



*My Liege Adélaïde, Empress of Dun Sancerre,*

*Several courtiers have, repeatedly over the course of the last few days, brought to my attention that you are a woman and therefore unfit to hold rule. I am unsure how I missed this when I raised you to the throne, but obviously this severe error must be righted. I am bringing the armies back to depose you and your wicked works and to see you returned to the nunnery where you belong.*

*Anyway, it's always a good luck charm to have a few honor duels before a campaign starts, and making some courtiers cry never fails to amuse. I considered having them executed for treason, but since we haven't gone full blood and fire on the "Republic" yet I imagine you'd be displeased if I'd knocked off some low ranking nobles over just some mild slander. Certainly didn't stop me from beating them across the dueling grounds and back, though!*

*On a more serious note, our 'friendly stroll' into Al'Daric countryside has gone surprisingly well. We've met little resistance, not even any raids on our supply train so far. The wizards seem content to let us pass without too much of a fight- quite a few have even tried to sell us their trinkets! I've allowed the men to use their campaign pay as they wish on these trinkets, and set Fulchini to see if he could organize a few trading routes back towards our homeland. The man seemed pleased to have something to do, to be honest, though I'm sure I'll have to keep an eye out for when he starts "taxing" any merchants he allows through.*

Speaking of Fulchini, him and his pack of suck ups haven't found much evidence of either monsters or rebels in these parts. It seems that, aside from its border with the Ultralands, Al'Daric has been a relatively peaceful place. Fulchini insists that they are too pathetic to wage a proper war, but I think otherwise. Considering its small size, it seems not improbable that a proper feudal system failed to emerge here- without the economic base of vinlands or strong farmlands, the stewardship of the land loses its importance. I don't know what it is these people value if not for land, however, but I intend to do my best to figure it out (or to foist it off on Fulchini).

Considering the size of Al'Daric lands, I considered a direct strike towards their capital, but have decided against it. Several of those Fulchini talked with spoke of "Pathways", some form of device that allows for quickness of movement, and, while I have not seen much military force from the Daricians so far, it is not impossible that they have hidden forces further inland (or on the other side of the Gold Sea). Depending on the capacities of these "Pathways", a further push in might see us surrounded and trapped in enemy territory without a supply chain. To this end, I have split my army into two main forces, and have focused on securing the border instead of pressing further inland. I am leading the Eastern Expedition (into the area they call Ir'Kan), while Jacques, my squire (I believe you've met him- he's the grizzled old soldier who gets mad when I call him my squire) commands the Western expedition into Oc'Jalt.

Yours always in body, soul, and heart,  
Giacomo-Henri d'Harcourt  
The Dragonslayer

PS: If we're lucky, the Wizards will have their own dragonslayers and they can start calling me the Dragonslayerslayer

PPS: If someone then killed me, would they be called the Dragonslayerslayerslayer?  
Truly, the wonders of the Creation are infinite and mysterious.