

# **Yezikas Newsletter 6**

10th of July to 16th of July

**Monday 10th of July**  
*Yezika the dreamer*

*ZZZzzz...*

## Tuesday 11th of July

### *Araj the Summoner*

Didi had asked me earlier to help her to take down some threats in Western Plaguelands in the northern parts of Eastern Kingdoms. Argent Dawn had assigned her to look into some large cauldrons placed on the farms in the plaguelands. We found four of them and Diddi took a close look on them while i tried to keep the undead in control. We reported back to the Argent Dawn camp at Chillwind Point, who were happy with what we have found out. He had a new assignment to us, it was to take down Araj the Summoner in Andorhal.

Araj!! We needed more help if we were to even get close to him. The Argent Dawn agent suggested that we should look into the four guard towers in Andorhal, as there were strong guards in there that would maybe come to aid Araj if we would try to attack him. We needed some help. Diddi decided to go to Ironforge and see if we could find some of our guild members. She returned and with her Spjuthök, Anaïs and... Kiia came.

Kiia! I haven't seen her for over a week. It sure was the greatest surprise ever. She had some things she wanted to talk with me about, but we would save that for when we were done in Andorhal. We decided to go take a look at the guard-towers to try to minimize the defense of Araj. Some heavy equipped guards was hiding at the towers ready to rush out to support Araj when he called.

However there would be no support for him after we had visited the towers.

When we felt like we could handle Araj we gathered at the edge of the town public square to prepare our attack on the lich. Me and Kiia should try to keep his elite guards occupied while Diddi, Anaïs and Spjuthök would take down the skeletons gathered around Araj. Then we would all give Araj what he deserved.

Our plan was successful and Araj was no more. However i had bad experiences with the undead and the scourge and i had a feeling we only stopped him for the moment and he soon would be back. The Argent Dawn were glad to hear the news anyway and we got rewarded for our help. Anaïs and Spjuthök seemed eager to move on together, and Diddi had to fly to Ironforge to get some sleep. It had been a long day for her.

Kiia and myself took the road south through Alterac Mountains to talk about everything that has happened lately, about our guild and our mission against the Shadow Council and our meeting this coming thursday. She could unfortunately not stay very long, Eternal Vigil was in need of her so she had to hurry to their aid.



*Araj the summoner in Andorhal*

## Wednesday 12th of July

### *Skeleton Key*

My plan for today was to finish some things that i should have done a long time ago. One of those things was to get my own key to the school for necromancy, as known as Scholomance. A officer of The Argent Dawn had promised to help me with it a long time ago. I just hope the offer still remains. He told me that my first job was to get some bones from the skeletons in Andorhal. He would then use the bones to shape the key.

After some skeleton fighting i had gathered all the pieces i needed and returned to Chillwind Point and the Argent Dawn camp they had set up there. From the bone pieces the man shaped a mould for me. That mould i then had to take to his goblin friend that lived in Gadgetzan, Tanaris.

It was still one hour after noon and i thought that if i hurried i would make it back around evening. Taking a gryphon to Menethil Harbor and from there the waiting boat across the sea to Theramore. The flight from Theramore to Gadgetzan did not take to long either. The sun was still high on the sky when i flew in over the dessert of Tanaris and took ground outside Gadgetzan. After a bit of asking around i found my goblin. He took the mould and looked at it and walked away a bit and did something to it. When he returned he had attached a iron chain to it. He told me that i had to take the mould to Fire Plume Ridge in Un'Goro Crater to the west of Tanaris. Would this travel never end? Once i have gotten to the top of Fire Plume Ridge i just had to sink the mould down in the lava pool at the top and everything would be fine, as he said.

I did not have much choice if i wanted the key, so i had to get going.

Un'Goro Crater, filled with wild beasts of all kinds. I have only traveled through here once or twice earlier. I remember the big mountain in the center of the crater and the fire elementals that are guarding it. It would take some fighting to reach the top. However, i had luck on my side. A fellow night elf was at the mountain foot and he would gladly help me to get to the top so i could complete my task. Lowering down the mould in the lava pool and see it disappear under the surface was done easily and so was pulling it up again. But i had to let it cool down a bit first before i dared to touch it. I thought that i could use the time to get to know the elf who had helped me, but unfortunately he was in a hurry to Cenario Hold in Silithus. After some waiting for the mould to cool down i mounted up on my saber and set course at Gadgetzan.

The goblin looked a bit surprised to see me already back, but took the mould and with a hammer banging on it he managed to open it up. He took out the body of the key and gave it to me. The only thing now missing was the head to the key, so it could be turned around. That i had to ask the Argent Dawn about.

He, as well as the goblin, was also surprised to see me so soon back. But greeted me warmly on my safe return. He took a look on the key body and the said that it needed a head... Then he said that the last piece, the head, was to be found from Araj's body. I smiled for myself, as we have taken down Araj the Summoner yesterday. I just hoped his body.. pile of bones, was still left in Andorhal. I got to the town square of Andorhal and begun to poke around in the pile of bones and other unknown objects from the remains of Araj and found the piece i was looking for. Not long after i returned to the Argent Dawn's camp i got my very own key to Sholomance.

## Thursday the 13th of July

### Guild meeting

After the somewhat chaotic meeting at Enrondins farm some weeks ago we were going to have yet one more meeting to discuss the situation of the Shadow Council among our members. Well.. we were not only or members. Rosy, Ayira, Savash and Illumawere also present. All of them except Illuma were part of the guild "Glory of Alliance". Illumna was unguilded, but they all wanted to join our guild.

Before the guild meeting Kiia and myself did have a council meeting, the four other elders were not present so we had to do it on our own. We did not decide much though, just some member management.

The actual guild meeting took place on Teldrassil's outer ring. If you go to Rut'theran Village and jump in the water and swim west past the first big root, you would end up at a small open field between the two gigantic roots from the new world tree. There we gathered and light a fire on the ground. The four new members did introduce themselves and we listened carefully.

After the presentation Kiia stood up and told us that she had thoughts of maybe cancel the whole campaign against the Shadow Council. She did not want to put us all up on the danger it could mean. About then Natureclaw showed up also, and he had some words to say also. After some discussion we decided that we should wait with the next move against the Shadow Council.



## Friday the 14th of July

### Hakkar



Eternal Vigil had decided to take another go on the soulflayer Hakkar at Zul'Gurub, and i had promised i would help out as much i could. After some preparations in Stormwind City we all gathered outside the inn at Darkshire. We got some outside help from the magician Juliana too. Then we moved out towards Strangelthorn Vale and the troll city of Zul'Gurub.

The trolls there had been expecting us and had prepared a welcome for us. However it was not enough to stop us from entering the ruins. Fighting troll and snakes on our way to the temple building where Hakkar would be, we did the final adjustments to our teamwork. The patrols at the temple did however take us by surprise and it could have been the end of our campaign right there.

re. But we managed to stay alive and moved up the temple.

Hakkar looked calm even if we were standing right in front of him. That made me a bit suspicious. Why? But that i soon learned, he was stronger than any enemy i ever faced before. We fought and fought again even harder and more aggressively... And at last we managed to calm him down on a very aggressive way.

A big victory for Eternal Vigil and a very strong experience for me that i will never forget i think. But i think that Hakkar will soon be on his feet again... but that is another story.

## Saturday the 15th of July

### Ahn'Qiraj

For some months ago i was present at the opening ceremony of the gates to Ahn'Qiraj, but it would take several months later until i actually would set my foot on the other side of the gate. Namely today. Eternal Vigil had decided to take a closer look at the place and they were in need of someone who could keep them alive. Don't know where they got my name from, but i was pleased they asked and said i would join them.

We meet up outside the gate and waited for the last to join us before we talked through what we might face inside the place. Then we entered.

Two big Qiraj gladiators was the ones to greet us welcome and to make sure we did not have a pleasant time in there. They managed to scare us away at first,

but then we scared them away...

for good. It all went very fast inside, and after taking down some more guards we faced a big scorpion-like creature.

Kurinnaxx apparently he was called. He was not as dangerous as he looked like and we managed to take him down quite easy. We then meet some guards from Cenario Circle and they told us that we should head back before it was to late. Eternal Vigil had different plans than turning back and the officers from Cenario Circle promised to help us as much as they could.

It was not enough... we barley

managed to get out alive. Im not sure if the guards from Cenario Circle did escape alive too, no sight of them. A bit of a sad ending to the expedition, but we will come back there at another time.



**Sunday 16th of July**

Sleeping again.

After yet another bussy week i decided that i should use the day to relax a bit and dream about wonderful things.



## After words

This was the end of this rather “thin” edition of Yezika’s Newsletter.

Something more intereseting will probably follow during next week.



My dream character if it was possible.  
A gnome druid.