly invaders back into the sea in a bloody battle, the enemy will probably want to take revenge on us to atone for his shameful defeat.

Thus, the Ministry of Military Affairs, in consultation with the Markian Council, feels compelled to declare a state of war for the coasts of the Confederation, in order to be able to react with all

severity to further attacks and to lead our glorious army to new victories.

*For the country, for Mythodea
Eusebia Blutminze, free reporter*

How unsafe are Mythodea's coasts?

In the late winter of last year, the clod of New Corenia was attacked out of nowhere by Skargs.

The cowardly enemies chose a small, unprotected settlement in northern New Corenia as their first point of attack.

They killed the Schmid, depriving a boy who had already lost his

parents to the Black Ice of his new family once again.

The Skargs took hostages, whom they carried off to their ship, and demanded that the inhabitants give them a third of the population as a blood toll. The rest were to be allowed to leave the clod, as the skargs also wanted to take over the land.

It is thanks to the very quick reaction and help of the Margravian army that the enemies were repulsed, and the coast was made safe again.

However, the enemy is not far and all coastal areas should take special care.

Founding Council of New Corenia

Mead and dark forces

The meadsolstice in Beringen heralds a new beginning, but also brings unsettling omen.

After long months of separation, Beringen finally gathered friends and neighbors back in Heimstatt for the Meadsolstice this summer. Just in time, the tremors of land and sea had subsided enough that travel was possible again. And so guests hungry for company and adventure crowded the green Bering Sea for tournaments and festivities.

But the joy was soon heavily clouded, because other powers had also found their way to Beringen. From the forest and from the grave rose, cold and dead, long-fallen comrades-in-arms of the Beringer (including even the brother of the

baron!) Under the command of an undead witch.

This could hardly be conquered with bare steel. When seriously threatened, it took refuge in mysterious fog, only to rise again shortly afterwards in the forest. As the hours passed, it seemed as if their presence threatened to slowly poison the entire area.

After all, it was only the solidarity of the guests and hosts that could save the solstice. While the fighters fought valiantly against the dead, who rose again and again, the magicians found the source of the unnatural invulnerability of the undead monster.

It was also possible to keep the terrible woman under a spell and

curse long enough for the brave heroes to find that source - her black and rotten heart - and destroy it.

The following days were of course characterized by a relieved pleasure in drinking, playing and singing. Beringen also challenged his guests in noble Turney (and the shadows them to not quite so noble, according to official statement not demonstrably smeared fistfight duels the night after).

*Venerable Sister Quenja Bien,
clerk in the Wabenwacht monastery*

COVE OF HEOLYSOS: AD ASTRA

Granting of citizenship and civil rights

Although public gatherings and events had to be largely restricted or even banned at times due to the severity of the natural disasters affecting the Free State of Ad Astra, some residents were recently able to be sworn in as citizens.

The citizen candidates who had passed their probationary period and proved the fulfilment of the further requirements received an

official letter from the State Chancellery and took the oath of citizenship in writing.

This proved to be a practicable solution, as the inhabitants did not have to leave their dwellings for this and therefore stayed protected from the elements gone wild and the uprearing land. Also, all the messenger birds sent out by the state chancellery returned safely to the hut.

*Attn: Alayne
Ceann for Home Affairs and Head of
the State Chancellery*

Workers wanted for restoration after natural disasters

During the past year, various natural disasters have hit the Free City of Asina and the port village of Caladh Erenn.

Starting with the Great Heat, the ash-bearing bush and lavender fires and the subsequent Great Wet including a storm surge, the buildings and places of Ad Astra still are marked by excessive weather-related damage. As there

currently is no sign of the elements calming down and further natural disasters are to be expected, buildings and squares must not only be repaired as quickly as possible, but also prepared for what may come. Heat and water protection are particularly important.

Hence, the Office for Urban Development and Infrastructure is urgently looking for skilled

craftsmen for all trades as well as workers who can perform heavy physical work under their supervision. In addition to salary, board and lodging, protection and other non-monetary remuneration are offered. Please direct letters of application to the Head of the State House of Assembly, Alayne.

*Attn.: Office of Urban Development
and Infrastructure*

COVE OF HEOLYSOS: AD ASTRA

Handover of the Magica Temple to Toria-Edalphi

The Magica Temple in the old town of Asina was completed before the outbreak of the natural disasters and inaugurated in a solemn ceremony.

Numerous onlookers, but also some invited guests, were present at the time and took part in the inauguration ceremony. With musical accompaniment, those present meditated under the guidance of

the magician Liska. In addition, the energy collected during the last summer campaign was discharged into the temple, so that it shone brightly. All present had been filled with an inner peace, fed by a strong sense of balance and harmony.

Tjark Gunnarsson, Master at Arms of Magica and one of the builders of the temple, announced in his

speech after the ceremony: „This place shall now belong to Magica and fill everyone here with her aspects of balance and harmony.”

He then presented the ceremonial staff to a Toria Edalphi and announced that the Magica Temple should henceforth pass into the care of the Toria.

By Gaius Harras, eyewitness

COVE OF HEOLYSOS: ASKALON

Askalon in turmoil?

Raised questions about the strength of Askalon's political representation towards other parties at this year's war council have sparked off a riot.

Askalon's chief diplomat, Lucan Vilkai, who enjoys great reputation and trust due to his long time of service, even among rivals, is limited in his decision-making authority by the senate, which he must consult before being empowered to make the final call.

In order to give Askalon the much-wanted diplomatic power and standing among the other

fractions the council proposed to determine a so-called "Protector" to represent the free city not as subordinate to the senate but as its chairman, who can then interact as an equal with foreign leaders - freed of the limitations imposed by democracy.

Naturally Lucan's name came up as one possible answer to this predicament. Some of the attending citizens were reminded of a certain power-hungry poet, who will not be named at this point, while others remarked that this proposal will not deprive the senate, nor the people, of their power.

According to our sources the senate will keep the right of veto as a contingency. In the end, the decision to appoint a person with this kind of power lies with the people of Askalon.

Kasparius Friedbusch

Up to every trick or just another dirty

After their latest public consultation, a messenger surprised Askalon's senators with an invoice issued by a city-wide well-known owner of a bathhouse.

He asks for 300 silver coins for "defeating a plague within the

free city of Askalon". The senators claimed not to have any knowledge of such a disease and further explained that no corresponding order was issued. The businessman refused to speak in front of the senate and was excused by one of his workers. We will report

on further developments. We will admit that a potential closing of the bathhouse due to the quarrels will be much to our regret as this place of relaxation and refreshment is a welcome relief in these hard times.

Gesine Laubspringer

DER AUFBRUCH

The seeds of pestilence - unwillingly pregnant

A strange disease has struck the camp of the Awakening!

On the morning of a night of partying, some men and women in the camp woke up with more than their usual headaches. The sick complained of nausea and bloated stomachs and if Cecilya, the person in charge of the hospital, didn't know any better, she would think they were pregnant.

Even after a few days it didn't get better, the bellies quickly got bigger and the pregnancy symptoms got stronger. What all those affected had in common: On the night of the celebration, they ate pickled fish, so-called moderlieschen. These fish came from a small village, which the Awakening crossed shortly before on its journey through Mythodea (the names of the affected villages are not mentioned here in order to protect the residents). Out of concern for the sick, a small group with Cecilya, Jarid, Hipparchus, Korax, Mördoc, Noam and Abraham made their way back to said village to find the trader of the fish. Upon arriving at the village, it was

found that some of the villagers complained of the same symptoms and had even passed away. The group's investigation continued upstream. There was a small settlement two days' journey away.

There they learned that the residents' animals had similar symptoms and that they died after a few weeks. They turned to the resident alchemist Coppelius, who, according to his own statement, had been observing and examining the disease for a long time, but had not yet found a cure. Since the villagers expressed clear distrust of the alchemist, the members of the Awakening investigated the matter further.

The following research revealed that the same alchemist was responsible for the disease. The man seemed to have fallen mad after his wife died after an unsuccessful pregnancy. He was looking for a means to artificially induce a pregnancy and secretly carried out cruel experiments on the residents' animals. He disposed of the waste from these experiments in the nearby river. This waste was

probably taken up by the fish, which were then caught and processed in the village downstream.

Our people managed to find out how the disease can be cured and research showed that the origin of the pestilence could be assigned. However, the alchemist could commit suicide before being sentenced.

It remains to be mentioned that during the questioning, Coppelius said that he had previously been given seeds by a traveler, which the desperate couple wanted to have children. These seeds formed the basis of his further research.

The Awakening is shaken by the experiences and insights of our courageous women and men, but recovered and united, we face the old and believed to be dead enemy, in Gawrok's name!

Sura bint Zalaam ibn Yasir Aswad

COVE OF HEOLYSOS: BLOODPACT

Will there be debt-slavery?

The drought seems, after years of struggle, finally be over. But now a new crisis appears in Bloodgard - lack of workforce.

"To clothe the city, to feed it, to keep it clean, those tasks are a boring drudgery, and not very glorious. So nobody wants to do it", a speaker of the Permanent Provisional Council tells us. There was the attempt to use the primal social structures of the Pact, but to no avail.

"We tried to give property away for common usage by the clans.

But no one wanted to have the dung-pits, they all just wanted ships and horses."

An alternative solution is now favored in the mayor's tower, it seems. There has been talk to get some of the toothless auxiliaries of the pact in permanent dept, by giving out generous credit-contracts.

"Exploitation by money is the perfect tool to increase production", an anonymous source tells us. "When a man believes in the illusion that he could save himself

and his family by hard work, he'll practically whip his own back. It's perfect!"

So, will the city be separated into a warrior- and a debt-worker-class? Only time may tell.

By Mahmoud ibn Mahmoud, BBB

Bloodpact gets it all!

Our Brothers in Beringen had a great fest this summer! All their friends were invited.

Not only Pact, but from all cities and realms of Mythodea. There was mead and meat and fire and song. Some undead too, making a stink. But we sent them running soon. And the most important: There was a contest, and of course the Bloodpact won!

We fought with bow and axe and spear and sword. With naked fists too because there was a fighting ring in the evenings. And even with words. There were contests for singing and lying and making grand speeches and such things.

And we won them all! Almost, at least. Giving the other peoples a chance too. So they won't feel bad. But when they fired up the

mead-bee on the last eve, our Champion Xani stood in the first row, guest of honor.

Because we're the Bloodpact! We always win!

By Minister of Truth Nightfire Ironheart Shadowwulf, BBB

COVE OF HEOLYSOS: BLOODPACT

New Peacekeeper for Bloodgard

In reaction to the so-called "Bögedei"-uprising and the riot at summer's eve, there has been a change in the Ministry of Internal Affairs.

The Minister of Executions, Domhal of Tanas, will focus exclusively on the walls and the defensive force in the future. In his wake, Rauch of the Shadowpact has been appointed as peace-

keeper by the grand mayor and tasked with restoring law and order to the streets of the city.

In his appointment speech, Rauch thanked his predecessor and created a new fighting force, the "Combat Group Domhal", in his honor. Furthermore he declared to work more closely together with the ministry of trade, to fight smugglers and fences in the city.

A new building for his ministry will be put to use in direct neighborhood to the trade ministry' office.

**Will a new age of law and order dawn for Bloodgard?
It's hard to tell, and
we all shall see.**

*By Isadra Tarvakani, scribe in the
ministry of internal affairs.*

Battle for Cliabhan

This year too the Bloodpact stood by his friends, in eternal loyalty.

The call for help came from the people of the forest, the Equinox, who suffer great injustice in their home country, Cliabhan. Because they denied their high council the soul of one of their own two summers ago, they were called traitors and have been hunted ever since.

To prepare a counter-offensive, there was a call for a great coun-

cil by all those who fight against the tyrants. And for the protection of this event, the Pact did send brave warriors of Bracar, Wolves and others, commanded by Blood Marshal Radräk.

But bad omens accompanied the voyage from the start. Nightmares plagued the expedition. And when they finally arrived in Cliabhan, the catastrophe already had happened. For honest, but misguided reasons, the Equinox Hylar had called the thugs of

the high council into the village. Many things happened, and at the end there was a magical barrier around the area. This barrier not only had trapped some Equinox, but even cut of our own from their gods! There was even talk of dark forces threatening Darach, the ancient god-tree of Cliabhan.

The following days were intense. Many battles were fought, many spells sung and many sacrifices were made. Not only the traitor Hylar fell, but also Briinah, Arfast

COVE OF HEOLYSOS: BLOODPACT

and other Equinox. Even Anima, the mighty tree-golem, fell in the fields, but will grow anew from a sapling, thanks to a soul given.

But the fighting was not in vain: The barrier fell, the captives were

freed and the Equinox got away to fight another day.

But the high council of Cliabhan, cursed be its name, is not yet beaten, and our friends are still hunted in their own homeland. But they

can rest assured, that the Bloodpact will be at their side, now and always.

By Jingo Whitefeather, BBB

**One year Bloodmoon - everybody,
tooth or no tooth, is invited!**

The Bathhouse Bloodmoon opens for free,
for one day, for everyone.

It's not only foods and drink; our guests
will also enjoy our steam- and bloodbaths.

**Come on in and celebrate our
anniversary with us!**

FORTRESS OF DIVERSITY

Atteron not reachable by sea

Atteron cannot be reached by sea for the time being.

This is the conclusion of the leaders and knowledge seekers of the Fortress of Diversity. The reason for this is the intention of the Feste to keep their promise made at the Sturmwatch and to support

Atteron in their homeland against the Skargen. But the attempt to sail to the Atteronian coast failed and hundreds of men and women paid for it with their lives.

However, the Fortress of Diversity seems to be maintaining their promise. Rumor says that they are

now seeking contact with the Atteronian delegation - for if anyone knows a way to Atteron, it is probably the Atteronians.

K.v. Marktgreif, Writer

Consul Column - The changing world

Dear warriors of the fortress, you should always be informed and up to date with the current research of Mitraspera, therefore this column will regularly provide you with knowledge, as if you were sitting in a consul meeting yourself.

The world is changing! Well, it always has been, but in the last weeks and moons it has changed much more and faster than normal. No one will have failed to notice the horrors that have struck

Mitraspera in the form of natural disasters.

The reason for this lies in the land itself. The power of creation, which feeds the elemental force, will not suffice for much longer.

When the World Forge, which was the opening for the power of creation at the navel of the world, was destroyed, the honourable "Stone Father" built a machine which regulates the outflow of the power. The now very low flow

ensures that the land does not die, which gives us more time to find a solution. Withdrawals or back-coupling of the little available power cause shifts that trigger these drastic changes.

It is therefore up to each and every one of us to save the elemental power given to us and thus give the country time.

*Sincerely, Mr. Quinn,
Consul of Diversity*

FORTRESS OF DIVERSITY

Each one of you

*Each one of you was courageous.
Each one of you wanted to help Atteron.
Each one of you has faced the sea.
And its dangers.*

*Each one of you was unique.
Each one of you was a part of the Feste.
Each one of you has paid the price.
And will not return.*

*Each one of you has left someone behind.
Each one of you is missed by someone.
Each one of you is missing.
Every day.*

*Each one of you will never be forgotten.
Each one of you will forever be a part of us.
Part of our Feste.
Part of our Diversity.*

Kaela

Kaela
Storm of Diversity



FORTRESS OF DIVERSITY

Rumours confirmed: The ice wall is melting

They are true! An expedition led in part by the Fortress of Diversity has been able to confirm the rumours that the ice wall demarcating the southern continent of Mitraspera to the south is melting and becoming more unstable.

With what has been discovered and may yet be discovered by the expedition of the Feste, it can almost be said to have protected Mitraspera. According to initial reports from the Freischar, this is a process that has been going on for some time. Everything under the ice seemed to be preserved and so the vegetation shone in rich colours. Relics of a past civilisation were uncovered, which apparently already lived in these lands at the time of or even before the Old Rulers. Shrines, tombs, crystals and even creatures - presumably the first experiments of the

Old Rulers - were discovered by the Fortress of Diversity. One of the creatures could, according to its own explicit wish, be brought into the cycle of Terra.

To the critical voices: It was their own decision and we, by the grace of Aqua, respected it! As it is in their nature, the discoveries were first disputed by the forsaken - first and foremost the black ice.

In the end, however, with the help of their allies from the realms and free cities of Mitraspera, the fortress was able to triumph. The enemy's main focus was on a crystal network which seemed to form and hold the ice wall. After the crystals had been purified by us and thus secured from the essence of the black ice, they seemed unable to form the ice any longer.

Whatever is hidden under the ice wall is probably also of interest to the forsaken. Since the Wall is in Undead territory and patrolled by the Last Banner, a new expedition will be necessary to gather more knowledge.

Whatever is still hidden under the ice must be secured and must never fall into the hands of the forsaken.

*Sincerely, Mr. Quinn,
Consul of Diversity*

Weather Forecast Kessler Bay

Monday: Rain



Tuesday: Downpour



Wednesday: Heavy Rain



Thursday: Cloudburst



FORTRESS OF DIVERSITY

Request from the Quartermaster's Office

Over the past few weeks it has become apparent that the weather is not improving as we had hoped.

Further, the best weather we can hope for here on the southern continent seems to be when it drizzles only once or twice a day. Due to

these circumstances, it is not surprising that we are slowly but surely running out of supplies of wax paper, oilcloth, coats and hats.

We therefore ask that anyone who still has supplies that they do not absolutely need to turn them over to the Quartermaster's Office,

at a reasonable price, of course. We also ask that you do not stock up unnecessarily so that there is enough for everyone.

Do not worry, supplies will be coming.

Dedicated. The Quartermaster's Office



*"With the submission of this ad, you will receive a tasting portion of Caldor's Crispy Crusts". *to be redeemed during the summer campaign in the TerraBierBar only while stocks last*



MÜNZQUELL

Establishment of the Münzquell Guard

We can solemnly announce that the Münzquell Guard was founded at the beginning of the year.

After the old Goldwacht was destroyed during the battle against the forsaken, the remaining army, the city guard and volunteer fighters were merged in order to restore and guarantee security and order.

After thorough training, around one hundred and fifty brave men and women took their oath and thus became the first guards of Münzquell. Since then, they have taken on the following tasks, among others: Maintaining public order and security, manning and rebuilding the watchtowers and fortifications in the surrounding area, patrols in and around Goldwacht, searching for and punishing of criminals, as well as training new recruits.

Outside of Münzquell, the guard operates like the previous army.

If necessary, the guardsmen are sent together with volunteer fighters to assist allies. The combination of the two will be brought into

the field under the name Münzqueller Landwehr.

In the following, Weibel Konstantin Valkov answers the most important questions from our readers:

Who are the people who call themselves guards now?

First of all, the veterans of the Battle of Goldwacht - the soldiers of the army and city guard who survived the terrible ordeal. In addition, those who have since entered the service of the guard as recruits. These range from former mercenaries to scribes to craftsmen, farmers and a multitude of people united by the desire to protect Münzquell.

What do you need to qualify as a recruit?

Honesty and helpfulness. In addition, everyone who has already been trained in the use of a weapon or who has mastered a craft is welcome. Likewise if one is able to read and write. The further suitability of a recruit will be checked during the service. The decision

whether one will be accepted as a guard will be made after a probationary period.

What plans does the Münzquell Guard have for the future?

The reconstruction of fortifications to make the trade routes safe again. In addition, the acquisition or construction of siege equipment in order to defend the new walls in the best possible way.

As soon as it is possible to travel across the continent again, we will of course take part in the campaigns against the forsaken. Fortunately, the storms gave us a break to recover from the last blow of the forsaken.

Thanks to Weibel Valkov, there is nothing more to add. If you still have a question or would like to apply as a recruit, you are cordially invited to contact one of the guards.

Auf goldene Zeiten!

*Melgrima Olafsdottir,
clerk of the Münzquell Guard*

Award ceremony of the new orphanage

Freiherr von Schwanenau shows himself to be generous but also accuses:

After a kind of treasure hunt, which the generous nobleman in Münzquell had organized by the orphans of his institution, the participants receive breathtaking prizes after they had to deal with the darkest corners of Münzquell.

In the upper quarter, right in front of the orphanage, we witnessed the sheer limitless generosity of the humble patron. The smell of freshly roasted suckling pig was in the air while, in old Münzquell fashion, some barrels were opened. More than a hundred people watched as Freiherr Ferdinand Velius von Schwanenau stepped onto the stage. Up to now nobody knew what to expect.

In consultation with the orphans, three of the numerous participants, who were challenged by the children's tasks and encountered some troubles along the way, were voted on.

„The children made their heroes aware of crimes within the city, which up to this point eit-

her had not been noticed or for which some were too lazy to get their hands dirty.“, said Miss Mühlenecker, head of the orphanage under Freiherr von Schwanenau.

However, the audience did not receive a detailed explanation of the tasks.

When the nobleman spoke, there was a certain awe in the crowd. The imposing figure explained how he was shaken by the lack of care for the children who lost everything in the war. He speculated that one saw the orphans in the new Goldwacht only as an unpleasant memory of the war.

As a result the children were not allowed to receive education or care. What is more, they were even forced to clean boots in the army. For this reason, he explained, he built the orphanage.

He also said in regard to the treasure hunt: „It seems important to teach the citizens of Goldwacht to see and hear these children again - and this has been the reason for the treasure hunt and the trials.“ Freiherr von Schwanenau named the three winners as follows:

Halfdan - was given a home-
stead near the Achterspring ri-
ver including land and forest.

Fjell - can now call a small esta-
te in the upper quarter, the most
noble area of town, his own.

Bluter - now owns a small
warehouse in the port district.

The aim of the unconventional and generous action was unequivocally in the interests of the orphans. At each of the prizes, the patron emphasized why the gifts could not be used for the direct benefit of the children and why he decided to use them for these rewards. The crowd roared and was enthusiastic about this generous man, who apparently has a big heart and a big wallet.

But has the message, which Freiherr Ferdinand Velius von Schwanenau wanted to convey to the people of Münzquell, really been heard? What will the richly gifted „heroes“ do with their prizes? Time will tell!

*Adelheid Hengst,
independent scribe*

COVE OF HEOLYSOS: PORTO LEONIS

News from the tavern!

Not that anyone thinks, just because we had no guests „In Ines“, we have not worked more on our drinking strength!

Therefore, we proudly announce that we now offer tavern games in addition to beer, mead and the special delicacies of Hafthor.

Whether you're in the mood for a round of dice or want to try out the

mythodean novelties Ring the Bull and the Beer Gallows...

You've come to the right place!

But if there are two proud warriors with balls of steel among you, then you have to visit us to find out in an epic duel which of you is tougher! Just ask for SackSack and you won't be disappointed. Alternatively, you can try your hand at the

more boring version of Cornhole. Also, let it be known that the first Mythodean Beerchont will be crowned in a Heroic Tournament at the next Summer Campaign! Watch out for our announcements.

Oops, almost forgot: Ring the Bull can be played solo, in pairs, threes, or fours.

*The two from the tavern IN INES,
Ranga and Hafthor*

Terra tunnels secured

An inter-guild squad, led by the mechanics, succeeded in shoring up the Terra tunnels damaged by the earthquakes, thus preventing them from collapsing.

In the process, the Leonites also had to fend off a plague of giant arachnids that inhabited a nest in the tunnels. The FAUGEST is still in the early stages of its efforts to

fathom and stabilize the magical structure of the tunnels. Whether the tunnels can be used again without restrictions remains uncertain.
Jindrich Alrikshuber

COVE OF HEOLYSOS: PORTO LEONIS

A celebration for the elements and protection for Porto Leonis

A series of feasts for the elements took place in the Garden of Creation.

The first day was dedicated to Terra, the second to Aeris, the third to Aqua. On the fourth day, the festivities intensified in the name of Ignis, only to culminate on the last day with Magica. The participation of the population was considerable and was to increase the next time due to its success. After the

festivities around the elements in our wonderful, sandstorm-stricken city culminated in the unleashing of the elemental energies on the fifth day in the Garden of Creation, a statue could be formed in a kind of mass ritual through the directional work of our First Wu Yan-Dao and the quick help of Ulrich von Hochkamer.

This figure, the representation of a wrinkled old lady, now springs a

kind of protective screen, which protects 10 feet around her from the Chamsin.

But not only that: the Garden of Creation itself has remained magically untouched by the sands of the Chamsin since the events of that night, and now offers a haven of refuge and sand-free breathing.

Edgar Prim

From the editorial office:

Large parts of Mythodea are currently plagued by violent storms. No news has yet reached us from several local Herald editorial offices. We pray to the elements that all the free editors are well!

The Mitrasperan Herald

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Charlie Nilports, Holzbrück.

