

## Hercynia Information

Travel in Hercynia is often hard, and when stopping travellers always take the time to share stories and swap rumours. Some of it is practical, letting other people share information of dangers ahead, but often it is about killing the time and making small talk with strangers you may not know well. It is always a better conversation opener to tell people about possible troubles on the road rather than tell them about the time you slew a dozen Jotun with your father's sword.

Many of the stories that are told mention the Thule. Three years ago the Empire has declared them foreigners which gave them the right to walk unchecked the Empire. Now there seem to be small groups of Thule in almost every region in Hercynia.

In the North Pines a small group of Thule have camped by Myfanwy's glade. They seem relaxed and welcoming to visitors, though they are quite guarded in what they are up to. Visitors to the camp have reported that they had picks and shovels, although they did not seem in any concern to hide them.

In the Glen of Shadows a larger band of Thule have made camp around what was once the old Treji wayhouse (before it was rebuilt over the Summer). As well as the Thule there seem to be some other strange creatures, neither Human nor Orc but dressed in long cream robes, travelling with the mages. This group are more defensive, there have been threats against people who got too near. There are a few stories about people who were harmed by the orcs when they tried to get close, though it sounds like they well have been invoking the laws on unwelcome guests.

In Deer's Folly a small group of well-armed Thule have braved the Vallorn. It was not safe enough for anyone to follow them.

The largest Thule presence is in Old Ranging where they have built a camp. They have posted guards at the entrance to the camp and there are rumours that one individual who tried to sneak in to find out what was going on was cursed by the wizards in the camp. Many curses are not illegal, but then there are also the rumours that livestock and crops have gone missing nearby the camp, and that would be illegal if it were actually true.

In Summersend the Thule have a small camp near the recently built Great Library of Hacynian. Travellers have tried to speak to them, but they were not conversational and generally kept people away. There has been lurid tales of the Thule there performing rituals in the dark with blood sacrifices, most of which have come from the discovery of a Thule body half-eaten by carrion found in the woods a few miles away. A second group is based by the Gate of Summer and they have been observed performing rituals, but they appear to be using a combination of runes and astronamancy to perform their rites rather than any blood magic. Still, there are rumours that they know more of the history of the gate than the native Navarri do.

But the peace treaty will end soon. They are in our land and soon there is the chance of war again. What do they want in our lands, what are they looking for?

## OOO Information

The Sentinel Gate will open to Hercynia over the weekend to allow people to investigate some of the things going on there. The Navarr Egregores will know when and where these conjunctions are.

They will also be able to tell you which of the conjunctions are suitable for you if you have accessibility or health concerns.