



Hexenholme Press

March 30th Edition

Just Horsing Around

Local child of a diplomat's assistant recounts to reporter about being lost for days in the woods. At first it was thought that the land-rivaling druid clan was to blame for the child being missing. A representative from the druids says that they were offended about being a scapegoat. Tensions were high between discussions of land ownership. The child's absence weighed heavy in the air.

According to the diplomat's assistant, a group of adventurers were able to broker peace and were sent off to find the child.

The druid representative said that they sent search parties for the lost child. But, it wasn't until the same adventurers went out and found the lost child.

"We were worried sick!" the child's mother told the reporter. "I was doing chores and she was supposed to stay on the property. I checked on her one minute while she was there and then two minutes later she was gone!"

Luckily, the same group of adventurers, who had brokered a peace agreement between the Town and the Druids, were able to find and rescue the girl. When they found her, she had been unharmed and in good spirits, with a horse. The child could not stop talking about the adventurers from far away who came into the forest and found her.

"I was playing outside of my house near the woods when I saw a horse and decided to follow it. Then, we wandered into the woods. The horse was actually a unicorn! I got lost but the unicorn helped me stay safe." [Redacted, Child]

When asked about the adventurers, the child continued excitedly.

"One looked like an insect, another had cool teeth and was telling me about stories and said I could be an adventurer when I'm older, and another had horns, a big blade, and markings on his face!"

It is unsure whether the child actually saw a vicious unicorn or if it was a horse and her active youthful imagination. According to both the child and the parents, she has an obsession with horses which is why the child had been too excited to think about the potential consequences of following one into the forest without anyone knowing. Having only seen horses from a distance, not getting close enough to pet one, the child had been overcome with her want to meet a horse.

Of course the parents were relieved to know she was found and well. The Druids were also relieved to learn the child was uninjured and safe. Hopefully the child learned her lesson about wandering off away from what is familiar and will be enrolled in horseback riding lessons to satiate her wonder.

Remember, make sure your kids are not horsing around!

Adventurers Return!

Adventurers were well received in the Autumn of last year to the town of Whitehall, apparently well enough that they are returning in the coming weeks. A new inn, The Undead Kelpie, operated by Adelaide Cartwright caters specifically to the adventuring populace. The inn does allow non-adventurers to rent rooms, but they do sign a waiver asserting that they are aware of the increased risk of monsters when in an adventurer prone area. The need for such a waiver gives creed to a longstanding suspicion that Adventurers attract danger and Monsters to their places of gathering. However, the people of Whitehall and Fang Grove seem elated at the return of the danger-seeking professionals - citing the handling of one Handel Hall and an improvement of relations between the druids and the townspeople (see pg 1 for details). What will their return bring for us? We will just have to wait and see.

Have you seen the Monster in the Lake?

Currently seeking stories from folks who have seen the infamous Monster of the Lake in the large lake near Whitehall!

Sinkhole sinks local barn!

One of the Torrsel family barns on the east side of Whitehall was sunk last week by a large sinkhole. A few have been reported about the area, but none so large that buildings were disturbed. If there are sinkholes appearing near you please report them to the Ancoran Archeological Society by post.

Baizelat Cidery - Now hosting weddings

Our favourite local Cidery, Baizelat, has decided to host citizens looking for a place among the fruit and flowers to host parties of all kinds! This past weekend, they hosted over 100 guests for the wedding of one Delila Evertree of local fame as she married a merchant from abroad. The couple intends to continue residing in the Evertree's local residence until Winter, when they will be "chatteauing" at the home of her beloved. Congratulations to the happy couple, and if you need an event space, the Baizelat Cidery has you covered!

The Dread

Dr. Ophelia Monroe

The Dread is a new creature to Armonia, named for the feeling first evoked by its cry, and a solution to the undead problem that plagues her lands.

This creature stands on 2 legs and resembles a lycan, and like its distant cousin has a burning rage for the living dead. It walks on a set of hooves, and its visage resembles a blend of a coyote and a horse. After their discovery, the Dread have been kept under the careful watch of Dr. Ophelia Monroe to humanely learn everything that can be about this new addition to Armonia's ecosystem.

The Dread has not been observed to attack or aggress towards living peoples unless they are threatened or provoked. Treat it like a large bear in the area and avoid it.

They have a distinct, whooping cry that sounds faintly like a Coyote. They will call out when ready to hunt, to scare off living things from their undead prey. If you hear this, leave the area and go to the nearest shelter to avoid encountering it or the undead.

They are carrion feeders, meaning they feast on dead things. If you have leftover meat/carcasses from culling livestock or cleaning hunted game, be sure to deposit it far from your home if you believe a Dread is nearby.

Now if a Dread does present a problem (so long as it is not threatened or provoked it shouldn't), there is one way to kill it. Like its lycan cousins, it does have a weakness to fire and silver. However this does not kill it, these will only stop its regenerative properties. To properly kill one it will need to ingest Wolfsbane. An old stags carcass stuffed with the plant should do the trick.

The Dread is a fearsome and intimidating beast, but when treated with proper respect it can be a great boon to its surroundings. Not unlike a spider catching unwanted pests, this new hunter will ward off undead incursions like few others.



Classifieds

Births, Deaths, Weddings, Divorces

With heavy hearts we regret to inform the community that our esteemed self-appointed manager of Farm aesthetic management has moved on to her next life. We hope this life brings her as much joy as she brought contempt to those around her. Rest in relative peace

Margaret T Hatcher

With our congratulations to Mr Hatcher pf course.

Engagement Notice:

Marlo O'Fenick

to

Larkspur

Wedding Date will be the first day of Summer at the Baizelat Cidery

The community of Windridge is pleased to welcome Safara Whitehorn to the world. Safara was born at the crack of dawn on the 2nd day of spring to parents in the community.

Engagement notice:

Pleuret and Peter Jenop are re-marrying after a 6 month divorce.

They will be announcing the Wedding date at a later time

Seeking Sales and Services

Looking for Mentor:

Hello! I just moved here, looking for a new start. Having just dropped out of schooling I wish to pursue a career in adventuring or as a guard but have no experience with fighting. Any mentorship or guidance, or even information on where to learn such a skill, would be greatly appreciated! Ask for Aine Craddock on Sunday at the Undead Kelpie

Missed Connections

You - a rift elf on vacation to Whitehall in the autumn leaves
Me - A merchant delivering potatoes to a new inn
You came in asking the innkeeper for a drink and she passed you one with a tiny red umbrella. I wished I could be the one to refill your drinks for the rest of my days.
-Do you like Pina Coladas?

Looking for the truth.

You know who I am.

Post me.

-TruthSeeker