

# The Journeyman

Est. 2301

10th August 2398 of the Fifth Age of Neothera

## DAWN OF THE SIXTH AGE?

Rumours of a child of prophecy appearing in Mainland Neothera are spreading far and wide. Some are calling her the Star Child, but the name given to her by her so-called 'protectors' is Celandine. The materialisation of this child coincides with the uprising of various religious groups across the realms, where all manner of tales of her coming and great or dreadful future deeds have come from the loud mouths of these fanatics. If the arrival of a new god, apparently one that will replace the Seven, is true, who and what is she? Informants for the Journeyman have gleaned the following information, although we ask you, the reader, to make your own mind up over the validity of these claims.

- She was sent to end the war of the elves in the Second Age, where Osirah and Sentetsu created her to destroy the Seven and unite the elves that followed them under a single, peaceful banner.
- When Moth'elduin trapped his followers (who birthed the race of goblins) in stasis to avoid the elf war, he inadvertently sealed the Star Child away with him.
- The sacred Moonglenn housed her sleeping spirit and physical form since its appearance at the end of the Second Age. The Moonglenn disappeared when she arrived in April this year.
- The child appears to look like a ten-year-old girl and has the ears of an elf, and the star lines of a faerie. Some say the fey share a blood connection with the elves. Does this prove that theory?
- She is effectively a newborn child in a ten-year-old body and needs to be taught right from wrong. Her recent killing spree is a result of mercenaries at Tawsmeade teaching her that violence is an acceptable answer to any difficult situation. These mercenaries are believed to have connections to the following guilds: Court Encarmine, Heralds of the Scarlet Star and Healing Grace.



- She single-handedly killed the Vampyre King Venstrim with the use of telekinetic power when he attempted to kidnap her.
- She is responsible for the death of around thirty followers who belonged to the Faceless Order, led by Nial Stormbringer, father of the Hanstез brothers Morgan, Salvador and Bastian.
- She will end the world when she fully masters her powers, or she will save it from annihilation. All those who do not worship her shall perish as she opens the skies and unleashes holy fires.
- She has been taken to the City of Sirella and is currently in the care of Aranthius Lightborne who will protect and teach her a more caring nature.

On a darker tone, reports of the Seven awakening and appearing in a physical form have also been submitted, where they have stated their time must come to an end. Four people claiming to be Haman'li, Sequilla, Spira and Teralapis informed adventurers at the Tawsmeade Encampment that their power is fading, and that their siblings Signis and Arak'almundae will do everything in their power to kill the child to prevent her ending the world. What has become of Glacilla is currently unknown, and if these people claiming to be gods are legitimate, then this news will change Neothera as we know it forever.

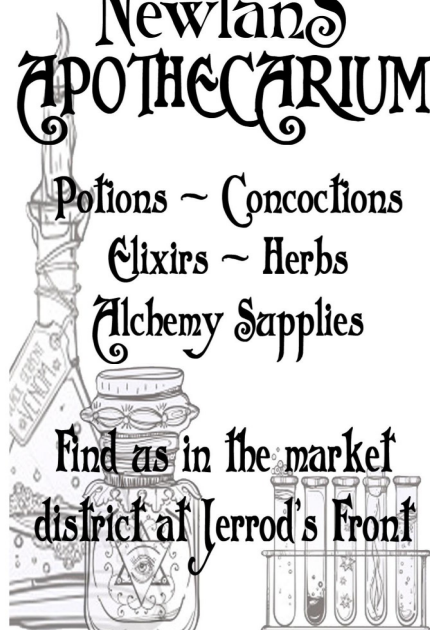
We would like to remind our readers that whilst eyewitnesses have seen an elf-faerie hybrid child at Tawsmeade, this tale could be completely fabricated. It could simply be a costume or an untruth. You should make up your own minds about the truth in this matter, but also remember there are signs of this being real that are echoed through the winds of the elements and the words of various respected mages throughout the lands.

*Article Written by Milakov Neuman.*

### Newlands APOTHECARIUM

Potions ~ Concoctions  
Elixirs ~ Herbs  
Alchemy Supplies

Find us in the market  
district at Jerrod's Front



# A MONSTER APPROACHES

Some of you may remember the terror that was "The Hungerer". A sea beast of monstrous proportions that was able to consume an entire galleon with a single bite or cause an entire coastline to flood with the flick of its tail. Thankfully the beast is no more. Felled by a man named Jerrod (the L'Enaroussian capital city's namesake) hundreds of years ago. Its skeleton is proudly displayed in Governor Marsell's homestead.

However, legend tells of another beast, a child of The Hungerer, able to grow even larger and even more deadly. It is said that the beast slumbers somewhere in the deepest depths of the ocean ready to be awoken when summoned. The legend goes on to say that there are three items, an amulet, a key and a gem, that if combined and brought to the deep ocean would awaken the beast and spell doom for all of the coastal nations and their ships.

Sources have told the Journeyman that these three items have been gathered by none other than the "Heroes of Caddington and Tawsmeade" and that the various nations of the coast alongside these heroes intend to summon and slay the beast as it comes forth.

However, it has not been easy going for our heroes! Someone known only as "The Spector", a powerful necromancer, has been sending forth legions of phantoms inland to recover these artefacts from those that protect them. Luckily the heroes have not been bested yet and they continue in their pursuit of making all of the coast safe once more.

*Article Written by Rabbi Stingfrot.*

## LUNA'S ENCHANTMENTS

"Hi, my name is Luna, co-founder of the Herald of the Scarlet Star. I'd like to offer you my services!"

Friendly service, competitive prices

All common enchantments available

Various unique enchantments

Free cup of tea with every order

Find me at  
Ayelston's Rest!

# RAISE A GLASS FOR SUMMER!

Welcome back good readers, the third entry of Tales from the Tavern is here! Our locales for the issue are The Cog and Corset, The Newt's Tail, and The Peacock's Plume!

Upon hearing your feedback, I have made an effort to include the location in my ranking process. The rankings shall be taken as 1 to 5 for every category, and they are the drink, the brewery conditions, the price and the location. The final rankings shall be displayed as E.G. (1/2/3/4) or (5/5/5/5).

First up is the wonderful Cog and Corset in the urban City of Blightfoot Ridge. The place was clean and proper with wonderful conditions, and the people seemed content with their drinks. I ordered an ale and took a seat by a window. It had a soft white broth atop a dark liquid. I took a large drink and it was soft with a delightful after-taste.

The glass was finely cleaned and kept in nice storage, with barrels tucked nicely in the cold and free of dust. The price was light, so you shan't have to worry about your purse here. Finally, the location itself is comfortable, warm and sturdy but I'd be remiss to not point out the rocky relationship between people and the government here. While drinking, a brick flew through the window.

Drink here with caution, but this will not last forever I'm sure. Now my final ranking - (4/3/3/1.5)

Next up I travelled far down and around to get to the rocky home of the Murklings in Goggy Manton. I stepped inside the Newt's Tail. Surprisingly the aroma wasn't unpleasant and the place was well-constructed. I sat by the bar and ordered their most exotic drink, a row of cups was laid before me each filled with an ivory-black liquid. I dropped them down the hatch and was hit with a salty burning sensation, so I asked for more.

Supposedly the cups were made from a rare shelled creature and the drink was made by distilling its blood. A unique alcohol to be sure but quite an experience nonetheless. I was shown the conditions of their brewery and it was a marvel. I had never expected to be as awestruck as I was and the price was fair for the travel and drink. I am very confident in my ranking when I say - (4/4/3/3) A hidden gem!

Finally, I put my heels on the road and travelled far and sailed further. I landed upon the isle of Mantora in the City of Escallan, where supposedly a tavern of underrated renown awaited me.

The establishment was a finely decorated place, with many unique accents I'd never heard before. Apparently, these were L'Enaroussian people, and they were very welcoming, even paying for my first drink! I was given a mug of murky red wine. I gave it a sniff and a swig, embracing the enriched flavour that now graced my tongue. It certainly made my evening brighter, and the brewery was just as grand, with small aqueducts and various valves all ending in large barrels of sturdy wooden design.

I asked the price of the wine and was pleased to hear they understood its worth. It was a bit strong on the purse but one I'd recommend any day. I bought the lads a bottle and was on my way. My ranking is - (5/3/4/4)

That's all for now, good luck on the path!

*Article Written by Lt. Dredgen.*

**MADAME LORENZA**  
PROFFESIANL EXORCIST SINCE 2372.  
UNRULY CHILDREN?  
FLATULENCE?  
HAIR LOSS?  
EXCESSIVE SWEATING?  
THESE ARE ALL SIGNS OF DEMONIC POSSESSION!  
VISIT MADAME LORENZA AT 6A LITTLE BIG FOOT ST. AT JERROD'S FRONT DOCKS FOR A FREE EXORCISM CONSULTATION.

# TAVERN OWNER FURIOUS OVER BAR DESTRUCTION

Recently local tavern owner Bill had his bar utterly destroyed by villagers opening up a tab in the name of the so-called Hero of Caddington Vanillic Oakenheart, who is known to have been a scout and killer for hire in the days before the Heralds of the Scarlet Star came to power. When our reporter went to the bar the tables were match wood, the stools were much the same and the décor of taxidermied animals was left in precarious positions of lewdness. The cost of the damage is estimated to be around 500 Llandies. The tavern owner Bill had this to say, "These idiots have too much fame and not enough sense. These wrong uns came into my bar and opened a tab that I was later informed by the Tutela Syndicate was closed as soon as it reached the long-eared sods ears. He left me with a huge tab and then a bigger repair bill. I am now left out of pocket because of Vinallic."

We sent one of our reporters to the City of Sirella to visit the notorious adventurer to ask him for a response. When asked for an interview there was resistance to our proposal until Mr. Oakenheart understood we wanted to talk to him and not have a fight in the middle of a peaceful city. So we managed to get to sit with him in the guild hall of the Heralds of the Scarlett Star, Ayelston's Rest. We first asked about his being accused of being light-fingered. He told us he weighs quite a bit so having light fingers was unlikely. We explained he had been accused of theft and destruction of property to which he responded that he was aware of an accusation made by drunken fools who were also boasting and bragging as they held an elven soul hostage.

Those people, according to Vinallic, were quite frankly brigands who should invest in a decent tailor and try not to lose things that are precious. Then we inquired on the destruction of property to which he told us. "What is this the prat who sent me a threatening note telling me I owe him 500 Llandies? Please ask yourself this. If a person sent a message and told you that you must pay 500 Llandies for something you were never involved with would you pay it?"

In fact, if someone told you that you must pay them a thousand Llandies for their own reason in their own mind. Would you pay for it? I most certainly will not. I suggest if he wants to do some leg work he may find the idiots that destroyed his bar, but to me, he is a conman."

The issue has sparked debate. A bar has been destroyed and the elf's name was brought up as having the tab, The interesting part is Mr Vanillic claims he was arrested wrongfully and questioned about the bar tab and is furious to have been detained but has said he doesn't drink in most establishments due to their alcohol not being anywhere near as high proof and powerful as his own.

Having seen an elf take a drink of his moonshine and the effects it had, sure put our reporter off drinking it. The debate continues, should the elf pay for the damage or should Bill go find those who destroyed his bar? What do you think?

The investigation is ongoing, and as far as the Journeyman understands, the Tutela Syndicate were only following their duty by arresting and questioning the elf due to the acquisitions. Should anyone have any further information regarding the incident that took place near the Tawsmeade Encampment in April this year, they should report it to a local law-enforcement officer.

*Article written by Tom O'Malley.*



**CRONK'S MEAD**  
FINE WINE, MEAD  
AND ALE  
TRY OUR NEW DOG'S  
TONGUE MEAD. NOW  
WITH REAL DOG  
TONGUE!  
FIND US AT  
WAREHOUSE 6, BLACK  
HAMMER BAY  
SINCE 2353

## K I N G P L O P

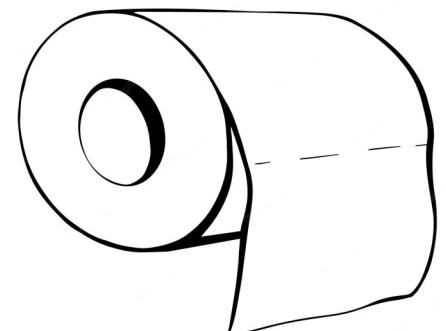
Over the years, many of Neothera's great Leaders have been subject to rumours about all sorts of things, ranging from the absurd to those with hints of truth. King Sontar of Sirella is the most recent to fall foul to this - but this is one with a hint of truth it seems...

The Journeyman has had several reports that the King of Sirella, whilst visiting the Western Realms, was seen defecating into the Village of Selkath's water supply with a pair of Gnomes. The jovial monarch was spotted squatting over a pool before emptying his bowls whilst an entourage turned away - we assume to give a little privacy. Unfortunately for him, obviously someone had spotted this whilst out walking their dog. The unnamed onlooker was quoted as being 'disgusted but somewhat curious' as he watched on whilst Sirella's Leader 'dropped the kids off at the pool'. The man told us that he walked back to the village quietly, before telling his wife who was utterly outraged.

It is said that many of the townfolk have resigned to walking nearly 10 miles to gather fresh, untainted water for their village as they 'do not want to risk it', according to another source.

We have tried reaching out to King Sontar, and the officials in Sirella but neither have responded as yet. We will keep you informed of this story as it progresses.

*Article Written by Bartholemew Bedsworth.*



# A STEP-BY-STEP GUIDE TO BONDING WITH YOUR LONG-LOST SISTER

So, you found out you have a long-lost sister that your dead/missing parents never told you about. Maybe even this sister doesn't like you but don't worry with this guide you will be bonding over evening tea and manicures by the end of the week.

**Introduce yourself:** Got to start at the easy bit, with a warm smile tell them your name and say how happy you are to meet them.

**Find common ground:** Every pair of people has something in common. Maybe you like the same colour or worst case at least you have both lost the same parents.

**Find a reason to be with each other:** For bonds to form you have to spend time with each other. Long walks, picnics, battling undead horrors of the deep or a nice meal are all recommended.

**Bond:** Make sure to have those important conversations. Realise how much you both enjoy being with each other. Become best friends and make friendship bracelets.

Since this can seem almost impossible to achieve I include my real-life story below to inspire hope, with details of what happened at each step.

First, my sister introduced herself with the lovely phrase "Who the f\*\*k are you?!". (Now this is not recommended but emotions can run high)

Second, we found out we both have purple hair and both of our parents are dead, maybe missing haven't worked that out yet (please do provide any information if you find it).



Thirdly my sister got assigned as the ambassador from the Court Encarmine to my guild Healing Grace. This provides lots of opportunities to socialise, apparently drinking games are something you have to do here but all I know is I do not like whiskey.

Finally, we bonded while chatting and I reattached her leg after a bomb separated it. Pretty sure the smiley face stitches are a step in the right direction but definitely want to get the friendship bracelets soon.


So, dear readers I hope this has inspired you to reconnect with those long-lost relations in your life. Please let me know of any success that you achieve and then we can celebrate it all! If you are lucky maybe even have a nice cup of tea.


*Article written by Sonya Alisseau.*



  
**ZOAS**  
ZAN'ZOULA ORPHAN  
ANIMAL SOCIETY  


WE ARE A CHARITY WORKING IN  
MAINLAND NEOTHERA TO SOLVE  
THE PROBLEM OF THE  
CONTINENT'S ESTIMATED 5  
MILLION STRAY CATS AND DOGS  
HUMANELY, EFFICIENTLY AND  
RESPONSIBLY. OUR KEY FOCUSES  
ARE RESCUE, REHABILITATION,  
AND REHOMING OF ANIMALS  
FROM OUR PRIVATE SHELTERS IN  
ZAN'ZOULA AND TALANOR, BUT  
ALSO OFFERING PRACTICAL HELP  
AND EDUCATION TO PET OWNERS.





## THE BIRTHING OF A NEW GODDESS

I was recently drawn to the Tawsmead Estate for something I could never have expected. There was also an auction for Charlie Hennessey's personal items. She was, if I was to be kind exhibiting traits of becoming unable to understand reality. Pragmatic, she had become unstable and a danger not just to herself but to her entire realm. I was there when the Divine Relic was sold to Danny Hennessey, and I must admit it was interesting to watch how all those city folks like to mess with each other's heads with money. Well, suffice it to say as it had been stolen in the first place from Sangris of Andore. This in turn was presented to the adventurers of Tawsmead who then decided to use the last two relics to activate the Moonglenn. To everyone's shock, a child appeared. Not just a child. A goddess, the eighth goddess and in her amazing power to behold we were shown her absolute strength and absolute balance in all the elements. Three separate factions tried to take the child by force and each time she decided to educate them in the ways of her power.

This was incredible for all of us watching as the child showed her power and her grace not even raising a hand. But with her appearance came those who were greedy and who believed their problems were the most important in Neothera who chose to be aggressors and not to work with and help the goddess. But more than such a chance gathering happened that will rock the world.

Four of the Seven appeared to us. Haman'li led me and the adventurers to a shrine to have a frank discussion on the future. It was revealed that the Seven are now returning to their elements. As such the goddess of water, earth and the god of air and nature came together to welcome their sister to the world. In a small glade where a shrine lay in the wood in perfect peace.

They intend to have the child as the god who would be present to the peoples of the world. It was not easy to hear that they were preparing to change their forms and become part of their elements and not the gods we have approached in the past and relied on in times of grief and terror, happiness and sorrow.

But they promise they are still going to be around when they leave their forms to return to the elements they are. So we were asked to help the child grow and become the goddess she deserves to be and if we fail...well the consequences don't bare thinking about.

So here in all honesty and prayer, we must work unified for the whole world and not our own minor narrow issues. Please work together to bring about prosperity.

*Article written by Vinallic Oakenheart.*



# HEALING DONE GRACEFULLY

Greetings to all and a heartfelt hello from The Healing Grace Guild. As a new all-healing guild to Neothera, we are so grateful to share our aid across the lands. We strive to help anyone and everyone equally no matter their beliefs, race or affiliations. Our rules are simple as we hope to keep our doors and arms open to all free of cost. Many thanks must be given to the gracious donations of the general public who are as follows:

Aile Regan Winders, Dr.P.Epper, Dregen Yhorm, Indthalion, Jaydon, Laurelas, Saber, King Sontar Moonbow, Slinky, Terminarium, Trix.Co.

Dear readers, warm welcomes from The Healing Grace guild. We know you must have numerous questions about the guild and who's running it. Healing Grace was formed by Sonya Alisseau (Founder) with help from Faven Cassiopeia and Sylph Benoit who will be acting as admin.

Our wonderful Quaternmushroom is headed by Squimch Mugwort and for any security questions, please address Atlas. Now you know who we are, let's talk about our core rules.

- Free health care for all
- Heal at all costs to preserve life
- Heal all no matter bias. Always remain neutral
- Heal all kinds of wounds
- New members must display a form of healing potential
- Anyone harming/offending members of the guild, including fellow members, will be removed without harm done
- Any harm disguised as healing will result in expulsion
- Donations are graciously accepted but NOT mandatory

As you can see, our main goal is to help everyone as much as possible. In doing this we want to provide a share box. Put in a resource or Llandies to take something of equal value. Volunteering is also a way to trade. Allowing all to have access to all forms of healing. All in all, we are here for everyone, helping us to help you.

*Article written by Faven.*



## THE ANNIVERSARY OF BLEAKWATER

Today marks the tragic one-year anniversary of the Bleakwater tragedy that robbed us of many professionals and great minds. The medical field and political scene of Blightfoot Ridge and the north, but perhaps none more than the families of Krieger, the Frozen North's so-called rising industrialists saw a number of their kin taken from them on this hallowed eve. The event that brought all those lost and scarred to the waters of what was once known as Frost Point Canals was in fact a wedding. The marriage of Professor Anastazia Krieger. An expert in Monstology and a rising star in that field. To the shock of most on this day, she would find herself marrying one, Henrik Van Devlin. Once a known associate and employee of the Hennessy family. The pair had met a year before the night.

Reportedly the evening was going well. It was full of cheer and happiness. A rare commodity nowadays, but like most things it didn't last. The boats that rode up the channel of Frost Point found themselves splintering where they were. As an explosion of chemical and incendiary means shook the earth loose that dark evening. The water turned black and thick with chemicals from boats fouled the water. Giving it its lasting name.

Thirteen were taken from their loved ones that night. Many more were injured with some having lasting reminders of a horrid accident. Though it is speculated that it was jealousy of intellect from some. Or a reminder that one does not just wash their hands of Hennessy life.

Now the night of Bleakwater is a reminder to some that the past will always catch up. To others, judge your choices well before making them. We humbly ask any reader to raise a drink in their remembrance. Morley Flynn, Dr Nikklouse Bog, Vanya Bog, Anastazia Krieger, Luther Krieger, Jon Krieger, Black finger Jenny, Lady Brunnhilde Van Knokx, Freddy "two fingers" Wiley, Tommy the Crow and Vikki Malone.

Editor Note: It should be noted that there are no known locations in Neothera known as Bleakwater or Frost Point, therefore this tale should be taken with a pinch of salt, save the names being changed due to political circumstances.

*Article written by Henrik Van Devlin.*

## MASTER SCHOLAR TO THE CHILDREN OF THE DIVINE

*Were you born different?*

*Do you feel you have a unique calling in life?*

*Do you possess quirks beyond the comprehension of others?*

*Perhaps your raw skills surpass those of the most well trained veterans?*

*Are you unable to control the raw power you were born with?*

*Are you marked by the divine with patches of gold upon your skin?!*

**Senpai Gokugo and his travelling castle of scholarship are visiting a city near you soon!**

**We are now accepting gifted students into our halls. Apply today!**

**A brief consultation could result in your acceptance!**

EST ~ 2377

# FRANZ HONZ



**Best-selling shops always open in Jerrod's Front and Blightfoot Ridge**

**Master baker and confectioner  
Try my new Miracle Slices**

**They're made of love, euphoria and miracles**