

Hoping the contents of this parcel allow you to feel like a part of our community, even before you arrive in your new home! - Adeline



RELIEF FUNDS
SPREAD THIN
ACROSS NATION

PRIORITY
MAIL

TRADE ROUTES
STILL

Welcome
to
Mistria

To: Adventure
Guild
Capital City



Welcome to Mistria: a Fields of Mistria Fanzine is an unofficial fan project based on NPC Studio's game Fields of Mistria, in early-access at the time of this project's development and publication.

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Revitalizing: Mistria



An Interview with Adeline

Penned by: Etteee

Illustrated by: mariibeann



Hello, Ms. Adeline! We're so excited to have you here, how are you doing today?

Adeline: Oh, please, just call me Adeline. I'm doing great, all things considered. How about you?

I'm doing good myself, thank you! So, today we're going to be talking about Mistria, a nice little town just east of the Capital, and coincidentally, it's the town where Adeline lives. Adeline, can you tell us a bit about Mistria?

Adeline: Of course! I was born and raised there, but as a kid, I frequently went with my parents when they had work-related trips. To be honest, these trips made me realize how much I loved Mistria. It's a quiet place compared to the crowded city, very beautiful and surrounded by nature, yet you can find everything you need. And of course, my favorite thing—the people. Everyone is so kind and always willing to lend a hand, and it's always been that way as far as I can remember.

That indeed sounds lovely. I'd definitely love to come for a visit one day.

Adeline: If you do, make sure to send me a letter—I'll give you a tour, free of charge! (laughs)

Of course! Now, as most of you folks know, the "Revitalizing" series is focused on topics related to disaster relief efforts for the recent earthquake. Unfortunately, Mistria is one of the towns that has been affected. Adeline, if you don't mind, can you tell us how Mistria has been faring as of late?

Adeline: Thankfully, there were no lives lost. There were minor injuries, but nothing we couldn't

handle. We're really lucky, and I'd like to offer my condolences to the other victims of the earthquake. However, many of our facilities have stopped functioning. Even the bridge that leads to the Capital has been damaged, which means that most merchants can't enter the town anymore. (sighs) Our emergency supply reserves have dwindled and we're worried that we might not get through this winter, especially now that some people have decided to leave the town.

That sounds awful. As Town Leader, can you tell us about the town's efforts thus far to mitigate the damage?

Adeline: Fret not, we are slowly but surely getting back on our feet. Hayden, our farmer, has kindly been helping us with our food-related issues, and Balor—a familiar name to most of you, I'm sure—has been selling goods from the city to us despite the broken bridge. As I've mentioned, we only had a few minor injuries which were swiftly handled by our doctor, Valen. However, our issues have yet to be solved.

Ah, I've heard a bit about Mistria's revitalization projects. What are the steps you'll be taking from here on out?

Adeline: Indeed, I do have plans for Mistria in the near future. Fixing the broken bridges, restocking our food reserves, restoring our facilities which have been rendered out of service such as the mill, and much more. Unfortunately though, I realize that these plans are difficult to accomplish without a certain someone.

Oooh! Who could that certain someone be?

Adeline: Mistria is looking for a helping hand to aid us with our revitalization projects, so this certain someone can be any one of you!

And what does the role entail? Would permanent residency be required?

Adeline: Of course, they'd be required to help us with the projects I've mentioned above, but this comes with a lot of benefits as well. They'll be getting a free house and a large plot of fertile land that can be used however they see fit. Should the person decide to, they are free to choose whether they'd like to stay or not after their job is done. We would be happy to welcome them to our village!

Oh, my! That's indeed a big benefit. I'm tempted to apply myself now!

Adeline: (laughs) You should! We'd love to have you here in Mistria.

Now, Adeline, since the interview is nearing its end, we're wondering how someone can reach you if they're interested in the position.

Adeline: You can contact me by sending a letter to the Manor of Mistria. Tell us why you think you'd be the perfect fit for this position, and don't forget to attach your portfolio and references!

You heard her, folks! If you're interested in helping Mistria, feel free to contact Adeline at the Manor of Mistria! Thank you so much once again for your time, Adeline. We are excited to see Mistria prosper once again. If you're interested to see Mistria's development in the coming months, be sure to subscribe to the Welcome in Mistria magazine, everyone!

NicoleAltDelete captured this heartfelt moment!



Celine's Guide to Mistria Flora

Hello! I'm Celine, local gardening enthusiast and expert on Mistrian flora - at least, according to Adeline! I hope you like this little guide I put together about the different types of flowers you can find throughout Mistria!

hydrangea

One of my personal favourites! These beautiful blue flowers grow in the summertime, and often represent gratitude or emotion.

tulip

These pretty flowers come in a variety of colours, though you'll most likely find pink ones here in Mistria. They're easy to grow in the spring, and are a great addition to any garden!

viola

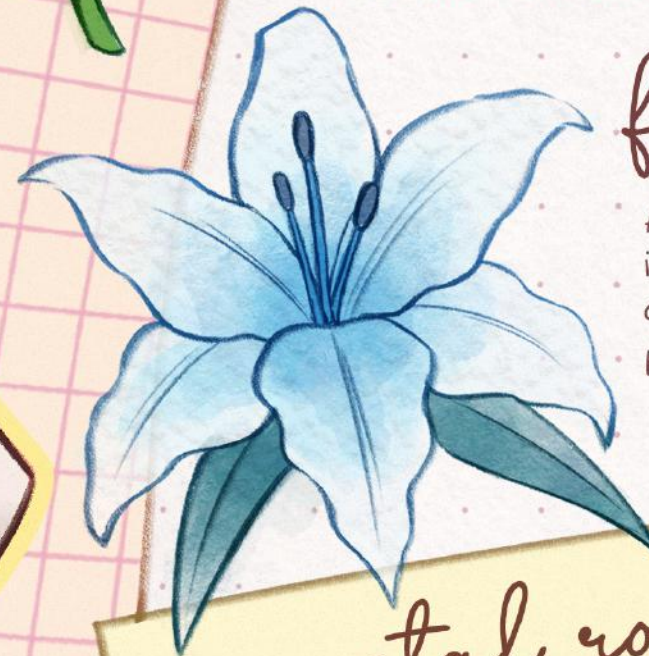
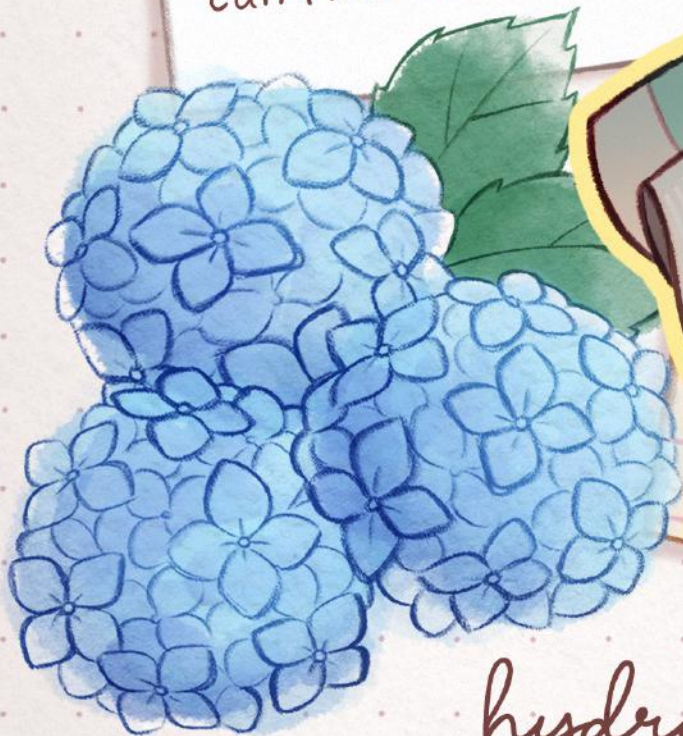
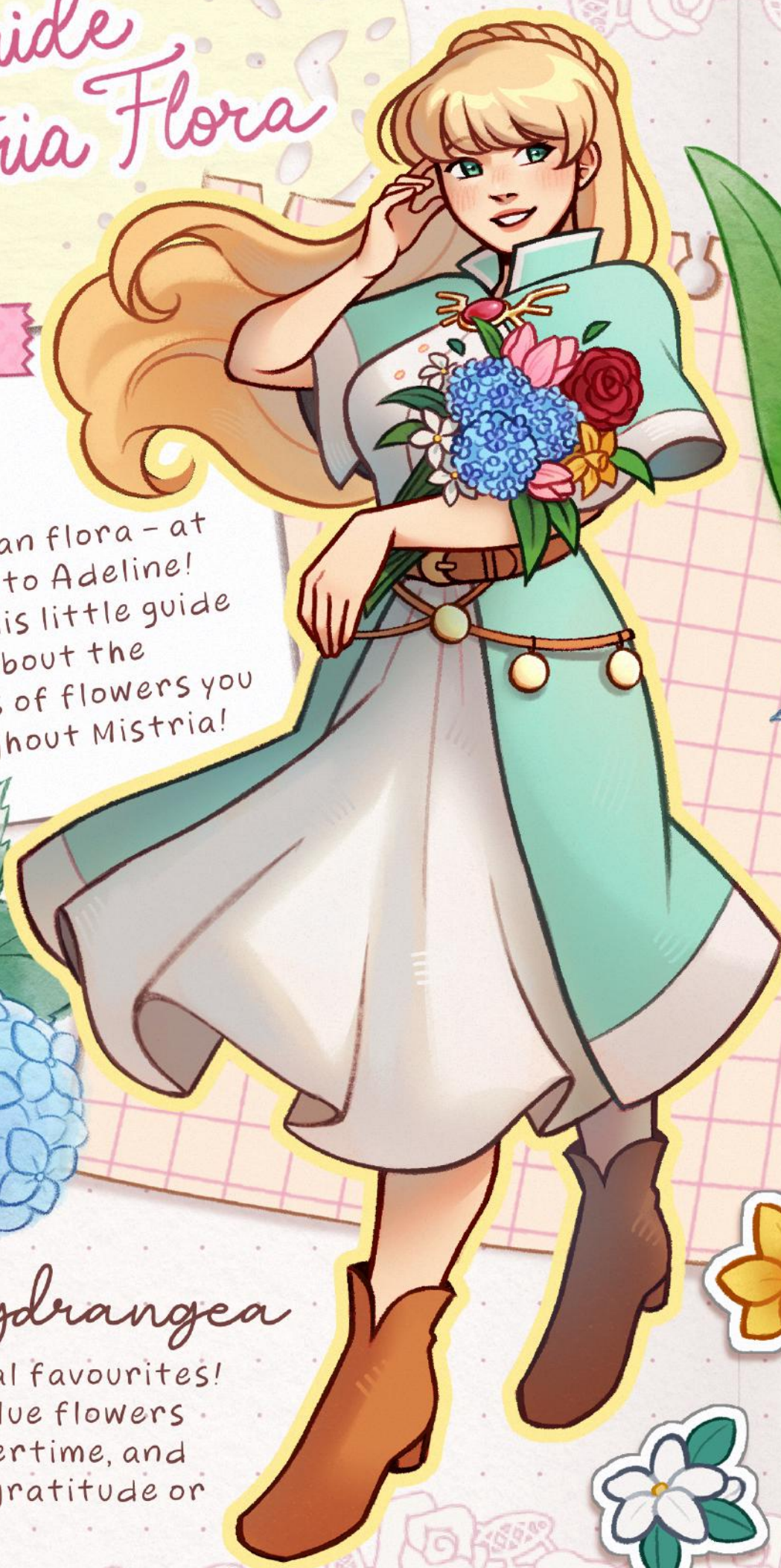
This adorable flower is known for its lovely yellow and purple colour! They bloom in fall and can be found just outside the deep woods.

frost lily

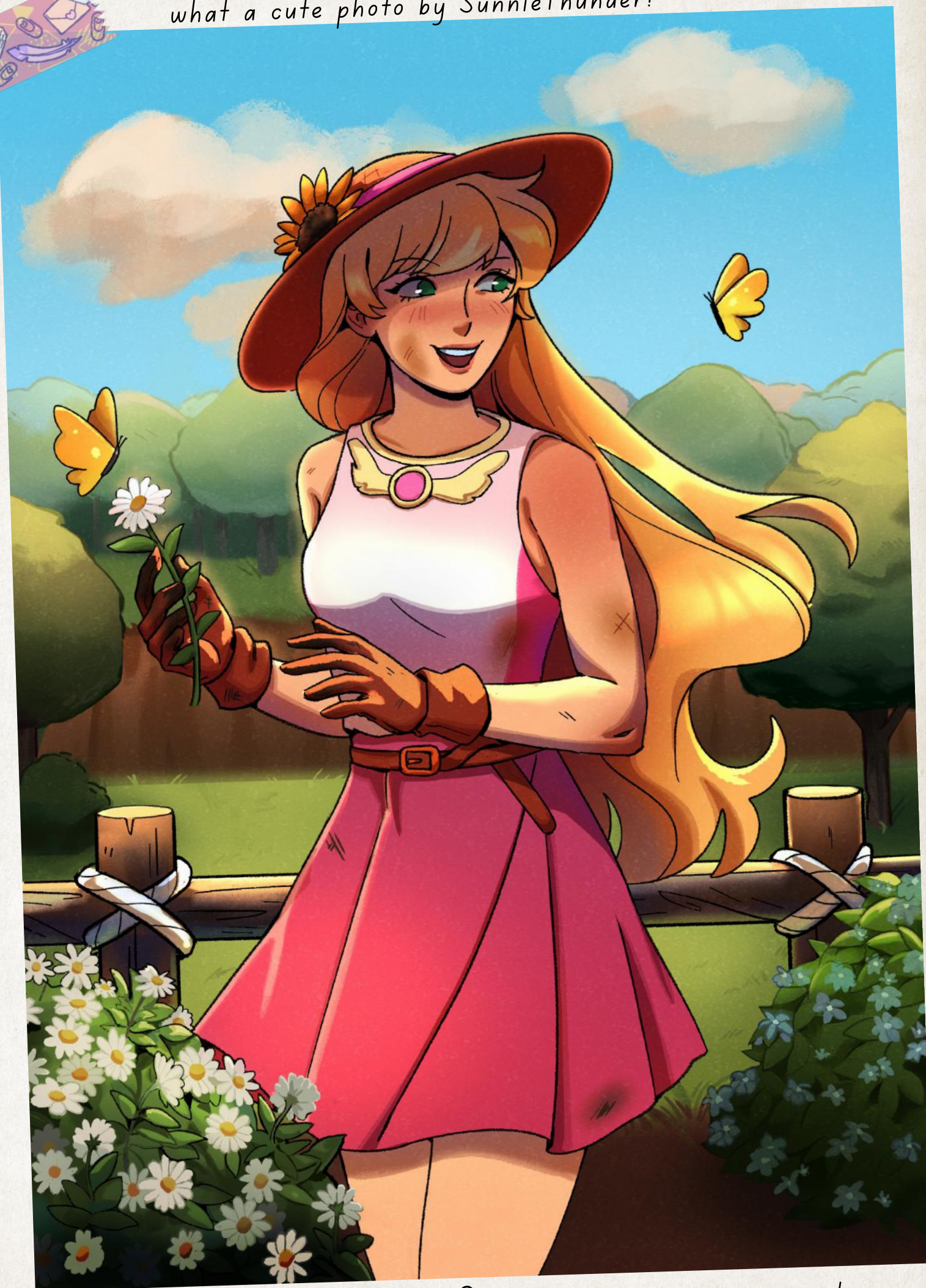
An enchanting flower that blooms in the winter, Frost Lilies are actually native to Mistria and are hard to find anywhere else!

crystal rose

Some rare flowers can only be found deep in Mistria's mines - like this crystal rose! Its petals are very delicate and shimmer as though they're made of crystal.



what a cute photo by SunnieThunder!



Golden Cheesecake



Penned by: Lycami & Zeta Rose

Illustrated by: Mekesari

Nothing can win a heart faster than this cheesecake! It's a perfect showcase of Mistria's prized golden produce.

Cheesecake:

Crust:

- 180g biscuits/graham cracker
- 100g butter, melted
- 1 tbsp honey
- ½ tbsp cinnamon
- ½ tbsp powdered ginger

Batter:

- 600g cream cheese
- 150g heavy cream
- 200g honey
- 2 eggs
- 40g flour
- ½ tbsp turmeric (for color)

Toppings:

Lemon Curd:

- 150ml lemon juice
- 200g sugar
- 2 eggs+2 egg yolks
- 100g butter

Salted Butter Caramel:

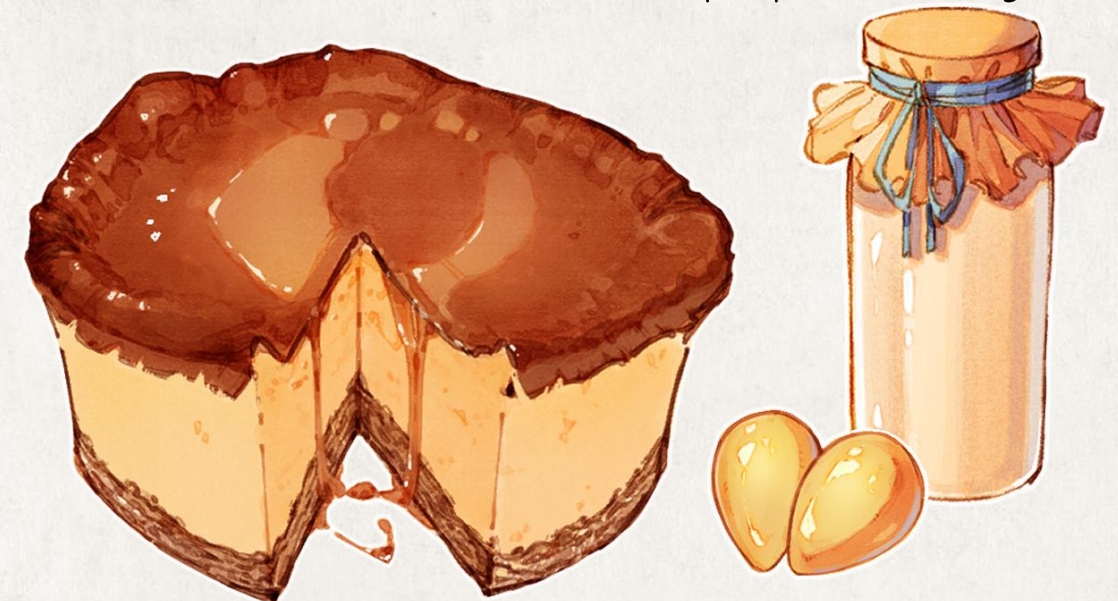
- 160g sugar
- 80g butter
- 200g heavy cream
- 1 tsp salt

Requires: 4x 10cm wide baking forms

Prep: 15 minutes

Baking: 80 minutes

Best prepared a day ahead!



1) Preheat oven to 180°C/355°F

2) *Prepare biscuit base:* Crush the biscuits into small crumbs and mix well with honey, spices, and melted butter to create a biscuit base for the cheesecake. Then press the biscuit base into the bottom of the baking forms to 2 cm thickness. Place the forms into the fridge to firm up slightly while preparing the batter.

3) Prepare the batter: Meanwhile, stir all batter ingredients together at a low speed with a spoon or paddle attachment. We do not want to introduce much air into the mix. Combine thoroughly - roughly 5 minutes.

4) Bake cakes: Pour cream cheese mixture into baking forms and bake the cakes in the oven for 20 minutes. Then reduce the temperature to 100°C/210°F and bake for an additional 60 minutes.

5) Cool: Remove from the oven and let cool to room temperature before relocating into the fridge to fully chill and set. They should rest for a minimum of 6 hours, but best overnight.

To check if the batter is fully cooked, test with a knife to see if it comes out clear and not sticky.

6) Serve: Top with preferred topping and enjoy!

Lemon Curd:

1) In a medium sized bowl, whip together the eggs and sugar just until combined. While continuing to whip, slowly pour in the lemon juice.

2) Pour the mixture into a sauce pan and set on a low heat, continuing to whip slowly for 5-10 minutes so the egg doesn't fry while the sugar dissolves and incorporates.

3) Remove from heat and add butter in small chunks, mixing as it melts.

4) Pour into jars and let cool before storing in the fridge for up to two weeks!

Salted Caramel:

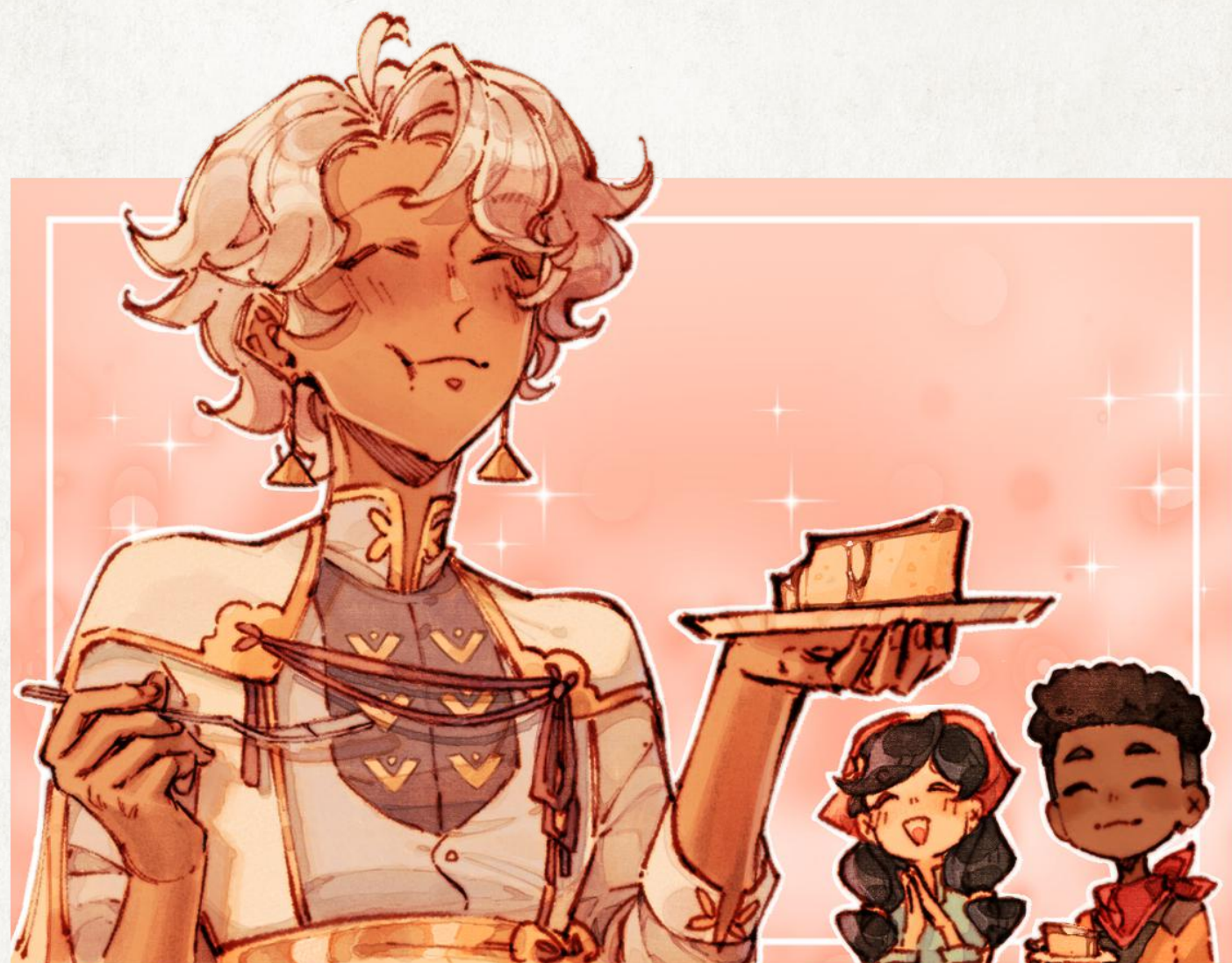
Takes lots of stirring!

1) Pour sugar into a stainless steel pan set on medium-low heat and allow to cook, stirring constantly! It will first make clumps and eventually melt into a sweet, amber liquid.

2) Lower heat and add butter in a few small chunks at a time, whisking quickly so butter combines with sugar. Be careful of splatter as butter will melt fast when it touches the hot sugar!

3) Turn off the heat and pour in the cream slowly while mixing it in. Once all of the cream is combined, stop stirring and return the pan to medium heat. Let it boil for 1 minute - it'll rise and bubble as it boils but that's okay!

4) Remove from heat and stir in the salt. After slight cooling it can be poured into jars and kept in the fridge for up to a month!



RUBYFUNKEY created this wonderful advertisment!



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• SWEET TREATS!
• REFRESHING DRINKS!
• LOCALLY SOURCED
INGREDIENTS!



← Isn't Raptorkizzie's design just the sweetest!



Catching The Big One

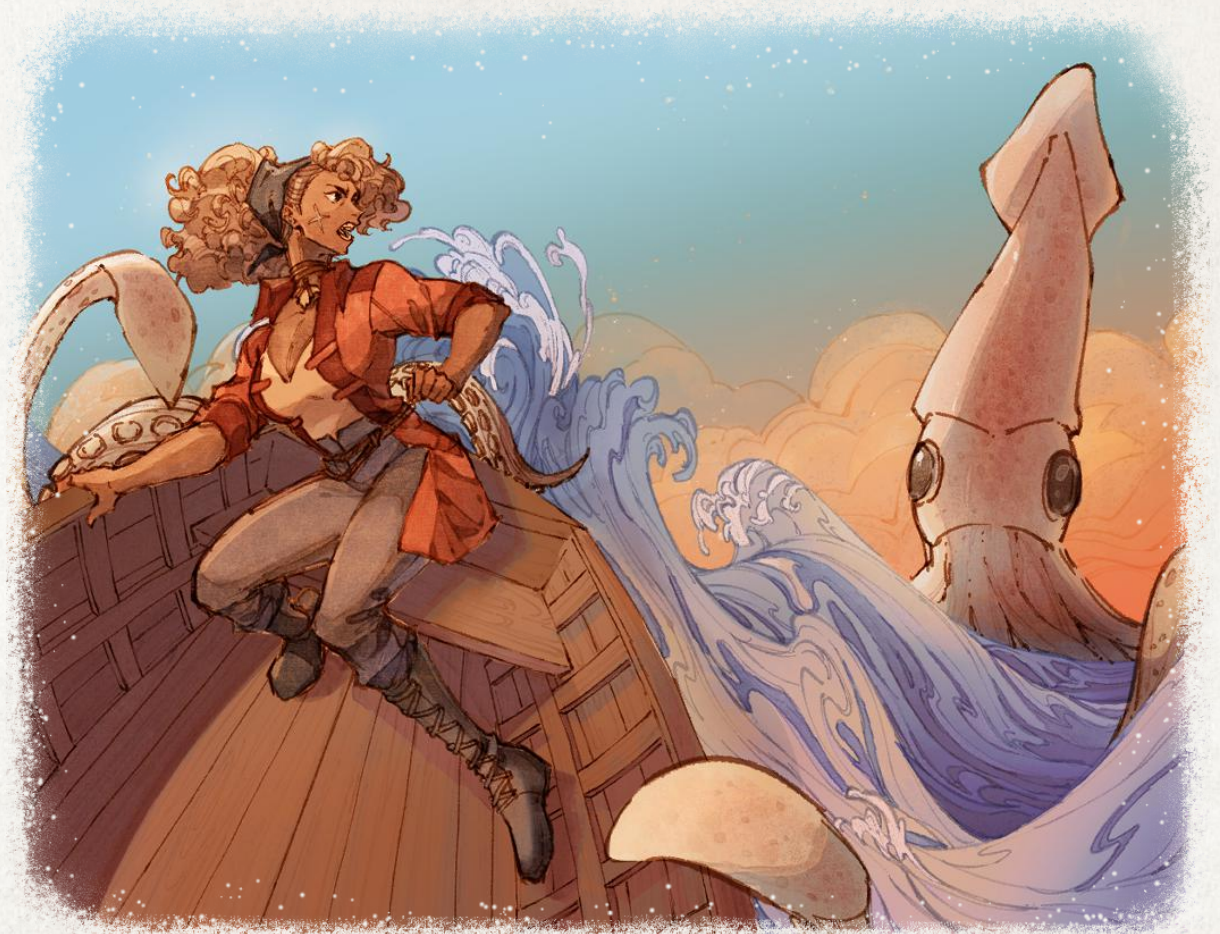
Penned By: Bastien

Illustrated By: Mekesari



Heave ho, adventurer! Are you looking for the catch of a lifetime? I'm looking for sailors brave enough to help me hunt down The Big One. If you call yourself an adventurer, I can think of no greater test. To catch him, we must hunt like sharks, swim like marlins, and strike like eagles. I've caught glimpses of a leg or the tip of his head, so I know he's out there. I don't dare to corner him without some seasoned hands on deck.

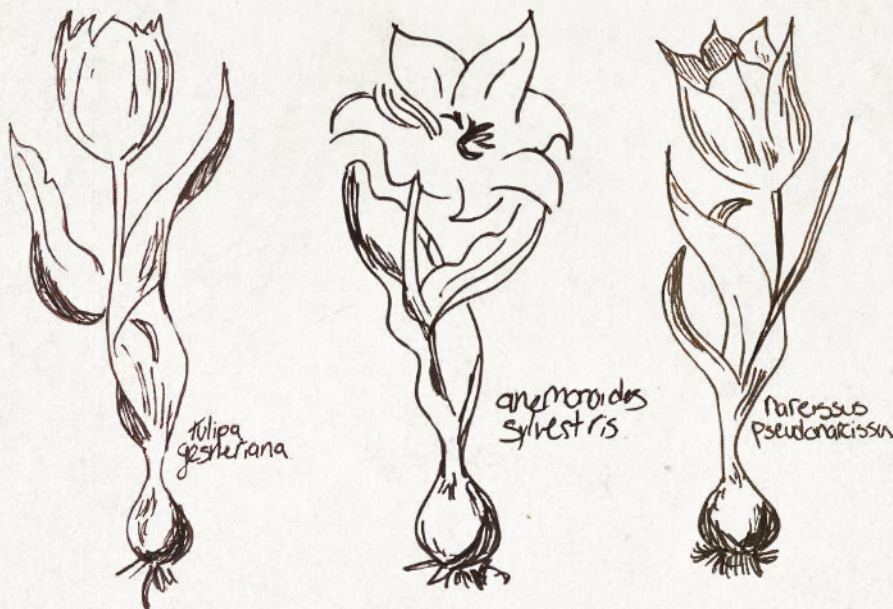
He is no myth; forty years ago, we had a run-in I'll never forget. The Big One cannot be taken lightly. I was fishing for tuna, further from the shore than usual under the scalding summer sun. At least, until The Big One came for me. That colossal squid monster curled its slimy arms around my ship's port and pulled down. For The Big One, capsizing my puny rowboat was as easy as hunting down a dead sea turtle. I wouldn't be alive if a passing whale hadn't saved me. The Big One got away, but the injuries remain.



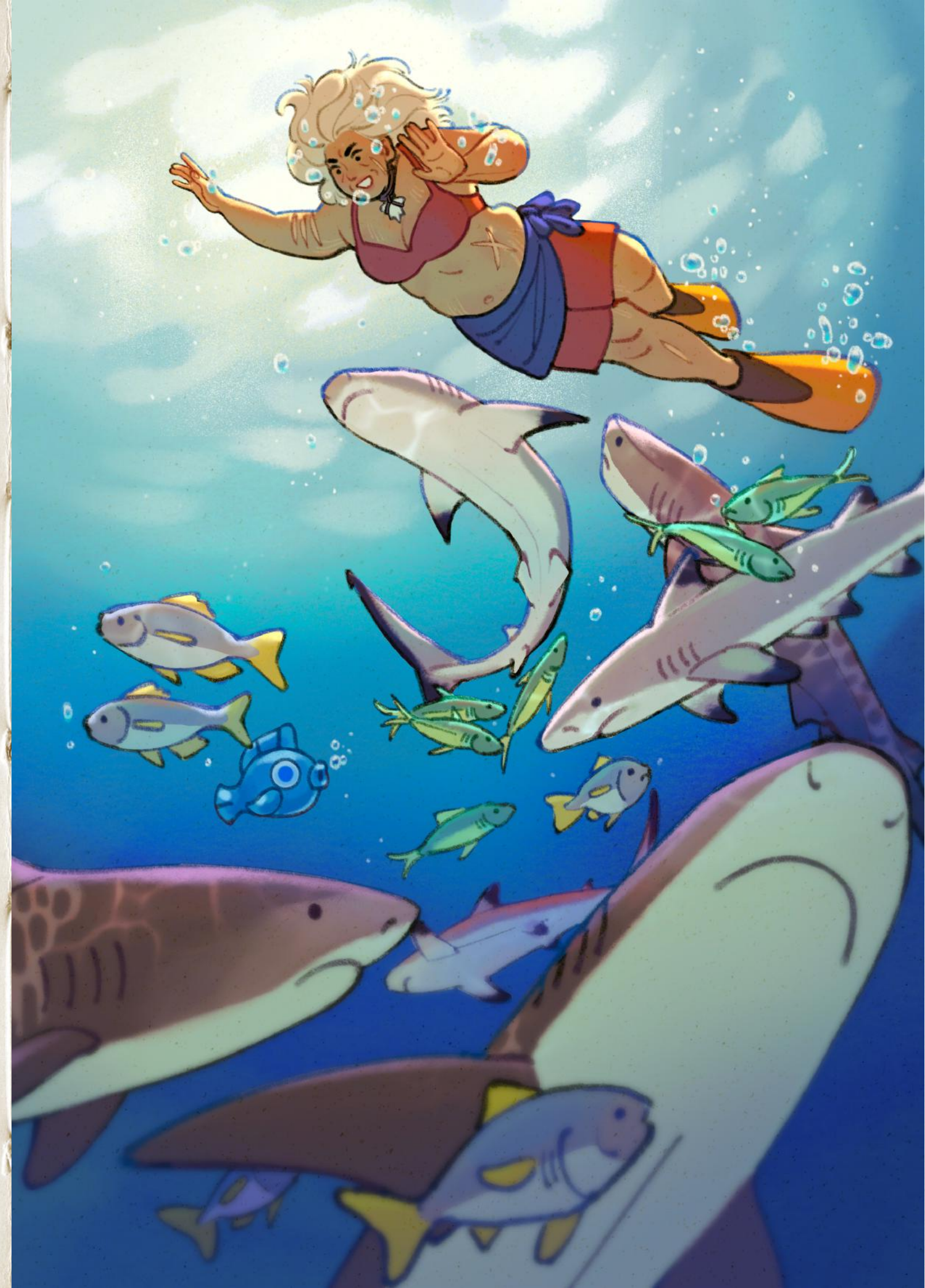
Brave adventurer, should you dare to try, find me at the boat shack by the shore. I have everything we'll need. And if the mission should prove too daunting, not to worry. I'll bring out some rods and we can enjoy catching the fish by Mistria's rivers and waterfalls. We'll bring our trophies to the inn, where Reina will do her magic and turn the fish into the best pie of your life.

- Terithia

Check out this underwater shot captured by Birdie, showcasing Mistria's rich sealife!



Unique local flora studied by kingseagull







aprahnicus captured our likeness beautifully!!



Adventure Awaits at the Mistrian Natural History Museum!



Penned By: Luz

Illustrated By: Martilyong Abo

Pay a visit to our rich collections of floral and ore specimens. Don't miss the Museum's new wing: the Archaeological wing. Though the mines of Mistria have been closed since the earthquake, artifacts have occasionally washed up on the shore, or been found in locals' fields. The museum's new curator has gathered those scattered artifacts into a collection, retelling the history of Mistria's ancestors.



"It has been a great honor to participate in revitalizing Mistria's history. I hope these collections will serve to educate our residents as to the grandeur of our past!"
- Errol, Curator of the Mistrian Natural History Museum.



The Mistrian Natural History Museum is glad to announce that it is now free for children under 12, to promote learning among the youth of the region. It will be open every day except on Saturdays and festival days until the end of the year.

NEW THIS SUMMER: Seas of Mistria Temporary Exhibit



Penned By: Luz

Illustrated By: Martilyong Abo

Would you like to learn more about Mistria's beautiful beaches and sea? This exhibit was made for you. From Summer 5th to Summer 27th, the Mistrian Natural History Museum will be filled with the wonders of the sea. At the center of this exhibition, you will find the largest scale to have ever been found in the region : 30 centimeters long by 15 centimeters wide. Don't be fooled by this marvel's dull blue color. In the sun, this scale from a yet-unknown fish species shimmers with all the colors of the rainbow.

"I found this beauty when I was fishing. It sliced clean through the net! I had to dive to get it back. I still owed Errol after playing cards back then. But with that, my tab was clear, hahaha!"

- Terithia, Finder of the Giant Fish Scale.

Just down the hall, you'll be able to find our unique collection of shells. Most of them were sourced from the beach in the south of Mistria, but one particular piece was found deep within Mistria's mines, near an underground lake. Perhaps this fossilized shell was once the home of an ancient animal. Though our research about this fascinating artifact is ongoing, it is a piece which never fails to intrigue and inspire the storytellers of tomorrow.

"I was the one who caused the rain last week.

Maple said the queens of Aldaria summoned armies by blowing in shells. I just wanted a sword.

But thunder cracked when I blew into it! The museum even lost some roof tiles!! Wait, you're not going to tell Mr. Errol, are you?!"

- Dell, Local Sword Enthusiast.

The Starlight Coral may also be found in this exhibit. Though this particular piece has faded with age, it is said that this artifact used to shine with real stardust, and that its missing parts were used to make the shooting star brooch that Baroness Linnet of Mistria wears to this day.



A quantity of sunken, human-made artifacts were found after the earthquake. Among them is a rusted treasure chest. It's key has not been found, and it's lock is thoroughly rusted over. Our team of archaeologists has yet to find a way to safely open the chest. Many inhabitants of Mistria have been betting on what may be inside – why don't you join them by leaving a message in the museum's guestbook?

"No one would have known there was something in this rusted old thing if I hadn't shaken it. And that was before the cracks on it started to glow. I still think Errol should let me pick it's lock, but oh well..."

-Balor, Wandering Merchant.

The most recent artifact in this exhibit is a shield that was found on Mistria's beach last summer by our Museum's lead researcher. It's study has ultimately taken it to Mistria's blacksmith, Mr. March, for restoration. Thus, this artifact will only be available for viewing once this process is completed. We apologize for any inconvenience caused by this change in the schedule.

"March has been a great collaborator for the museum so far! I'm sure he'll do wonders to this shield. I only hope that the coat of arms hasn't suffered too much damage... We've already identified the period it might be from. Now, we want to know who it belonged to."

-Eiland, Lead Researcher of the Mistrian Natural History Museum.



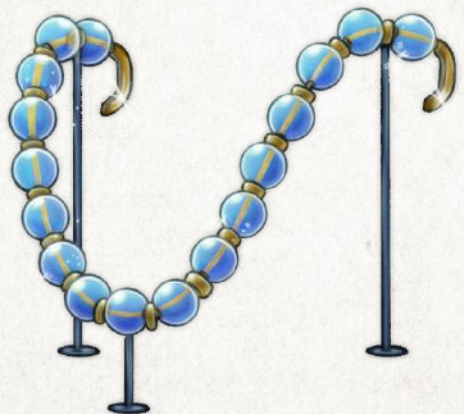
A GIFT FROM THE PAST: Explore the Rituals of Mistria's Ancient People



Penned By: Luz

Illustrated By: Martilyong Abo

Thanks to the generous donations of the inhabitants of Mistria, our museum was able to gather a complete set of ceremonial artefacts which are currently dated to the Aldarian era. This set includes five accessories believed to have been used by high priestesses of that time during magical ceremonies, though the exact purpose of each item may remain lost to time. Even our Lead Researcher seems unable to translate the brass tablet that was found near the Summit!



"And yet, Juniper already seems to have all the answers..."

**-Eiland, Lead Researcher of the
Mistrian Natural History Museum.**

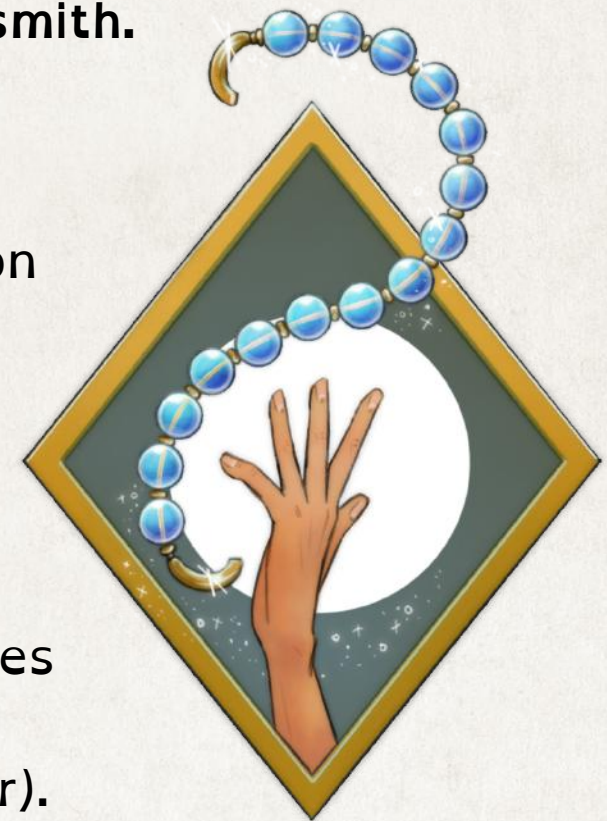
Near the entrance of this exhibit, you will find a necklace of blue glass beads, completely preserved from the throes of time thanks to the unique soil of the Western Ruins. Their golden chain and the thread connecting the beads remains undamaged – and undamageable, as proven by our assistant Olric – to this day.

"What have you guys done to Olric? All he can talk about these days are the ritual beads at the museum. I'd say they hypnotized him, but they're just glass."

-March, Blacksmith.

Another accessory high priestesses would have kept on them at all times was a ritual scepter, which is exposed in the middle of the hall. It was a symbol of their magical power and authority, just like their easily recognizable clothes (of which you may find a reconstitution with the scepter).

The pommel of the scepter takes the shape of a fish, with black enamel eyes. It's a unique piece,

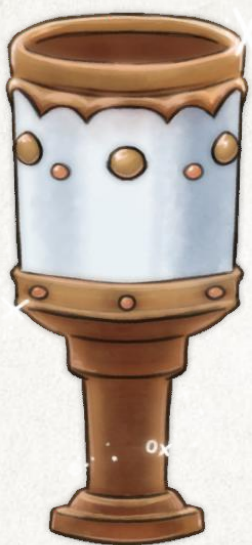


central to the Museum's Aldarian collections, and widely appreciated by all Mistrians!

"That scepter in the museum?... Even Luc is scared of it. Everyone knows that it whispers when you get too close to it. If you ask me, I think Errol should get rid of it before it causes any more trouble."

-Josephine, Co-Owner of the Sleeping Dragon Inn.

The last accessory that a priestess might have kept with her is a ritual incense burner, which can be found in Display 4. It takes the shape of a wide-lipped terracotta pot, seemingly made to resemble a human head – two indentations at the top of the vase serving as eyes. It also bears two wings, one on each side of the pot. Our tests have revealed that this artefact is still fully functional. Once sand has been poured at the bottom, incense sticks can be placed into the sand, so they stand upright and diffuse smoke throughout the room.



"It's been days since Errol tested out that incense burner, and the Archaeology Wing still smells like roses! Weird... I was sure I gave them Jasmine incense."

-Celine, Flower Enthusiast.

The final in this collection is a very special one. It is a chalice made of brass and white enamel. It was found in the mines, and stains remained in it from it's last use. Our research team quickly discovered that the liquid that had been poured inside was, in fact, red wine. Due to prior incidents, this artefact is now displayed close to a drain. Please mind your step when close to it.

"That chalice, it fills up with wine sometimes... It looks thick, though. Stale.

I wouldn't try it. You should come drink at the Inn instead! Only the freshest beverages in the land get served there!"

-Hemlock, Co-Owner of the Sleeping Dragon Inn.





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a calendar by magdalena to help you plan your first year in Mistria!

SPRING

S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

SUMMER

S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

AUTUMN

S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

WINTER

S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Mistrians Rock



Dictated By: Olric

Transcribed, Compiled, and Approved By: Adeline

Penning by: el-dritchknight

Illustrated by: Mekesari



Welcome to Mistria, future Farmer/capable Adventurer/new buddy! I know you'll like it here 'cause there are a lot of cool rocks and folks around.

Like my little brother, **March**! When I think about it, he reminds me of a geode: all tough and hard on the outside... but he shines brightly just like a **fire opal**! (Which is the same color as his hair!) After you manage to crack open his shell, you find a passionate and caring guy, hehe. You can find us working hard at the forge, so feel free to bring over some ore and rocks for us. :)

[Transcriber's note: the Speaker requested that a "friendly"-looking smiley face be inserted here.]

Oh, before I forget! Adeline and Eiland are kind of like the assigned welcoming committee. If you didn't know, **Adeline** is our acting Leader after the Baron and Baroness had to go to the Capitol. She may go overboard sometimes with the planning, but I know it's because she really cares about everyone here. She reminds me of a **rose quartz** that way: gentle, caring, and very pink!



If Adeline is here to plan our future, then her brother **Eiland** takes care of the past. He might dress up all fancy, but our local archaeologist doesn't mind getting down and dirty to dig up all sorts of artifacts! Like a **mudstone**, which is a fine-grade sedimentary rock that commonly holds fossils, Eiland is a classy man who is usually soft, but protects Mistria's history from erosion.

I hope you like rocks. That way, you, me, and Balor can talk about them when you're here! Balor's our very own trader who's more interested in gemstones like **sapphires** (which we used to get a lot from the mines before the Earthquake). (It also matches his hair color!) He says he can always tell the genuine thing from a fake, but gems don't have to be real to be worth something, you know?



Speaking of what's real... I'm not sure what you believe in, but the **stone** statues and statuettes of **Caldarus**?



I swear they move when you aren't looking! Don't believe me? You should see it when you get the chance. There are some small artifacts and a big statue in the mines, but it's broken. :([Transcriber's note: the Speaker requested that a "sad but not too sad" face be inserted here.]

The rest of it is intact and made out of surprisingly high-grade material. It makes me sad that some of the historical wonders of Mistria's masonry got damaged due to the earthquakes. I wish I could've met his Followers and asked how they preserved his likeness so well. I'd make some sculptures of my favorite rocks.

Right now, the best we have is storing stuff in **amber resin**. Our town florist, **Celine**, used to ask me for help on how to preserve plum blossoms and roses. Head on over to her if you need some bouquets, bud! She's pretty nice and a good listener. One time, I found a **crystal rose**, and she was the only other one who was as excited as I was!



Let's see, who else... Oh, you'll need chickens and cows, right? Well, **Hayden** and **Henrietta** have got you covered! Just like the **grit** that helps chickens eat, Hayden has the grit and determination to make Mistria better for people and animals alike!



He's so hard working that he even works out outside in the Winter! So if you need a work-out buddy or any animal stuff, he's your man! But only for land animals, though.

For aquatic animals, we got our very own expert, **Terithia**! Just like one of my favorite underwater rocks, the **Tidestone**, she is one rough and tough lady! You can learn a lot about fishing and fighting from her! As a former soldier, she traded in her right hook for a fishing hook, but she still has a lot of stories to tell about the old days!



If you get sick or injured, no need to worry. **Valen** comes from a long line of doctors and is the best we got! That's not only because she's the only doctor in town, but she gives out

out accurate diagnoses and syrups that work in a pinch! It really helps when my muscles are sore from working all day. She also told me to charge my **clear quartz** under moonlight to amplify its healing properties.



The only other person who told me something similar is **Juniper**. She isn't a doctor (at least, I don't think so), but she also makes really fun tonics that give me a boost! She's the owner of the bath house, so you can go over there if you want to relax and recharge! Like an **amethyst**,



she's very bold, brash, and bright, but she's also got a lot of hidden depths. You just got to dig deep. Way deep.

There are tons of other villagers that I didn't get to talk about because Adeline is running out of paper, but I hope you can come meet everyone in person, Farmer! See you soon!





An amazing candid by gwgyle!



Project B.U.H



Written By: Ryis
Penned by: el-dritchknight
Illustrated by: mariibeann

Hey there. If you're reading this, then I've been compromised. My sisters leaked all my secret files to the Capitol in exchange for cookies.

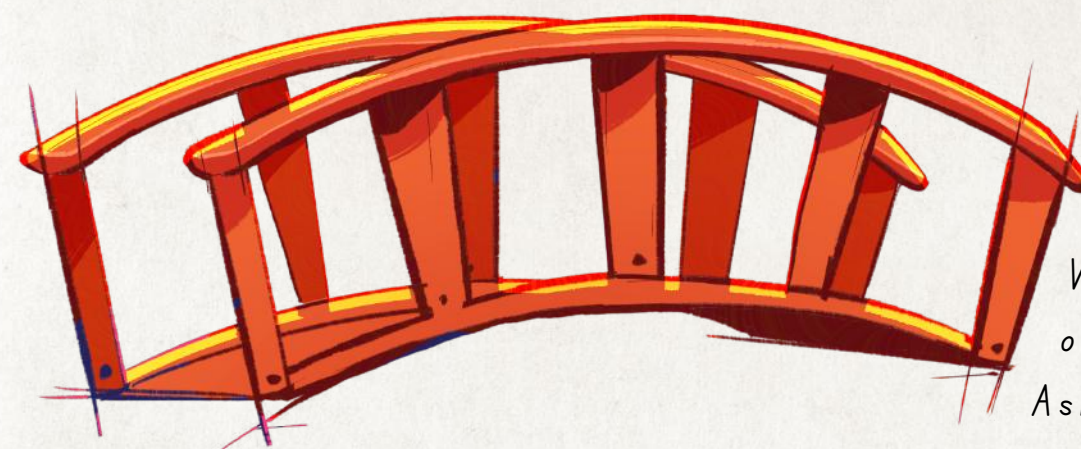


Just kidding. I actually hoped that sharing some of our plans for Mistria's revitalization project would help you picture how it'll be like when you get here. To give you an idea, the biggest thing about Mistria is that it's all about connections. Not just connecting with our neighbors and raising hearts with them, but also forging bonds that will withstand thousands of tons on a cart as it crosses over...

I'm talking, of course, about bridges. It'll be good to have them repaired so that letters, travellers, and supplies can get by safely and easily. I moved here pretty recently, and it'll be nice to get letters and supplies from my family and friends from the Capitol again. I'm sure you'll feel the same when you get here.

This is why I have a three-pronged approach known as the B.U.H: Bridges, Upgrades, and Housing. Pretty neat, huh?

Phase 1: Bridges



*What's better
oak or walnut?
Ask uncle*

I've already waxed poetic about bridges, but depending on the type of wood we use, it could

take as much as 60 to 600 pieces of wood and 60 to 600 pieces of stone to make it sturdy again. Luckily, there's a lot of resources right in your backyard and around town.

With the bridge built, we'll have more supplies and connections coming in. Sweet, right?



Phase 2: Upgrades

After we make sure everything's stable in and around town, it'd be cool to restore old buildings and upgrade new ones. The Sleeping Dragon Inn is a hotspot in town that could use more space (and comfier seats, actually. Please don't tell Reina I said that).

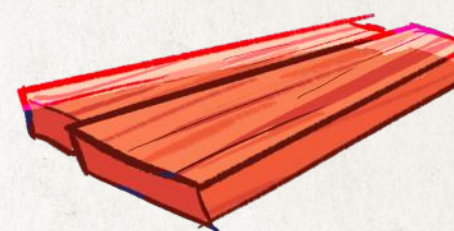
While we have stuff in the Carpentry Shop, we're always understaffed. I love getting to work with my Uncle, though it'd be nice to start on some of my passion projects, too.

Don't get me wrong. I'm grateful to help out and learn a lot. Sometimes, I wish I could split myself like a log. One Ryis to start chopping wood, another Ryis to get right to sanding, and a third me to hammer those nails...



Phase 3: Housing

You're probably wondering where you'll be staying, right? Well, we've got you covered. Uncle Landen and I worked hard to make a pretty cute cabin for you. If you want to add or change anything, just let us know!



We've also got coops and barns for when you'd like to raise some adorable animals. (Don't tell Hayden, but birds are the best.) Everyone's free to mine stone and cut wood around town, but we also sell some here at the shop. If you need any other tools, swing by and pick your poison.

I wish I could offer you more, but with certain places closed down and repairs to be made, we have our hands full.

There might be a lot to do, but there's no better feeling than helping a community – people who I cherish as my family – flourish in a realm of possibilities. Just like a bridge made of many pieces of wood or a new mechanism with multiple working parts, we all come together to make our home special.

Welcome to your new home, Farmer.
I really hope you'll like it here.





yuja
↙



an elegant candid of Elsie
by enthusiastic-nim



*an imprint of a historical artifact of unknown
origin and depiction taken by kingseagull*

WANTED: Dragon Hunters



Penned by: Luz
Illustrated by: Runo



Captain Dell, of the Dragonguard, is calling all
Dragon Hunters in the country to join her elite
squadron to take on the mysterious dragon that
resides in the Deep Woods of Mistria.

Please go easy on her; she's only eight years old.

Below, you will find an eyewitness account of the
Dragon of the Deep Woods, transcribed from
Captain Dell herself.

- Adeline

REWARD: One stick from Captain Dell's personal
stick collection.

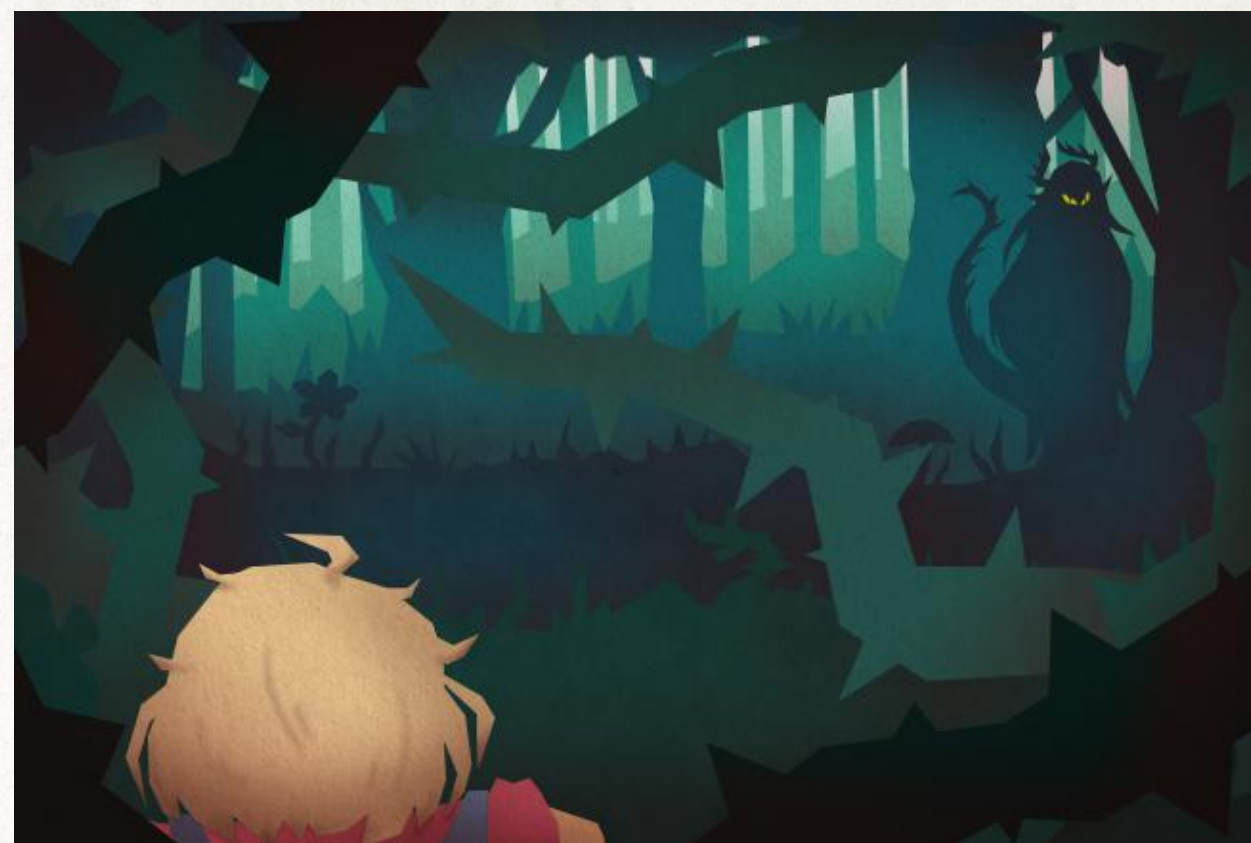
When I saw the Dragon, I was trying to escape a much more terrifying monster, which haunts every child in Mistria... Eiland's history class. To escape his book-based attacks, I pretended to go to the bathroom, and then I left the mansion, sneaking through the garden towards the East of town. By the time my feet found the Eastern Road, I could hear Eiland shouting my name.

Running faster, I thought to hide behind Landen and Ryis' house, but they were there! Outside! Holding saws! Having read enough fairy tales to know that this was surely the home of two ogres who chopped up children to eat them, I left the road and found a nook filled with bushes. There was an old, overgrown well there. Strangely, the water in it was still clear.

I'd never seen that place, which meant it had to be the beginning of a new quest for the Dragonguard!

I quickly grew bored of eating wild berries, however, and decided to take this investigation to the next level: The Deep Woods!

I climbed up the ancient stone steps leading into the forest, hoping to find a way through the curling vines blocking the path into the forest. But that was when one of the treacherous cracks in the stone made me trip, fall, and yelp!



Beyond the thorns, the forest shifted... When I looked up (without even crying even though my knee was scratched), I saw it...

I thought it might have been a tree root, at first, with how long and sinuous it was... But no! In the spots of light filtering through the leaves, I could see small white spikes, and glimmering scales. It was a tail. A reptile's tail. It pulled back into the shadow of the trees. The dragon shifted.

Slowly, it twisted away from the shadows. But I couldn't see its face! Two elongated, yellow eyes watched me. They were glowing eerily, less than a lamp, but more than a cat's eyes in the night. As I looked up and away from them, my poor eyes trying to escape this unnatural light, I saw one last hint as to what the creature may be: horns, shooting out of its forehead. They were curved, and tall, and for a moment I wondered how it did not get them hooked on trees.

When it figured out where I was, still hidden behind a wall of thorny vines, its eyes widened, before it shrank back deeper into the forest. Surely, it was afraid of the might of the Captain of the Dragonguard!

I shouted for it to come back and fight me, but it ran away! I tried to follow it through the vines, but I got stuck in them instead!

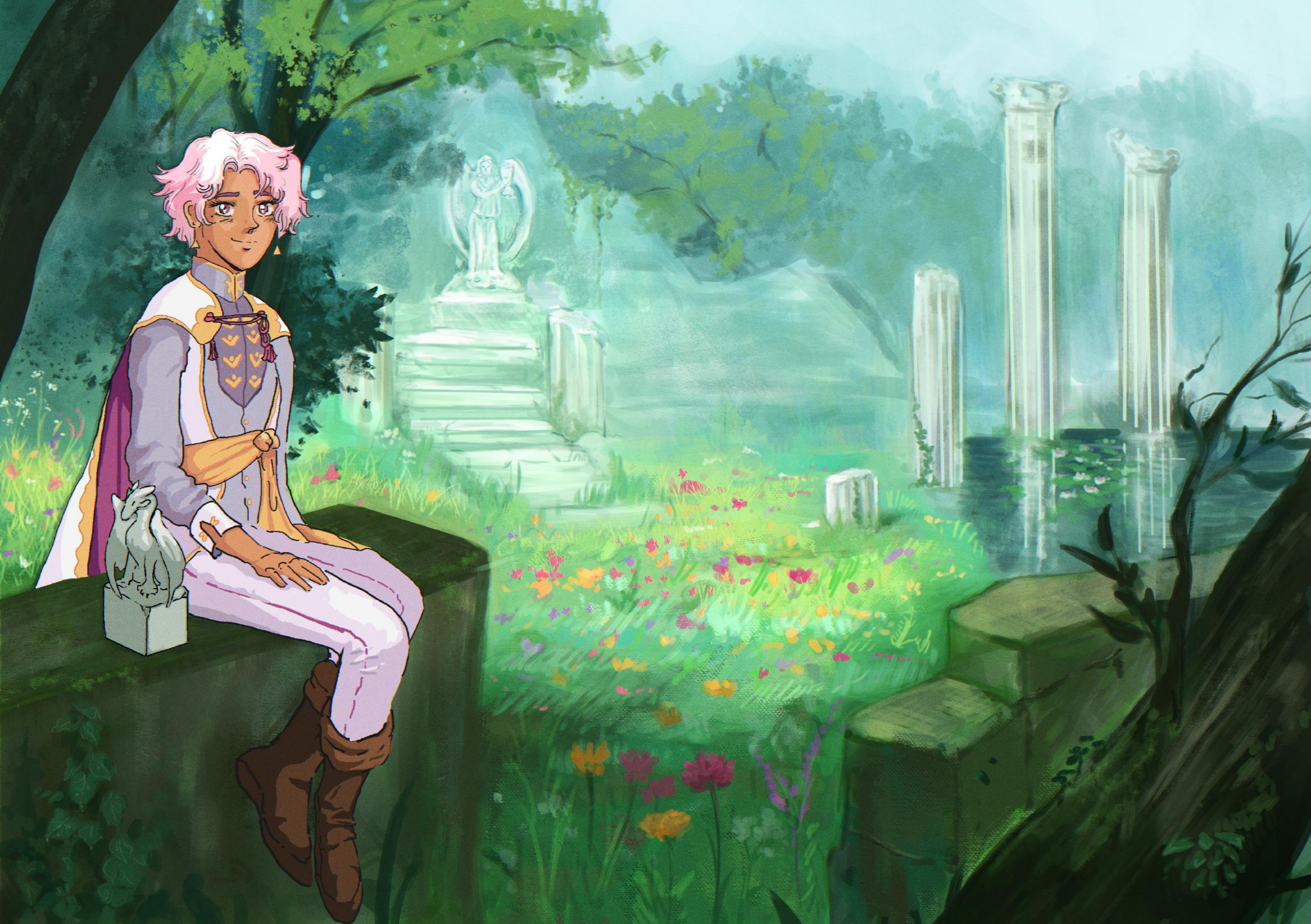
Eiland caught up to me after that, and I never saw the dragon of the Deep Woods again...

Which is why me, and my fellow knights of the Dragonguard, want to organize a dragon hunt! This creature cannot put the citizens of our town in peril any longer!!

Any adventurer with a real pointy sword who joins us to complete this task will be awarded a glorious stick from my collection!

(PS : They can pick any they want, except Luc's wizard stick.)





Merch Section



Sticker Sheet by Key

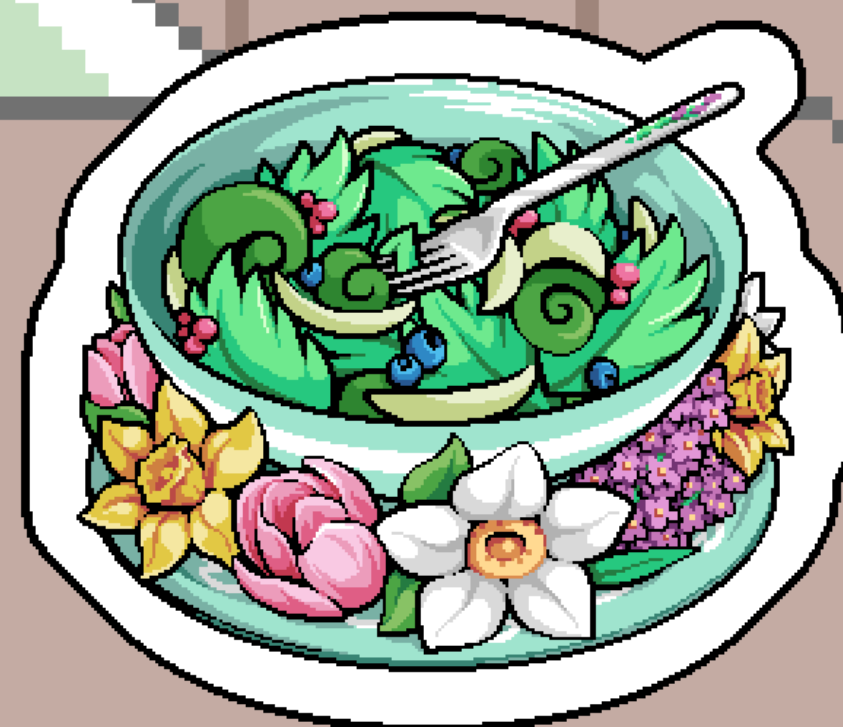
Sticker Sheet by JoyfulSanctuary

Icons by aprahnicus

Weekly Planner Page by charlikesalmon

Coloring Page by vanilla







Weekly TO-DO

MON

TUE

WED

THU

FRI

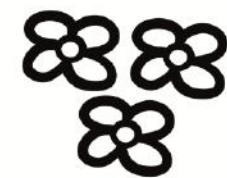
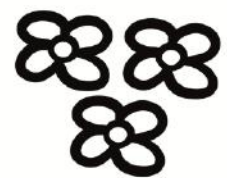
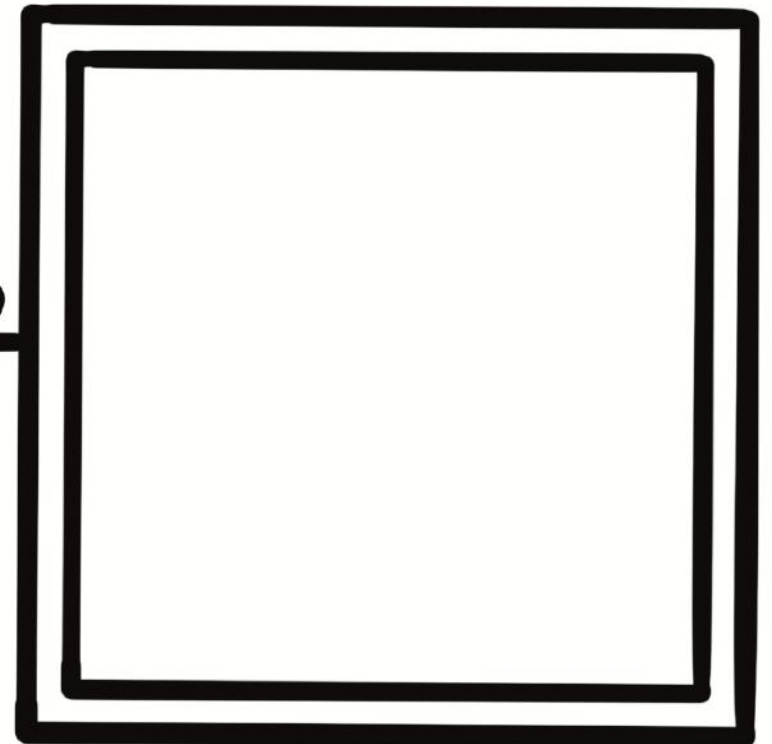
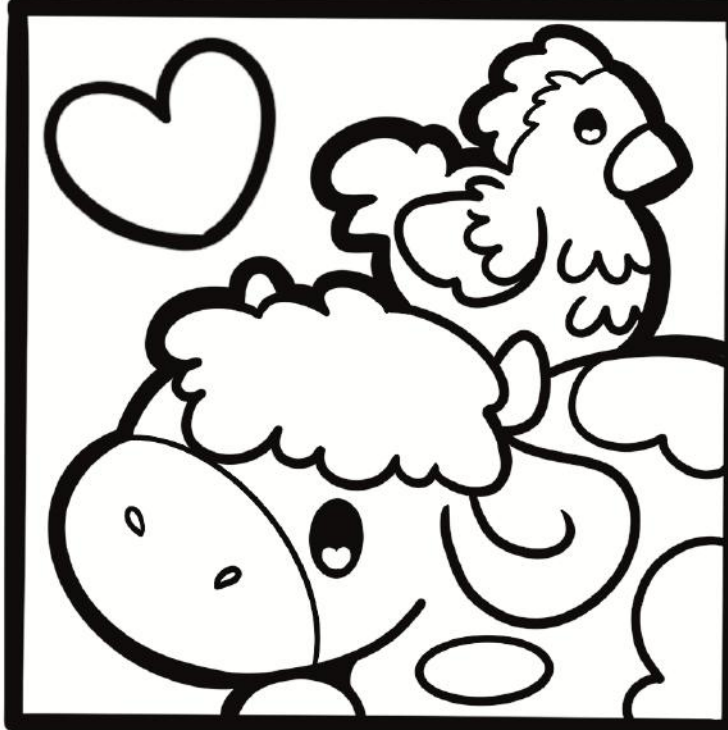
Notes

Weekend



Welcome to Mistria

Farm



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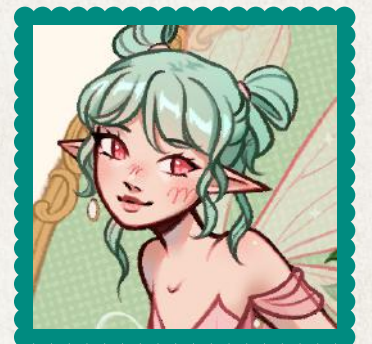


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PropertyOfHog

Page Artist

Pages: 26

Bluesky: PropertyOfHog

RaptorKizzie

Page Artist

Pages: 17

Bluesky: RaptorKizzie



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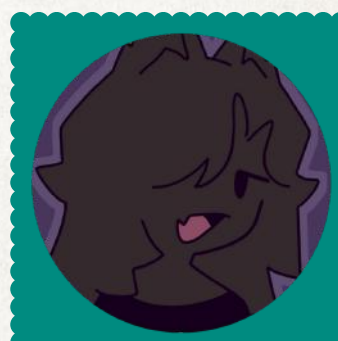
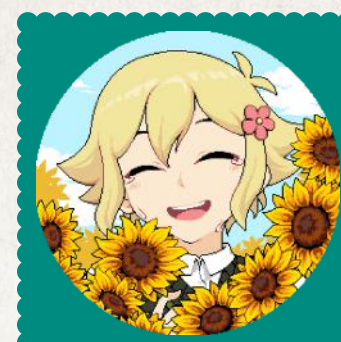
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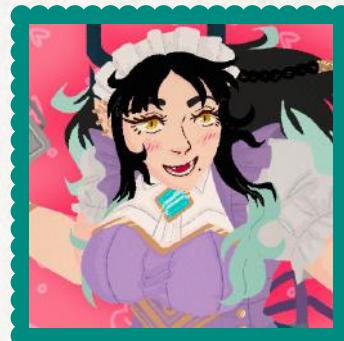
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*funds for photographers and scribes
provided by Darcy's Cafe!

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