



Livestock Missing, Villagers Blame Beast

In a cave not two hours from Illverash, a terrible creature named the Hydra has made for itself a home, and the village of adventure seems ill-equipped to remove it.

Previous attacks blamed on local bandit raids are now attributed to this creature, described some ten axes in height, with three heads that gout a pillar of flame when the beast is enraged.



The creature is said to issue a bellow that rivals a thunderstorm, and could even be responsible for the recent rash of missing cattle and sheep in the lowlands.

Adventurers from Illverash attempted to attack the beast in its own den. Their bodies were recovered later by another group who assembled quickly, and upon assessing the situation fled just as quickly.

Norsica Sacks Noch Tiron

In the early days of spring, Norsican raiders began to assault Scotia in greater and greater numbers, razing a number of small villages.

Now, they have sacked Noch Tiron, causing untold damage and destroying lives by the hundreds. The Army is nowhere to be seen.

No News from the South

It has been a month since news of any kind has arrived from Rhun, Peth and Erin.

The King's messengers, reliable for many years, have ceased. In the vacuum wild tales spring up, charlatans claim new power, and the remains of the kingdom reels and tries to take its account.

This much is yet known:

- Dynsforth remains under siege by powerful forces on three sides*
- The Ore Mines are captured by mercenaries flying the banner of a red hawk.*

Rumors hold that the King is either dead or captured, that the Duke of Dynsforth is at the heart of a conspiracy to overthrow the kingdom, and that the Gauntlet, knights loyal to Vallend and Lawrence before them have been slain nearly to the last in the struggle for control.

More news will surely follow in the coming months, but for the time being, and in the lack of any real knowing, all we can do is hope.

With Noch Tiron under siege by raiders from Norsica, Count MacInnes may have taken more of his army from Scotia than they could afford.

Duke MacGregor's forces were only two days march outside Blackshire when they received word that Noch Tiron was invaded. They returned to find villages burned and many dead.

With MacGregor now fighting an embittered battle on two fronts, and MacInnes protecting refugees already left behind when Dynsforth was attacked, Scotia faces dark times.



Mounted cavalry riding from Blackshire is already back on the front in Noch Tiron, but they have ridden hard with no sleep for four days over difficult terrain.

The battle for Noch Tiron will be difficult.

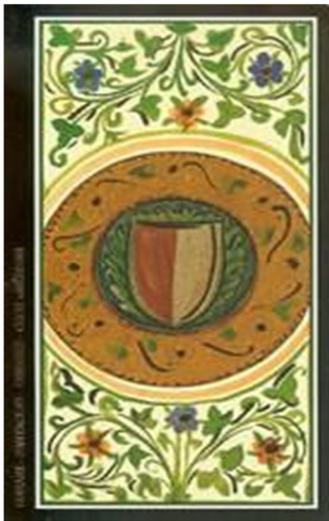
Cards for June

The Prince of Cups brings youthful and fresh energy in personal relationships and enthusiasm in professional ventures this month.

Playful spontaneity charms and draws some interest this moon, while memories lead to a sentimental journey into the past.

Be gracious and gentle in family matters and sensitive issues. A young woman may be ready to make decisions. Listen to your heart, not your head for the right answers in any situation that defeats you.

Visitors can unexpectedly visit this month, so kitchen larders are best kept full.



With the Elven tradition of Argelong coming up, we have five cards for the month of June.

They are...

XVII The Star, reversed

V Faith

The Page of Cups, reversed

0 The Fool

Eight of Wands

The Page of Cups, normally a poetic and romantic person, finds herself moody, melancholic, and over emotional. Behind her she sees the hopelessness, arrogance, and pessimism brought on by the Reversed Star, as well as the traditions and orthodox structures formed from Faith. She tries to hold onto the beliefs held by her elders' teachings, but continues to see no guiding light from them.

The future holds a new journey for the Page of Cups, one that will set her on the path of discovery. She will need to abandon all she believes she knows about her world and start again with a fresh perspective. The Eight of Wands shows the potential for forward motion and progress, once the initial layer of uncertainty is breached.

Listen to your intuition, Page of Cups, and don't abandon your beliefs. Once you've come above the clouds, maybe then you'll see your Guiding Star.

~ Liberius

#allot Secure

Rumors last month held that the town of #allot had been overrun by scavengers and bandits, and then invaded by an unknown power, possibly led by a dark elf.



It has been confirmed that refugees from Erin did enter the town of #allot, but that it was with the support of militia from Brenn and Crossroads.

Rumors of a dark elf persist, but it appears that whoever the dark traveler was, they led messengers between Brenn and Crossroads and were instrumental to the defense of #allot when a plague carried in from Erin struck the survivors.

Guten Tag!

Hi everyone! It's your super best friend Hans here with my brother Lans and we're just so excited to get to see you all some more. We want to tell you a super long story that entails what we do best: drinking! To that, Lans just lifted his glass, as do I. Eins Zwei Zuffa! So anyways, we left you guys so long ago and made a stop in the place that is all about crosses. Cross spot? Crosspaths? Crossroads.

I have a question. Why does this one get to be called crossroads when they are more like trails? In our country roads go at least 58 barrels across, at least. So we went to your local bar slash tavern slash inn slash beer hall and enjoyed ourselves immensely. Well, when we stepped outside we noticed the sun was coming out. So we decided to get going. Well, when we drink so much we tend to drift to the right, naturally. So we drifted. And we drifted some more. We had our reserves so we drank those within the first...quickly. Luckily, we ran into some friendly folks that drank with us some more. Then we walked and drifted to the right, naturally. We found more friendly folk and drank with them. Then we walked and drifted in the direction you can already guess. Hold on, beer time.

#I GUYS THIS IS LANS. I MISS YOU ALL.

Okay, so we then met some not so friendly folk and drank with them. These guys thought they could out drink us, ha. Amateurs. Totally. So we then got up and walked and drifted more to the right. And then after some days or weeks we get back into this town. We look, and the sign said Crossroads. Me and my brother found it odd that two places were called Crossroads. Once we got back into the inn we realized we walked in a big circle. Well, we are nearby drinking and will come visit you guys super soon! Auf wiedersehen!!

-Hans and Lans



Scouting Guild

In the month of June a Scouting Guild under the mastery of Rabbit of Bein Amar, Deputy of Bellanmo, will be formed.

If you are taken with the wanderlust, want to see someplace other than the village you were born in, or you are seeking adventure, we have a place for you.

Any and all who are interested will be considered for membership. Training will be provided upon acceptance to the Scouting Guild.

Those seeking to join should come to the Weeklong festival in Illverash or any following festivals in Illverash and seek out Rabbit or Hawkeye.

LAND FOR THOSE WILLING TO FIGHT

The Arban awards land to those willing to fight in the Light Infantry Forward Army for Five Years.

All able-bodied Men, Elves, Dwarves, Half-Ogres, and legal halfbreeds will be enlisted into the Arban Light Infantry Forward Army upon application at any outpost.

Applicants measured by merit of soldiery.

Completion of a term of service entitles a soldier to two acres of land.

Arms and food provided.

General Lord Protector Bear Temur,
High Marshall of Ashan

Valean D'Traylin,
Illverash Post Commander
