

Hercynia Information

Travel in Hercynia is always 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 hundred Jotun with your father's sword.

The stories that are told are of the Thule. The Empire has declared them foreigners and they are seemingly free to walk unchecked in Hercynia. There seem to be small groups of Thule in almost every region in the area.

In the North Pines a small group of Thule have camped by Myfanwy's glade, they seem relaxed and welcoming to visitors although 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 large amount of Thule have made camp around what was once the Treji wayhouse. 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. The Orcs are very defensive, and there have been threats against the people who come near, and there are stories about people who were harmed by the Orcs when they tried to get close, no one seems to have met someone in person this happened to.

In Deer's Folly a group of Thule have braved the Vallorn. The group they send was small but well armed, for large groups do not manage to enter the heart of the Vallorn unseen for long. It was not safe to follow them, although there are stories that

In Old Ranging the Thule bought a large presence and made camp. It was said that there were armed guards around the camp and there are rumours that any that went near were cursed by the wizards that guarded the camp. Not illegal technically, but then there are also the rumours that livestock and crops have gone missing nearby the camp, although many of these stories are second hand.

In Summersend the Thule have a small camp by the recently built **Great Library of Hacynian**. Travellers have said that they have tried to speak to them, but they were not conversational and generally backed away. There has been talk of them performing rituals in the dark and blood sacrifices, with Thule bodies found being eaten by Carrion the next morning. A second group is based by the **Gate of Summer** and again there has been talk of the Thule casting rituals on the gate, and 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 is likely to open to Hercynia over the weekend to allow people to interact with what is going on there. The Navarr Egregores will have the ability to 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.