

New Calendale Chronicle

The Shield Moon, 1113

Joyous Tidings on the 25th Day of the Blood Moon, 1113

VONDARA – The Twin Kingdoms rejoice as our beloved Queen has married! Within the sacred halls of the Temple of Shining Truth, Queen Ngehemiah Varrow was wed to Duke Leopold Damasque yesterday afternoon in a beautiful ceremony officiated by Sindarian Archbishop Gideon LaRue. The reception, a joint effort between the Twin Kingdom's Bardic Guild and the Ibewinnian Church's Council of Jubilation, was nothing short of spectacular and the festivities will not soon be forgotten.

True to the avant-garde nature we know and love, the Queen opted to wear a beautiful, simplistic dress reminiscent of the plain clothing she wore for so many years during her monastic training in lieu of a more traditional, overly garish gown. During the reception, she explained that her choice was meant as a tribute not only to them, but to all those who have helped her in the past. "After all," she said, "the true fight to reclaim the throne began in New Calendale, the small town on the western edge of the Whispering Woods where, as you all know, my mother drew her final breath."

Her husband-to-be was dressed in his finest, the heraldry of House Damasque proudly emblazoned across the deep, royal blue cloak adorning his mithril armor – the very same set he wore during the Siege of Vondara whilst valiantly leading the Queen's vanguard. The Damasques are of a proud lineage whose bloodlines can be traced back to first kings of Breckendorf, and were among the first noble families to recognize the legitimacy of Queen Ngehemiah's claim to the throne. During the war, they brought all the power of their great house to bear against the traitorous Allgetor Tallen and his cronies.

It was not until after the reconstruction began that Queen Ngehemiah and King Damasque finally met one another in person. Since then, a love has blossomed between the two with a strength many say has not been seen since the days of Prince Jorin and Princess Garavin.



With unity comes strength, with strength comes prosperity.
Long live the King, and long live the Queen!

- Valance Chamberlain, Master of the Twin Kingdom's
Bardic Guild

The Rightful Royal

"All hail Queen Ngehemiah! The true queen of the Twin Kingdoms!"

That line is taken from the play that took place on the 20th day of the Blood Moon, 1113. Clarissa Golan took it upon herself, as a respected member of the Bardic Guild, to put on a play that somewhat captures the spirit of Queen Ngehemiah's ascension to the throne from her beginnings as being Queen Calithandra's daughter. As I was in attendance with some nobles and visitors from distant lands as well as some of the New Calendale townsfolk, I can tell you that I was in amazement with others as how well the play went.

"Like many good stories, this one starts with a King and Queen."

The play starts out with Queen Calithandra, played by Lily Goldsworth, singing a sweet lullaby, outstandingly well, to Nephemiah, played by Raziya. Later on, Nephemiah and Queen Calithandra get into an argument, for Nephemiah is a very free spirit and wanted to traverse into the tavern that she had been spending some nights. In the end, Queen Calithandra sends Nephemiah to her aunt's house, which is the Baroness. Queen Calithandra hopes that her daughter might learn some manners and etiquette there.

Afterwards Nephemiah and her bodyguard, Phineas, who is played by Gabranth, start to converse about the decision made by Queen Calithandra. Phineas tries to persuade Nephemiah that this is the right course of action for her, but she disagrees. Then, Phineas tells Nephemiah to hide as he sees two bandits approach. The two culprits start to fight Phineas, and unfortunately Phineas meets his untimely demise. As the two bandits leave, Nephemiah goes to Phineas to try to save him. However, it is too late, and Phineas say his goodbyes to Nephemiah. Before he departs, Phineas tells Nephemiah to go to disguise herself, and travel east towards the temple of Sindar close by. Nephemiah does as he says, and he dies.

As Nephemiah nervously approaches the temple, two Jeredithan monks approach her. They ask her if she is all right. Nephemiah is hesitant to speak, so the monks take her in and see if they can heal her. At first glance, the monks think that Nephemiah is a boy because of her nervous demeanor. They however, soon find out she is a girl. In fact, she mistakenly says she is Nephemiah Varrow, and they inquire as to what has happened.

"Nephemiah was perfectly happy, until one day, when terrible news arrived."

Nephemiah starts practicing to spar with the monks at the temple of Jeredith when she receives the most terrible of news. One of the monks tells her that Baron Claudius murdered her mother, and he tells her she must return home to reclaim the throne. Nephemiah is in dismay and enthralled by this news. The monks tell her that she must return for everyone thinks she is dead, and she has to return in order to take her rightful place as Queen of the Twin Kingdoms. Nephemiah is still trying to wrap around her head that her mother is murdered. However, she knows what she must do, and she takes her leave.

"As the monks predicted, not long after Queen Calithandra's death, the throne was claimed by Allzeto Tallen, who had recently been named a duke after the treasonous Baron Claudius was killed."

Tallen, whom Aiden plays, strips a noble under Queen Calithandra's rule, of his land and title and treats him cruelly as he demotes him as no more than a farmer. As he elects himself as a King, his guards bring in a commoner who can barely afford to pay her taxes. As he hears this, he has her executed for not paying her taxes. Before she dies, she denounces him as a King, and says that Nephemiah is the true Queen. Moreover, Tallen tells to one of his guardsmen

to kill the other guardsmen for speaking that Nephemiah will be a fairer and kind ruler than he.

"For eventually, like all evil men, Tallen fell, and Nephemiah was there to decide his fate."

At the end of the civil war, Tallen is captured. He is being dragged into Queen Nephemiah's presence. As Tallen is being told what he has done wrongly and unjustly to the people of the Twin Kingdoms, Queen Nephemiah pronounces his judgment. Although Tallen is the one who killed her mother, Queen

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Nephemiah acts calmly and collected as she pronounces his sentence. Tallen starts rambling as how he is the rightful ruler while she was away and "playing" with the monks. Queen Nephemiah sentences him to death. After the guardsmen kill Tallen, they find the Varrow family crown and give it to Queen Nephemiah.

As the play concludes, all of the actors bow. The actors include Clary, Raziya, Lily, Aiden, Gabranth, Rafael, Freddy, and Kai. Everyone applauds them as they finish their play with such precision and clever acting. As an observer, what really captivated me was the accuracy of their monologue, and how full of emotion was portrayed in the play. All of them deserve some laud and praise.

"In order to continue adventuring we must move past tragedy in order to find our own fate."

- Alexander Maglock

Arms, Armor, and Fighting: Take Care of Your Armor

As stated in last moon's column, there is a variety of different types of armor. Some are made from metal, while others come from more organic sources. Although armor can save your life, it cannot do its job properly if it is not maintained correctly. Let's start with organic armors like leather and hide. There are several problems that can result in not maintaining these types of armor. Some leather armor are so thick that there are some things which lighter leather armor may go through, and do not seem to be a major problem. But when using leather that is significantly thicker and harder these same issues become much more of an issue. For instance, on the surface you may see cracks begin to appear in your armor in areas of great abuse, or particular places where it wears and tears more, mostly where the leather is actually moving. Cracking causes leather's sponge like material to fracture, which does not allow it to distribute energy as effectively when hit. Denting is another problem that leather can have if you're bashing things into it. Inevitably it will get dents and dings in it to a point, this is unavoidable, but armor that does not receive proper care will become compressed and dented more rapidly. There is also discoloration of the material which while not a functional problem, does make your armor look not quite as fetching.

So what can be done to maintain leather based armor? Since leather is skin and just like your skin it works better when it is moist. Now this does not mean water. This means the essential oils in the skin, they keep it soft supple and springy. One might say, why would I want my leather to be soft all? Soft leather recovers from being hit more effectively so you don't get as many big gouges in your armor. It also tends to not crack and/or tear. Of course the more often you use your leather armor the more often you should be using treatments to preserve the leather's integrity. I suggest that, depending on use, treatments are done somewhere at a minimum of once every six months to a year, though more frequent use should be compensated for with more treatments.

Maintaining fur armor is much the same process as it is skin and fur from a real animal but make sure to clean the fur every so often just like real hair, dirt and other debris collects between each strand of hair.

Metal armor is quite similar to leather and fur armor when it comes to maintenance. It needs regular treatments of

specific oils to keep it at its best. The major issues that would appear if metal armor is not maintained would be that dust would accumulate and eventually form pitting in the armor, which weakens the overall integrity of the armor, making the armor less effective as a protection. It is best to use a soft cloth and use mineral spirits to remove old oil, and then replace the oil. Metal based armor does not absorb the oils like leather armor would.

For leather armor mink's oil or neetsfoot oil is best. When dealing with metal armor, the best coating for mild steel object like armor is, in my opinion, a light oil. It has the advantage in that it can be easily removed when you want to actually polish the steel surface with a metal polish, and yet it can be easily applied or re-applied to the object as needed.

For the love of Gundar, take care of your armor! I have seen soldiers forget to care for the armor and they have gotten maimed and killed because their armor could not protect them from an attack it should have been able to handle. I have seen plate armor, having failed to be cared for, collapse in on its wearer and the shards of the metal pierced the man's flesh. So for your own safety, take care of your armor or it won't take care of you.

- Bagern Torrum

Arms, Armor, and Fighting is set to be a staple column of the New Calendae Chronicle focusing on different types of weapons, armor and fighting styles and tactics. If there are any specific questions about any of the above topics feel free to send a courier, and the author will do his best to answer them.

Sankor

Sankor will make a return trip to our fair town this moon or next.

The fire elemental Sankor will be coming to New Calendae sometime soon. Be prepared for a confrontation. He is not to be trifled with, unless you want death. His ultimate goal is to eliminate the man who conjured him to this plane. If his plan comes to fruition, the world of Adraveth will not have to deal with him again. Therefore, as I see it, we are allies in the fact that we want the man, who conjured Sankor to this plane, dead.

If you have not heard, Sankor is a master mage of fire who wanted power. He summoned an elemental from the plane of

fire and planned to merge with it to become more powerful. Things went awry, and the fire elemental took over Sankor's body. Becoming more powerful than Sankor had originally imagined, the new Sankor went to live in the fire plane where he felt at home. However, another man had plans for him.

Cedros, a very accomplished fire mage, had heard of this tale and planned to make Sankor a puppet. Cedros' plans involved taking over Sankor and using him for his own personal plot. Therefore, Cedros took over Sankor by dominating the human side of Sankor. If you do not know what or who Sankor is or looks like, I will give you a description. He is a fire elemental. He is usually surrounded by flame armor. He has a very grotesque demeanor, and a very strong face. He talks in a manner that pokes fun at most or makes you feel inferior.

Since we last saw Sankor, Skyla had given him a book that she had recovered from Cedros. Skyla gave the book to him so that Sankor could track down the evil fire mage. We will see what has come to fruition soon. Although Sankor wants Cedros dead, this does not mean that he will not hurt the citizens of New Calendale. You should always be wary and cautious of this fire elemental. Should you cross paths with Sankor or Cedros, contact Skyla and the town guard immediately.

- Alexander Maglock

Onyx's Observations

"What is important?"

That is a question whose answer will differ depending on who is asked. What I hold important may not be the same thing that you deem to be important. If we feel important, does that make it true? Are we important in the grand scheme of things, or only in our own minds? Perhaps we do have a place of importance, but we just do not know what it is yet and it is waiting to be discovered.

As time moves on, it becomes all too easy to get swept away in the torrent. It is then that we are most prone to lose sight of ourselves and what is important to us. We begin looking for as many things as possible to fill the voids that we have allowed to come into being. In that rush, something that seems to have great importance one moment suddenly loses its value, and becomes just another trinket the next. We need to stop taking the things around us for granted. It is time to slow down and look at what we are doing.

What is important to me? Am I happy with myself? How can I become better at what makes me happy? Is what I want worth sacrificing my own values and beliefs? Have I compromised my own ideals? What in my life is really important? By asking ourselves questions such as these, we begin to discover who we are, and why we make the choices we do.

The choices we make dictate who we become. One simple action, one simple word, can create a ripple that stretches outward and affect many others. It is the free-will that the gods have given us that allows us to make decisions. No one is responsible for those choices; they are ours to make. We must ask ourselves how a decision affects not only ourselves but others. What will the implications of the choices you make today bring about tomorrow?

We are all on a journey forward. Some will use the stars as their guide, some will use the well-worn maps of those who came before them, and others will listen to private whispers carried by the winds blowing past their ears. Wherever it is they are going, they will eventually arrive. Some will decide to stay for a short time, others a while longer, and some will continue on. But the memory of their journeys will be passed along by those travelers they crossed paths with along the way. Each of them will remember something different, whether it was something as small as an entertaining tale that made them laugh, or something larger such as difficult choices that they had to face together. But the strongest memories, which become the most important, will usually be the actions of kindness or courage that unexpectedly came from within, because it was who they are.

May Arrawigl bless your dreams,

~ Onyx TigerEye



Student and Disciple of Arrawigl

This column is to offer advice, guidance, and observations as inspired by my goddess, Arrawigl. If you would like to submit your troubles, please send it to the New Calendale Chronicle or to me directly. You can include any information you wish along with your concerns. The more I have to understand the situation, the better. Signing it under an alias is perfectly acceptable; however I would prefer if you would disclose your actual identity so I have a name to focus on when I consult my cards. Your identity will be kept confidential if requested and I will shorten the published question to reflect that.



The Quill & the Sword



Innocence

It is my innocence that confuses and angers people
as a song breaks the silence in the tavern
supposed ignorance of what is appropriate
the smile and the laugh of the young elf far too far from home.

But it is a sham, the plan
so I can laugh away that memory of him covered in blood
a chain around his neck and four bright stars on a field of gold
which was the cause of his symptoms: he was too kind, too foolish
believed others only wanted his help and not his life.

But still, my anger and my shame
like poetry etched into my skin, and their eyes
watch the words flow, and I'm sure they must know.

But I am innocent, you would never guess
that this instrument is all I have left
to prove that maybe I am strong,
but these stinging strings feel so wrong,
because if you strip away the song,
the anger was there all along.

- Clarissa Golan

Anger

My anger bleeds my innocence away
Until all I am left with is the silence, like after a question
In my mind I carry the suggestion
That I might be better off laughing my anger away
But I feel better being angry and seeing
My anger like the blood red flag it seems to be
Anger is a symptom of my frustration and sadness
A symptom of my town's madness
A sword I use to strike and to parry
Those who would leave me at death's door
Push my buttons, and then stare back at me
Waiting for an answer
One day my anger is all I will have left
But still having nothing in which to believe in but the gods
The anger to prove everyone wrong
An obstinate man who says I will and I can
Prove the buggars wrong
and stay strong
no matter what they say
my warrior spirit will carry me on,
and my anger will burn in me,
until I fear no pain,
then I will be a light shining bright and I will fear no one!

~ Rafael Espina de la Rosa

Observations of Nature, the Laughing Moon

In this edition I shall speak on a few more delightful or
maybe terrifying creatures that inhabit this region of the
Twin Kingdoms. This time, we shall talk of creatures seen
during the Laughing Moon; my second moon in town.

To start, let us begin with ogres. They are large, brutish
beings with immense strength at their disposal. For one to
be stuck at the wrong end of an axe blow or arm swing from
one of these mighty opponents would end fairly badly for
the common person. I've only seen them travel in groups
of two, if alone they seem to group with other beings, like
goblins and ores. Either way, they are not a foe to trifle with
unprepared.

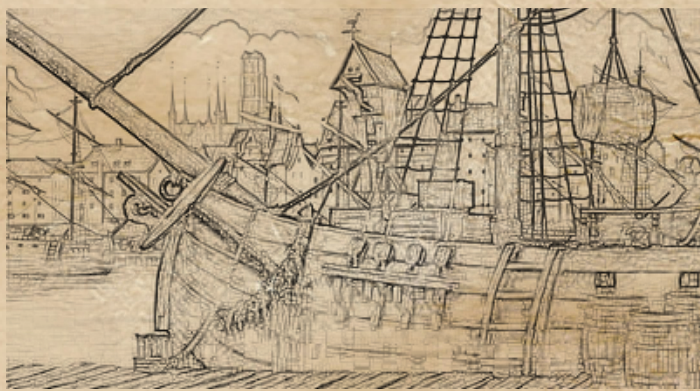
Next up, the undead of this region don't like staging dead do
they? Ghouls, zombies, and skeletons run amok at night, if
one wanders too far into the dark. Their prowess as

fighters, ghouls and skeletons more than zombies, is very
interesting. Never before have I seen undead fight. It makes
one wonder about what really goes into necromancy to
cause such effects.

To finish off this column, let us look to a craftier creature,
the kobold. These beasts may seem harmless and witless,
but that's far from the case. They have a keen sense to
cause distractions, and use that time to set traps. In fact,
during the Laughing Moon, I was told a group of them
rigged several traps within the Scroll and Dragon of which,
unfortunately, Mr. Maglock and Ms. Morrow came across
and suffered their effect.

Again I thank all of you readers who take the time to listen. I
hope all of you enjoy making observations as I do. Farewell
for now!

- Ulv Shadow-Walker



New Calendale, Jewel of the Western Coast

In just over a year's time, New Calendale has seen a booming increase in trade and commerce not only in her port, but in her surrounding areas. This is all thanks to the leadership of both Baron Alexavier Ravenholm and Marquis Ashton Samuel of The Four Corners Merchant Consortium. Both of these men have painstakingly built the foundation upon which this new era of Commerce and Culture can begin.

With the influx of people and the trade that is brought with them that have been flocking to our beautiful port, all manner of new wares and trades have sprung up. Fledgling and veteran business owners alike would do quite well to set up shop in and around the New Calendale town proper. Now is the ripest of times to plant the seeds of your business so that they may flourish in the new growth that is not only currently happening but bound to continue for the foreseeable future!

Not only do businessmen seek to gain from the largely increased amount of newcomers, but those seeking to learn of the cultures of those from the New Continent would benefit from visiting New Calendale as well. Scholars have a prime opportunity to learn during this unique and unprecedented event in our history! Petitioning Clerics seeking knowledge of the Gods and Goddesses previously unknown to our part of the world can freely seek that knowledge here. Martialy-oriented men and women can test their mettle against like-minded individuals from across the seas.

New Calendale is quickly emerging as one of the most valuable jewels in the crown of the Twin Kingdoms. Do not miss your chance to be one of her important facets.

- Victor Hamilton

The Veil Between Realms

This past moon, in the town of New Calendale, a very strange and potentially foreboding occurrence happened. On Fivesday night and Spiritsday, creatures from other planes began appearing throughout the town. One of the creatures that were seen was called by townsfolk an Ifrit. Furthermore, several infernals were seen later as well as the next day, during the town's court, no less. Then, later that Spiritsday, a female celestial was seen wandering around the tavern field.

Many of the townsfolk attempted to attack the creatures at first, thinking that they were being invaded. However, as blades and spells passed through the creatures, it became increasingly clear that these creatures were not, in fact, here on our plane. The creatures did not seem to be aware of the people around it; instead they seemed to see what we mortals could not. Many in town say that the creatures seemed to be interacting with other creatures on their home planes. The infernals seemed to be fighting each other. The Ifrit sounded as if it were shouting something in a language no one could understand. The celestial appeared to be fighting something unseen.

Alongside these occurrences, the Mages Guild put out a kingdom-wide restriction on all uses of portals, allowing portal use, only to nobility and absolute emergencies.

- Algernon Corvis

Competition

Competition is something that survives and thrives in the harshest of conditions. It can burn brightly in the coldest of moons, and also survive the cruellest of most hot of moons. It seems to persevere without having any drawbacks or faults. It has stood the test of time when the first two merchants started selling their wares. Competition can come in two forms, healthy and severe. Both differ in degrees of strength and deceit.

Healthy competition is used in everyday life. As merchants try to sell their wares and potions to others who are looking for them however, there will always be those who try to underbid others in order to earn their coin, and use that coin for whatever they would like. For instance, I have the power to scribe my flame armor into battle scrolls very readily when I put my strength and knowledge into it. I know

many could use this type of scroll for their personal use. One day, I met a Viralgan elerie who had some wares to sell, including a flame armor scroll. As I heard this, I asked how much he was selling it for so that I could compare my and his prices. Now, my healthy competition forced me to ask this man how much he was selling it for, so I can get an idea of what is a fair price, and also to undersell him whenever he would come into the fair town of New Calendale. This is only one of a dozen scenarios that I present to you a healthy form of competition. I believe that most merchants, if not anyone who has ever sold something, has to have a healthy competition when it comes to those who sell the same or similar products. However, there is always the other type of competition that is much more dangerous.

Severe competition comes about when two or more certain people know that they are selling the same thing, or want the same thing in life, and they are willing to do almost anything for it, including killing something or someone. Now, this type of competition is not for the faint of heart; it is very risky to your personal health or wares when this competition comes about. One such case that comes to mind is the rivalry that exists between the two mercenary groups that are frequenting the New Calendale area, which are the Moonsai guild and the Black Talons. I have the courtesy of the newly forming Moonsai guild, which is not a too well known guild in the New Calendale area, however, they are growing in number as we speak. Black Talons is the mercenary guild that has lasted a couple of moons, if not ezeles, and has a reputation of being the only group in New Calendale, until the Moonsai guild showed up. Now, while I feel like Moonsai should have a chance to grow, those with Black Talons feel otherwise. As I personally have beaten Black Talons to the bounties as a member of Moonsai a couple of times, I have been met with severe competition in the form of a threat to leave the Moonsai guild or else. In the same moon that I received this threat, I was robbed of one of my precious items that I held dear to my heart. Now, whether this robbery was planned or not, I do not know. However, I do know that threats like leaving the Moonsai guild is severe competition, and I should treat it as such.

Competition comes in many places and in many shapes and sizes. Whether it is healthy or severe, we should always treat these competitive streaks within each and every one of us with caution. However, if you believe in something strong enough, you should always have the strength and perseverance to follow it through and through. As I continue to be a member of Moonsai, I personally believe it deserves a chance to grow and expand. Who says that Black Talons should be the only guild that collects

bounties? As any elerie of Negoro can tell you, everything has its time to live and die. Now, I am not saying that Black Talons needs to die. However, I do believe that Moonsai's time to live and grow is now. As one more piece of advice, never let anyone tell you anything is impossible if you believe it in enough.

- Alexander Mayloek

Lamentations

As I stand in the field, the clash of steel, wood, and flesh echoing around me, I pause. I hesitate as I bring my blades to bear. The weapons in my hands feel foreign to me, unnatural. The weight, the balance, nothing about this feels right to me, yet I swing my blades with abandon. I hear so many people try to justify why they fight: "To protect the people they care for," "For the glory of Mhizrak," or even some who seem crazed, deranged, and live for nothing, but the feel of flesh being cut by steel; be it their own or another's.

One could say that I fight to protect, and it would ring true, yet hollow in my ears. I do fight to protect. Yet, I feel like this wasn't what I was meant to be. I feel as though these blades in my hands, as I pull them from the now still corpse, were meant to be wielded by another. Someone whose purpose it is to fight, to kill.

When I fight, I feel myself slip away, falling from what, from who I am. I feel that I'm being twisted, and bent, and when the battle ends, I never feel the same after. I feel as though I've awakened to a forest, razed by fire. The once calm, and serene place, scorched and forever changed. True, a fire can lead to new growth, but I fear that this new, budding life is far from what had been intended. Soon, things will change, and I can never return to the way they were. Soon, what little I have of the old will be gone.

Soon, I will fall and forever be lost.

- Anonymous

I post this article as a favor to someone who would rather remain unnamed.

~ Rafael Espina de la Rosa

Portals

At this time, we ask one and all to know that portals are not to be used.

Portals are becoming dangerous now more than ever. From my standpoint, portals have always been a point of indifference. I have seen more bad things than good things whenever a portal has opened, unprecedented or not. If that was not enough before this cycle, it seems like magic in general has taken a turn for the worse. Portals, in particular, are weakening.

I have seen and heard that many people use portals. They use them because they are usually a safe way to travel long distances in such a short time. However, the Mage's Guild has theorized that portals are ripping the fabric of magic. As a mage myself, I know there is something going wrongly with magic, especially the elemental planes of fire, water, air, and earth.

Portals have not been working properly. I heard, on good authority, portals have been transporting a certain noble to the wrong places. Having portals open up to the wrong places only heightens the awareness of the theory the Mage's Guild has stipulated. Therefore, the uses of portals are not to be used at all, if possible.

- Alexander Maglock

Catty's Corner

So here we are dearies, with our first ever installment of "Catty's Corner". I am your host, Cat, and boy oh boy do I have a lot to talk about! Here you get the word straight. I sling the dirt on the dirt. There are strictly no apologetic and veiled attempts at promotion in my column. You see dearies; I can talk about whatever I like...or whatever I hate.

Speaking of which, did you hear about Cadrel and his penchant for misinterpretation? One would think that with THOSE ears he would never mishear directions! Poor little bugger, whatever will become of him? Then again, as I understand the situation, poor Lilly didn't even want to press charges! It was only when her not so secret admirer Sirus insisted on a trial that it went forward. What was the result? His sweetheart ended the day with a fine. Maybe he should have kept his gap closed hmmm? Of course, the biggest irony here is Sirus himself. Wasn't he once found guilty of treason? Is he not the same man who turned into some manner of were-creature and devoured townsfolk WILDLINGLY? Why was he so apt to want to persecute Cadrel? My, how soon we forget!

And how about that Onyx? She is New Calendale's least eligible bachelorette. She went from being a black widow, what with burying both Migazaki AND Devenus, to jumping into the next thing with Victor Hamilton! And now where did this new strapping lad Lukian come from? My oh my, some girls have all the luck.

Speaking of love it seems to be absolutely everywhere in New Calendale. Some of it is still rumor, but we *will* get to the bottom of that now won't we? For now, submitted for your

approval, we have Skyla Corrin. The way this writer understands it, she has been cavorting with multiple gentlemen in a single moon! Gunnar, Ignatz, and even Alexander Maglock. The woman is insatiable! I don't know if I should be jealous or if I should ask for pointers! Then again, she is an Amazon, or so I hear. Maybe she is just auditioning new servants?

**I sling the dirt
on the dirt... I
can talk about
whatever I like...
or whatever I hate.**

So then we have Ulv "Shadow-Walker"...that can't be his real name can it? I suspect he just has something he is trying to prove! With the things he asks about around town, this cannot end well, can it? I am sure he has already aroused the suspicion of our good and vigilant watchman, Saringo. I am not sure about our lizard lawman these days though. The poor dear seems absolutely overwhelmed! I think maybe he just needs some company. Does anyone know when he takes breaks? This author wants to know...

Well dearies, while I go try to find out Saringo's schedule, I hope you will breathlessly await my next installment!

This is Cat, saying goodbye. Stay safe loves...

Where life is cruel, and so am I.

- Cat

Mistral's Magical Musings



The Shield Moon ~ Wraiths

In this article, I will be addressing the dire threat Wraiths that if improperly combated can result in the death of an entire town.

The creatures known as Wraiths were introduced to the realm of Adraveth around a decade ago, when they were either created or summoned by a water mage by the name of Devenus, who was potentially assisted in this endeavor by a second unknown mage. During this period of time, the town of New Calendale was suffering from an influx of Nether Creatures. These creatures originated from the Nether, a realm through which portals travel. A creature of the Nether described Wraiths as being to Nether Creatures, what Undead are to the people of Adraveth. When Wraiths were first created (or summoned) they proceeded to hunt down and feast upon the Nether Creatures. Each time they killed a Nether Creature, its corpse would rise as a new Wraith. This explains the creation cycle of the variety of Wraiths which possess glowing red, sometimes described as orange, eyes. The second type of Wraith, which possesses glowing blue eyes, did not originally exist, and are believed to be the result of magical experimentation or freak accident. One source of information posits that the first blue-eyed Wraith was originally the water Mage Devenus whom was also responsible for the creation of the Wraiths. Both types of Wraiths are extremely dangerous, and if dealt with improperly are nigh impossible to kill.

• General Tactics •

Wraiths, no matter their eye-coloration, are highly intelligent entities. These creatures have been observed speaking, as well as browsing through books in a Mage's Guild Library. Additionally they are intelligent regarding combat tactics and will notice obvious traps, or if townsfolk are attempting to lure them into an ambush, and they will adjust their tactics accordingly. These creatures are undetectable by undead, and have adopted the strategy of hunting for prey while hidden among a group of undead. While Wraiths are like undead to the Nether Creatures, they are not Undead in Truth; as such tactics and abilities generally employed against undead, such as spells specifically designed to combat undead, do not affect these creatures. Wraiths have also been observed to be capable of creating portals at will.

A final note: Wraiths are incorporeal creatures, and as such will not be harmed by weapons which lack magical enchantment. However, in the words of Judge Corporal Saringo, "Under NO circumstances are the entire town's weapons to be enchanted with magic to wildly strike at the wraith, as it will not injure it enough to let us kill it, and allow it to acclimate to the types of magic it is hit with very quickly. This can result in a wraith that is immune to all the magies we can throw at it, which means it has free reign to feast on townsfolk."

• Red-Eyed Wraiths •

Wraiths which possess glowing red eyes are the more common of the two varieties, and will tend to hunt in either packs of two or three, or hiding amidst larger groups of undead. These creatures hunt by stealth. The claws of these creatures can paralyze with a touch, and once they

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have captured their prey, they will feed upon its life force healing itself in the process. Under no circumstances is this allowed to occur, and all steps should be taken to prevent a Wraith from feeding. To defeat a Wraith requires the entire cooperation of the town.

Wraiths are vulnerable to magic, and immune to attacks of non-magical nature. However, these creatures will acclimate to the magic that affects them, allowing them to become immune to it.

In order to combat Wraiths using magic, the following strategy should be employed. One individual tests the Wraiths defenses either by striking it with a Dart spell, or striking it once with a blade enchanted by that school of magic. If the Wraith is unaffected by that school of magic, you repeat the same process with a different school of magic. Once a school of magic is discovered which successfully affects the Wraith, you hit it very hard and very fast. Only the most damaging spells from that school of magic or most powerful blows delivered by a weapon enchanted by that school of magic should be employed. Judge Corporal Saringo specifically cited the following spells, "Flame Strike, Force Lance, Ray of Frost, Arctic Blast, and Lightning Bolt" as examples. Weaker spells, while they may harm the Wraith, should not be employed because they will only cause the Wraith to more quickly acclimate to that school of magic; eventually rendering it invulnerable to that school. At this point, the combatants

repeat the initial process of discovering which school of magic the Wraith is vulnerable to. Eventually the Wraiths acclimation to a school of magic will fade, rendering it vulnerable to that school again, however, the specifics of how long it takes for a Wraith to acclimate to a school of magic, and how long this acclimation persists are unknown.

If a Wraith succeeds in paralyzing a member of the town, and begins to feed on them, it will heal itself and undo all of the damage inflicted upon it. Additionally, the unfortunate victim will most likely pass into Negoro's Realm. Only the strongest of magical blasts, of a school of magic it is vulnerable too, or the most powerful of sword blows inflicted with a like enchanted blade, will be capable of dislodging the Wraith. However, townsfolk should avoid being caught at all costs in the first place.

Individuals who are skilled in the ways of combat should focus on distracting the Wraith and blocking its paralyzing claws. Additionally they should focus on defending the mages, clerics, and other townspeople with strong magical capabilities who are focused upon fighting the Wraith. Additionally, while Wraiths are magical creatures, their claws are not inherently magical. State of Stone and Shield spells, or spells of that nature, will successfully protect the caster from a Wraith's attacks.

Individuals who lack skill in either the magical arts or defending themselves should focus on fighting any undead which the Wraith may have accompanied, or remain out of the fight entirely. Under no circumstances should they attempt to taunt or distract the Wraith, or get near it.

• Blue-Eyed Wraiths •

Blue-Eyed Wraiths are not natural as previously stated, and as such they possess some unique properties of their own. In most aspects, Blue-Eyed Wraiths are no different from the more common Red-Eyed variety. However, the following distinctions do exist. Blue-Eyed Wraiths feed upon the arcane energies which are utilized by mages in casting their spells. If a victim they feed upon is not an arcane caster, the Wraith will instead feed upon their life force. Once a Blue-Eyed Wraith has fed enough, one of two scenarios will occur. Either the Blue-Eyed Wraith will divide, forming two separate Blue-Eyed Wraiths, or it will explode. This magical explosion is quite potent and any individual caught within it is sure to perish. Additionally, Judge Corporal Saringo relates that the last time he encountered a Wraith of the Blue-Eyed variety; it did not exhibit the typical vulnerabilities and acclimation of the Red-Eyed variety. Instead, no matter the spell, nor power of

the sword blow, the townsfolk were incapable of so much as causing this threat to flinch, much less inflict harm of any significant nature. Townsfolk should take every precaution to avoid becoming the meal of a Blue-Eyed Wraith, as the results of their feeding are so potentially disastrous to the town, and those who dwell within it.

• Concluding Remarks •

I would like to thank Judge Corporal Saringo and Dr. Victor Hamilton for the information they provided for this article.

~ Vayne Mistral
Of the Cirque du Elantrai
Staff Writer of the New Calendale Chronicle

Mistral's Magical Musings is set to be a staple column of the New Calendale Chronicle which will feature articles that highlight the magical affairs and events that occur within the New Calendale region. Additionally this column will feature articles which highlight the various magical threats and creatures which threaten the peace and safety of New Calendale and its citizens on a regular basis; as well as strategies for combating such threats.

Death of Heretics

New Calendale, a small backwater town that is quickly turning into a bustling center of trade thanks to the leadership of Baron Alexavier Ravenholme. Where once the ports of Dunford Bay were considered slow by many port city standards, now, goods from across the seas in the new continent make their way to eager Twin Kingdom nobility and citizens. Along with the physical goods offered by the plethora of new peoples from across the seas, you can also find those preaching of the gods and goddesses once lost to us.

Unfortunately though, the sudden uprising of heretics has many uncertain of their futures, frightening the local farmers and peasantry. Some have even gone so far as to join with the heretics, out of fear for the safety

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of their families and loved ones. The situation has reached the ears of our benevolent Queen Nehemiah and she passed an edict that was spread by her own Royal Guard. Those who worshiped this 'new lord' were to be publicly tortured and then killed. The locals of New Calendale often face off against these heretics, and each time they meet, the ranting of these mad men and women are forever silenced.

New creatures, some claim manifestations of the 'new lord's' power, now come to terrorize the good citizens of our town. Some call these shadowy beings with enormous strength Dark Celestials and others simply call them the Dark Ones. Despite their supposed strength, each time one is fought they are destroyed by the teamwork of the town. Thus, allowing the true faithful to rejoice in their victory over the falsehoods of madmen.



A great battle took place on the 20th day of the Blood Moon where the citizens of New Calendale mustered their strength and faith in order to combat a large group of the heretics. The misguided men emerged from the woods, and through a plume of smoke one of the Dark Ones emerged. The madmen made promises of power to those who joined with them, trying to lure those of true faith to their cause and side. Eventually, their leader spoke ever so briefly until it was struck with a vial of holy water causing it to writhe and scream in pain. Marquis Ashton Samuel, along with his betrothed Princess Anindita, commanded the forces of the town to victory, while being guarded valiantly by Privates Gabranth, Valeria, and William of the Town Guard as well as many of the citizenry. Others though, took the fight to these men who would so blaspheme the pantheon. The fight raged on as the New Calendalers fought their best, steeled with the knowledge that theirs was a fight that would remove more of this scourge from our world.

As his minions dropped like flies, the Dark One's movements became more sluggish as the rest of the town converged on him. Eventually the creature was felled by the brutal assault carried out by combined efforts of the townsfolk. The fight lasted mere minutes, but in that time we showed the followers of this 'new lord' that we will fight them at any turn. We will fight, and we will win. For even though their zealotry makes them powerful, our convictions in the true gods and goddesses of Aldraveth will always win.

It is a privilege to be called a citizen of the Twin Kingdoms. If you are willing to forsake your oath for a false god and promises of power, then be sure that you will meet the Queen's justice.

~ Rafael Espina de la Rosa

A Call For Cooperation and Unity

I first came to New Calendale in the The Blood Moon of 1112. This was when the Mad Mummy Mahotuk had conquered the town and the combined forces of the residents of New Calendale and the Military of the Twin Kingdoms worked to reclaim the town. This event shows what I feel to be an important issue, that is the residents of New Calendale working together. Perhaps I should clarify further on what it is I am talking about. It is not that the town does not come together when a serious threat, or even a minor one is rampaging through town that is the issue I would like to address. It is the normal interactions between the residents that I feel is the town weakness.

I remember after the town had been retaken during The Blood Moon of 1112 and several newcomers to the town including myself were swearing oaths of citizenship. Magistrate Theone said that the town is now our family, I don't know how you all view family but for a Dwarf family is very important. It is true that family quarrels and that is fine but in a lot of ways I see that the family that is New Calendale is divided. There is an old Dwarven proverb that I feel fits, "A mountain can stand strong but not if it is a pile of broken stone." This has the same meaning as a similar phrase I have heard during my time in the Twin Kingdoms, "A house divided cannot stand." What I am trying to say is that all of this separation between groups of the residents of New Calendale is hurtful to the health of the family. For example the Wood Elves spend a lot of time on their own in the Whispering Woods. Another example is The Circus, while a perfect example of how I feel New Calendale should be also seems to spend a large amount of time together.

like I said earlier the town of New Calendale is a family, complete with older siblings charged with protecting the younger siblings and enforcing the rules (The Town Guard), mother (Theone), father (Sarinco), the sibling who like to see how far he can push everyone (SK), the older sibling who you go to for advice (Stone), the strange uncle (Ribz) and I can go on. Previously, I referred to The Circus as a model for how the town should be. Everyone working together to attain our goals and helping each other when Clantrai deals one of us a bad roll of the dice.

**A mountain can stand strong but not if it is a pile of broken stone...
A house divided cannot stand.**

This leads to a secondary issue that I feel needs to be addressed: that there are some that would try to worm their way into the heartstone of our family and cause it to shatter. I have seen many messages written on the board that spreads dissent against persons, laws,

and organizations. First, if you are going to spread your grievances around like free all please have the courage to write your name. If you have an issue against someone then deal with it in private there is no need to let everyone in town know that Bob does not like John because he sells a few more potatoes. There was a recent message pinned to the board making accusations of corruption in the Guard. If you are going to make accusations kindly supply evidence to support what you say and have the courage to come forward. Otherwise you come off as a petulant child. For laws it is much the same, not all of the laws are going to be popular. The laws are there to do six objectives. To protect you from outside aggression or harm (robbery, assault, etc.) To establish the rules needed for a society to live and work together (traffic laws, contract law, etc.). To protect the fabric of society as agreed upon by the Nobility. To ensure that justice has been served. To punish people who commit crimes and to maintain social order. Without laws to serve these purposes we have anarchy and with anarchy we are then living under a collapsing mountain.

It is important that even when it is peaceful that we all cooperate and tolerate each other. Admittedly, I do not like our resident Half-Ores but I can tolerate them. Surely if I can try to overcome my own prejudice others can do the same. We have so many other things trying to send us to Negoro can we all get along and try not to do that ourselves.

So let me end this by saying may all your problems be small ones, may the ground below you never shift, may there be food on your table and drink in your glass, may there be a song in your heart, may the fire of your hearth always burn strong, and may you achieve your dreams

- Bagrn Torrum

In Other News

• The Attalian Temple •

Theone has bought a cottage from the nobles. She is planning to have a temple of Attalia there. Exhausting resources, money, and time, Theone has gone through leaps and bounds to acquire this cottage from the nobles. However, I believe it will be a fine addition to the town proper since the town has lost the Temple of All Faiths. Who knows? We might even be blessed with Attalian clerics from near and far with the notion of another temple in our town.

• Clerical Council •

There will be a congregation of all faiths held in the town proper. This clerical council will be led by Sirus, druid and cleric of Jerdano. As he has stated, "Given the success of the last clerical council meeting, I hope to hold another meeting in the Shield Moon to address the issues we currently are having." The issues that will be discussed are the heretics and their heresy. With any luck, this meeting will be another success.

• Erian and Kanas •

Erian will probably come back to spread his evil ways across New Calendale. He will not be alone. He will be coming with Kanas, a water mage that used to be in good standing within the Mage's Guild who has decided to join his infernal friend Erian. Kanas has become an enemy as well. If you encounter them on the road or in passing, please contact the town guard and everyone in town, as they are not to be trifled with by yourselves. Strength in numbers is a very good policy when it comes to these two enemies. They also might be with other beings, especially from the infernal plane.

- Alexander Maglock

Xandis Seizes Victory in Mhizrak's Mass Melee

Xandis Lightfist punched his way through the crowds of competitors to prove, once again, he is New Calendale's best fighter.

Lightfist, a monk and celestial mage, beat down and eliminated more than 50 New Calendale residents from the ring of Mhizrak's Grand Melee on the 20th night of the Blood Moon - including Mhizrak's own messenger Larken Dorak.

To many's surprise, Larken Dorak appeared in the Seroll & Dragon Inn on Spiritsday to announce Mhizrak's realm would be summoned once again in New Calendale to host a mass melee battle. All, trained fighters or not, were welcome to take up arms and participate in Mhizrak's honor.

Stone, an Agorian scholar, opened the event by giving and leading a group prayer to Mhizrak. Other townsfolk quickly fell in line to seek blessing of the god of war, vengeance and retribution before taking up arms.

As competitors began to stake out corners of the ring - some alone, others in small groups - Dorak cast a divine spell summoning Mhizrak's power to allow all to skillfully use and wield any weapon of their choice. Groups of fighters dove for the racks, seizing up swords, polearms, and thrown weapons in hopes of gaining advantage.

Most of competitors quickly sorted themselves into one of two groups - shield bearers versus those without shields.

Agnate, a warrior and newly dedicated cleric of Mhizrak, had brokered an unlikely but strategic alliance. He convinced Able and Zelos to join him in temporary alliance with Rafael Espina de la Rosa, Valeria Trio, Rus leebadger, Rex, and William Silverlane. Together, the group formed a shield wall against the far end of the ring.

"It's our best chance," Agnate said, despite mistrust between the two fighting groups.

The Mhizrakian cleric instructed the group in forming a shield wall against the far end of the ring.

As an unexpected surprise, Dorak announced he would join the field of competitors and was first to take aim at the shield wall.

Those who stood the middle of the ring died first, as Stone and Kelough were targeted by both sides. Then it seemed a temporary stalemate was reached.

"Charge!" was the call that sent a wave of fighters crashing into the shield wall, the few who penetrated quickly being cut down.

"Shields up! Shield Left! Shields Right!" rose the battle cry and the two groups began to circle one another, lashing out and retreating. Fighters dropped, caught by sword unaware or encircled by opponents.

The field dwindled down to six: Xandis, Agnate, Able, Rafael, Valeria, and rogue Onyx TigerEye, along with Larken Dorak.

Agnate, Rafael, and Valeria closed a circle on TigerEye, forcing her to defend against two shields while Valeria came around to flank her. Then there were five.

Espina de la Rosa reached out in a quick aimed strike to blind Dorak, as Xandis quickly called out an agreement, "If you want me to finish him, stand back," before dropping Mhizrak's messenger to the ground and eliminating him.

The shield bearers alliance broke pursuit of Lightfist, turning on each other - Able and Agnate versus Rafael and Valeria. Rafael and Valeria stood victorious but badly wounded.

This left Adreveth's champion, Xandis facing off against a pair of sword-brother / sword-sister.

In his initial attack, Xandis hit Valeria's leg hard, causing her to fall off balance as it went numb. Rafael quickly stood behind her, forming a tier of swords that forced Xandis to take a step back.

Adreveth's champion monk channeled his inner power to begin injuring the duo, and forcing Rafael to lash out aggressively in pursuit. Rafael was cut down, and Valeria finished off shortly afterwards.

Xandis Lightfist was proclaimed victorious as feast tables were carried out, Mhizrak's power restoring health and vigor to the melee's fighters.

Special thanks goes out to Thorne Lightheart, Sirus, Baern Torrum, and Dr. Victor Hamilton for acting as Mhizrak's medics during the battle to ensure the safety and well being of all participants.

- Valeria Trio



Enigmas of the Moon

- 1) A creature came where there sat many wise men in the meeting-place.
He had two ears, one eye, two feet, and twelve hundred heads,
a back and a belly, a pair of hands, two shoulders and arms, a neck,
and two sides. Now tell me his name.

- 2) My attire is noiseless when I tread the earth, Rest in its dwellings or ride its waters.
At times my pinions and the lofty air, Lift me high o'er the homes of men,
And the strength of the clouds carries me far high over the folk. My feathers beautiful
Sound and make music, singing shrill, When no longer I linger by field or flood.
But soar in the air, a wandering spirit.

- 3) I am both the source of all life and the cause of all death.
I am the king of my domain without me all would be anarchy.
I am both love and rage, a storm in a bottle.
When my life ends I take all of it with me.

- 4) I have a heart that never beats, I have a home but I never sleep.
I can take a man's house and build another's,
And I love to play games with my many brothers.
I am a king among fools. Who am I?

- 5) I am a box,
Full of that which is most rare.
But it isn't a flute.
And it isn't some hair.
Though soft be my bed,
I am as hard as a rock.
And though dull in the darkness,
I glisten once unlocked.
What am I, this box so strange?
To hold such a treasure,
Which is not so plain.

- Jonas Drake

*The first person that can manage to solve all these riddles and send a couriered letter
with the answers to the New Calendar Chronicle will receive a prize.*

Answers for the Blood Moon's Enigmas:

1) Anchor 2) Mead 3) Plow 4) Shield 5) Harp

• Congratulations to Raziya for coming the closest to getting everything correct! •