

# THE TOWN CRIER

## Goings-on from the town of Frosthaven

### Are they Botanists too?

Zoey's Minions came across a thicket of bushes with thorny branches and poisonous red tin-berries. They used their knowledge to safely collect enough to coat their weapons.

### Buildings damaged in Algox attack

The town woke up to a raid in progress in The Crater. Despite being unarmed and unarmored, Zoey's Minions successfully defended their longhouse from Algox attackers and helped with the repairs.

### Adventurer finds Wolf cub

A lost wolf cub was found and rescued by Craig Heart who brought it back to Frosthaven.

### Craftsman Expands

The master craftsman's forge, once a humble garage-workshop, has been upgraded and now offers a wider selection of items.



## Ancient Temple Discovered

Ancient ruins on a mountain slope have been discovered by Zoey's Minions who stumbled upon a pair of large stone doors. The doors bore a mural depicting the history of the area, from a small village to a vast city to a flaming ruin. Above the mural were carvings of a man aging in reverse. Upon entering, the adventurers encountered broken, corroded columns and scraps of metal scattered about the floor. The metal scraps shortly came to life and revealed themselves to be ancient automatons. The party pressed on, finding a room that has withstood the passage of time better than the rest. They discovered small indentations in the floor that resemble the automatons' feet and were emitting a faint blue light. Upon further investigation, it was discovered that these indentations are conduits and must be connected to a power source. The source appears to be located in an eastern passage, but they were wary of the number of automatons that may be waiting there. The significance of this discovery could challenge the understanding of history as it is known.