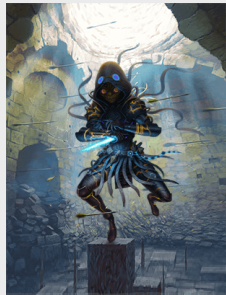


# THE TOWN CRIER

Goings-on from the town of Frosthaven

## Farewell to CraigHeart

Renowned Blinkblade, CraigHeart, bids farewell to Frosthaven. Offered a vital mission by the Merchant's Guild in White Oak to combat the sinister Sin-Ra syndicate, the skilled operative swiftly packs their belongings. Expressing a hint of nostalgia for the town, they vanish in a blink, leaving Frosthaven in anticipation of their heroic endeavors in the capital. May their journey be victorious and putrid.



## Trading Post Built

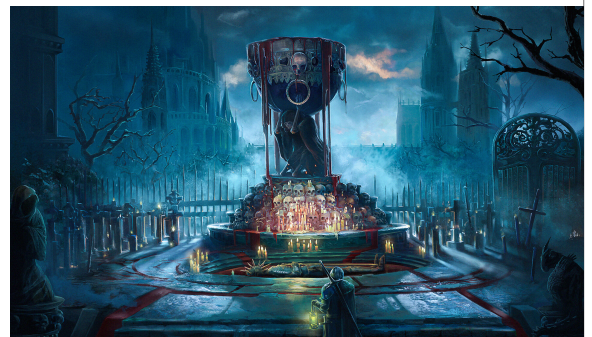
Xain, known for his misadventures, is given a chance to redeem himself by managing the trading post. Mayor Satha's decision comes with a new perk - mercenaries can now purchase items there. Will Xain seize this opportunity? Stay tuned for updates on Xain's transformation from troublemaker to trader.



## The Corruption of Skyhall

We continue our adventures with Zoey's Minions, a courageous group of mercenaries, as they descend from Snowscorn peak and find themselves entangled in a grave crisis within the sacred halls of Skyhall.

High in the treacherous peaks of Frosthaven's mountains, chaos erupts within Skyhall, the dwelling of the Algox, as the very foundations



of their home crumble. The mercenaries, driven by a sense of urgency and the desperate hope for salvation, descend into the perilous tunnels. Their mission: to seek the wisdom of the revered Icespeaker chief and halt the imminent catastrophe.

Amidst the chaos, the chief greets our heroes with a mixture of determination and reverence. He reveals that the spirits of Skyhall have turned against them, manifesting as menacing wraiths with an insatiable thirst for destruction. The chief's conviction is unwavering as he urges the mercenaries to put these vengeful spirits to rest, knowing that their wrath could bring about the annihilation of their mountain sanctuary.

Faced with an unyielding onslaught of spectral enemies, the chief realizes that an underlying cause fuels their fury....  
(cont. on page 2)

# Chaos At Skyhall

(cont from front page)

A discovery is made, a black ice crystal hidden beneath a shattered pillar—a malevolent artifact corrupting the heart of Skyhall. The mercenaries, guided by the chief's wisdom, embark on a perilous mission to destroy the tainted pillars, purging the dark influence and restoring balance to their sacred domain.



As the final shards of darkness shatter and the spirits dissipate, a silence falls upon the fractured Skyhall. The battle against the malevolence that threatened to consume their haven has ceased, but the scars of the conflict remain etched upon the very structure that once stood proudly. Chief Elland, his resolve unbroken despite the destruction, examines the aftermath with a heavy heart and seeks answers.

In a surprising turn of events, a seasoned Icespeaker named Putargal emerges, accompanied by battle-worn comrades. She proposes a radical solution—to eradicate the Snowspeakers, the ancient foes of the Algox. Putargal insists that only through the complete eradication of their enemies can peace be restored, drawing upon the Snowspeakers' destructive acts and their involvement in the corruption of Skyhall.

However, Chief Elland, embodying wisdom and the desire for a lasting peace, opposes Putargal's proposition. He understands that perpetuating the cycle of violence will only lead to further devastation. Despite the deep-

rooted enmity between their people, the chief believes in the power of diplomacy and proposes a peace summit with the Snowspeakers. A chance to forge a treaty and end the bloodshed that has plagued their lands for centuries.

As the dust settles within the hallowed halls of Skyhall, Zoey's Minions find themselves at a crossroads. The weight of this decision rests upon their shoulders. Will they align with Putargal, seeking vengeance and an escalation of hostilities? Or will they stand with Chief Elland, embracing the opportunity for reconciliation and a path towards lasting peace? Stay tuned to find out.

## Minions are staying!

In a decisive move, the group of valiant mercenaries known as Zoey's Minions have chosen to stand by Frosthaven's side as winter approaches. With their final reconnaissance report delivered to the guild at White Oak, the fate of the town is sealed. As the gates of Frosthaven shut, the Minions' commitment to the town's survival is palpable. Their decision marks a new chapter in the town's struggle for survival.

Stay tuned as we bring you the latest updates on Frosthaven's journey through adversity and the heroic efforts of Zoey's Minions to ensure its survival.

## Trader returns

The old traveling merchant is back in Frosthaven, offering a selection of enigmatic items. The origins of these goods remain suspicious, but the allure is undeniable.



## Traitor Unmasked

In a shocking revelation, the traitor responsible for leaving the side gate unlatched has been exposed. Zoey's Minions, led by the Geminete, Two-Face, have determined that the Valrath is guilty. He confesses to striking a deal with the Algox to destroy the town and escape his responsibilities. Additionally, it is discovered that he bribed the Savvas to cover for him. Both the Valrath and the Savvas will face punishment in White Oak. The timely appearance of the mysterious Aesther raises questions about his involvement. With the traitor unmasked, Frosthaven can begin to recover.

## Sled Built

Captain Olmstead of  
Frosthaven's town

g u a r d  
showcased his  
expertise in sled  
racing during a  
t h r i l l i n g  
competition with



Zoey's Minions. With their  
newly built sled, the Minions attempted to  
catch up, but the Captain's skill and  
experience proved unbeatable. He reached  
the finish line at the tree line, already  
celebrating with his sled dogs. The Minions  
acknowledged the valuable lessons learned  
and admired the Captain's mastery. Excited for  
future adventures, they look forward to further  
improving under his guidance.