

# New Calendale Chronicle

The Harvest Moon, 1113

## HALF-ELF MURDERER SLANDERS AND LIES TO NOBILITY IN FAILED ATTEMPT TO PLEAD INNOCENCE TO MULTIPLE MURDERS

**DUNFORD BAY** – By decree of Baron Alexander Ravenholm, the New Calendale Chronicle presents two letters which shed additional light on the details surrounding the murders of Ingrid and Baern at the hands of Ulv Shadow-Walker and the half-elven air mage known only as “Kai” during this past Shield Moon. The bloodbath was described by Judge-Corporal Saringo as a “picnic of death” in his official report to the Baron, who graciously provided the Chronicle with a full transcript of the letter:

*“Around 11 bells on Spiritsday, I saw Kai and Ulv dragging Ingrid to the guardhouse, screaming for people to help them. When I ran to them and checked Ingrid for a pulse, I found none. They claimed that they had been having a picnic in the woods and that gnolls had attacked them and killed Ingrid. I thought their pleas strange though, considering they only began yelling at the guardhouse, and that Kai seemed to be overacting. I discretely asked Ribz to speak to Ingrid’s spirit to check on the validity of the story. Ingrid’s spirit claimed to have been eating, and felt a sharp wooden smack on the back of the head, and then nothing. A short while later, the gods decided to return Ingrid to the world of the living as per the horrid curse upon this land. Ingrid reported missing all her things, including some potions, alchemy components and coin. I had Gabranth discretely search Kai, Ulv, and 5 people around them to not arouse their immediate suspicion, and found some coin, but as the items were mostly hard to track decided to do a more thorough investigation.*



*“I put Kai under watch of one guard, and had Ulv bring me to the site of the crime. He led me to where they had the picnic, where there was half eaten sandwiches and drinks. He pointed to where he had sat next to Ingrid, and across were Kai and Baern. I sent a guard to find Baern, and heard Ulv’s story of how gnolls had attacked from the right, how he only knew of two exits, and where the fight happened. I noticed a used arcane scroll of silence on*

*the table, and asked if any spells were cast. He said no, and insisted no when I further inquired if Kai had cast anything. He also said he did not know of where the scroll had come from, even though this was merely 20 minutes after when the fight happened. There was also 5 spell packets sitting very calmly by where Kai sat, and no sign of a fight.*

*“Baern reported not remembering anything, but also missing a number of difficult to track goods and coin. I then sent my guard to retrieve Kai. When she arrived, I heard from her separately that the gnolls had attacked from the left (as opposed*

*to the right in Ulv’s story) and that they had retreated towards the direction that Ulv was completely unaware of when giving his account. Kai also reported having cast on the gnolls and using a silence scroll, but knowing Kai not to be stupid and wouldn’t have use of the silence spell on ravaging gnolls that don’t cast spells, it became even more obvious that they murdered Ingrid and Baern. The stories of the fights did not add up, each story the gnolls came from different directions, they retreated in different directions, each story had different accounts of if Ingrid*

*fell first or if Baeryn fell first, where they fell, and how they managed to get back to Ingrid's corpse to try and drag her to town while these gnolls were still in the area.*

*"Due to the overwhelming evidence, from the overreacting at Ingrid's death, to Ingrid's spirit's account of merely being knocked out without the cries of gnolls, to the differing accounts of the fight, to the silence scroll, to the missing items, they were both sentenced to two counts of murder. As this was a repeat offense for Kai, she was charged 2.5 gold per death, or 5 gold in total, and Ulv was charged 1 gold per death, for a total of 2 gold total.*

*"To add insult to injury, Kai later when faced with expulsion from ability to join the Scarlet Searves, attempted to tell me that she had in fact gone along with the murders at the behest of Ulv in an attempt to stop Ulv from committing a further murder of another citizen, Aden, but even if it were the truth, the very abhorrent nature of being willing to kill two to gain the trust of a murderer to stop them from killing a third is offensive to my sensibilities and intelligence. Kai is not stupid, and its clear that she is merely deceptive and lying. I have every belief and confidence that this was a joint effort between the two of them, and pre-planned as a picnic of death."*

We here at the Chronicle would like to express our sincere gratitude to the Judge-Corporal for taking the time to conduct such thorough investigations and hope that he and his guard were at least able to get some well-deserved rest during last moon's Day of Recognition. The pint-sized half-elf was foolish to think she could outsmart an Argorian, let alone such a decorated combat veteran and tactician. After the recent public debacle on the Scroll and Dragon's message boards, the former member of the Courier's Guild quickly sent the Baron the following:

*"To Baron Alexavier Ravenholm of Dunford Bay I had hoped to write to you before this information became public. I have been watching Ulv Shadow-walker for three moons or so, under my own suspicion that he had plans to harm nobility, and the town as a trainee Scarlet Searf. I didn't send you a letter till my investigation became fruitful. There was another person I also found suspicious of fiddling with infernalist, but was thankfully unfounded. I found out Ulv is an Ethalian, and I would like to inform you before the town that Ulv has been feeding information on our fair town to the*

*infernalist, Errin Silverquill that has been attacking our town. The letters that were sent to him sadly burned up after him reading it, so sadly there is no evidence other than my word. I would not have been able to acquire this information without befriending him, and aiding him sadly in a robbery that turned into murder, gaining his trust. Now that everything is in the open, I have returned the stolen items to those individuals that were sadly murdered. I will not deny what I have done, I aided in a murder of my own brother and sister. Although I didn't*

*deal the final blow, I cannot forgive myself for what I have done even if it was to find information on the infernalist, and whom they were contacting in our town. Trying to become a proud Scarlet Searf, and with this blunder on my record, I am afraid that I cannot do so, unless its removed. None the less, I am happy that I could inform you of this traitors fellow that is contacting enemies of the town. Sadly, I tried to report this to*

*Judge corporal Serinao, but he refused to listen to me in disbelief, though I do not blame him. Leaving me with a tarnish record and a slandered name. Everything I did was for my lord, I grew worried that he was planning to harm you and other nobility. Ulv went as far as to claim to be under orders from Lord Esitvan to acquire information on you and Count Thine, and to exact judgement on you that Ulv saw fit if he anything odd. Which I know is lies. I hope this letter gets to you fast and safe. If you ask any of my friends in town, they will vouch for my good standing prior to this investigation proving me truthful.*  
*- Kai Member of the Courier Guild"*

It should be noted that this letter was sent only after the heartless murderer was convicted and not once during the three moons she claimed to have been "watching" Shadow-Walker. It would seem that the only thing worse than Kai's level of proficiency with the common tongue is her ability to weave a solid lie, as the story she spins in her desperate letter to the Baron is so transparent that it makes former Judge Jellal look like the Chosen of Ethali. In one fell swoop, she not only manages to slander the good name of Marquis Istivan by accusing him of actively plotting against his fellow nobles - an act of treason - but outright insults the Baron's intelligence with such wild and vague attempts at deception.

In closing, I'd like to remark that it was certainly generous of the Baron to allow Kai to enjoy her last few weeks outdoors instead of rotting in the dungeon with Mr. Shadow-Walker. I suppose the only question which remains is whether or not she'll show up to court on her own or if she'll have to be dragged through the doors of the Seroll and Dragon kicking and screaming by the Black Talons.

- Gaius Duval

## New Leadership Takes Over Mage's Guild

The winds of change have brought new leadership to the helm of the New Calendae Chapter of the Mage's Guild.

Master Cadrel Amoonasethnos was appointed the new master of the New Calendae Mage's Guild on the 25th day of The Shield Moon. The appointment was made by Master Murglian Noventhal, who was recently promoted to Western Deputy.

"Master Cadrel has worked quite hard over the years and is well-deserving of his new appointment to Guild Master of the New Calendae Chapter of the Twin Kingdoms Mage's Guild. I look forward to working with him," said Dr. Victor Hamilton, a master earth mage and long-time colleague.

Master Amoonasethnos is a practitioner of the arcane school of Air for nearly 10 years in New Calendae, learning many spells and taking several steps towards becoming master mage in front of local townsfolk.

"The guild's purpose in my eyes is to oversee the growth of new potential Masters of the Arcane Arts and defense of New Calendae against any threat extra-planar or magical in nature," Master Amoonasethnos said.

One of his first missions as newly appointed Mage's Guild leader will be to overhaul their building, both for decor and practical use. Master Amoonasethnos said a building was purchased from local nobility for the guild's use, near what local townsfolk refer to as the "hugging tree," to host guild meetings and provide shelter for local mages.

"I'm looking to turn it into a Mage Guild Hall versus just an ordinary building in town where the mage's guild meets," Master Amoonasethnos said.

The new guild master is a former member of the Scarlet Scarfs, having recently sent in his resignation to the organization during The Shield Moon. He is also an arcane teacher, taking fledgling and intermediate air mages under his tutelage.

"I truly care for the students as if they are my own children. I enjoy watching them learn and grow and as my personal students can attest to I put them above my own desires most of the time. I take great pride in the guild and view the organization as my one true family," Amoonasethnos said.

Through his actions, the new guild master has earned the trust and respect of several of his peers - other mages who have mastered their school or nearing masters. These relationships may prove useful in strengthening the Mage's Guild.

"[Cadrel] is a great candidate to be the master of the Twin Kingdoms Western Chapter of the Mage's Guild. I look forward to his tutelage and guidance as he steers this Mage's Guild into prosperity," said Alexander Mayloek, the Mage's Guild treasurer and scribe studying the school of Fire.



Master Amoonasethnos said he will be looking over the structure of the positions of the New Calendae Mage's Guild, its current positions and what is necessary in moving forward. He said it is likely guild positions may change, but nothing has been decided yet.

A meeting of the New Calendae Mage's Guild has been publicly posted for 14th day of the Harvest moon at 10 bells, prior to high sun. All members of the Mage's Guild and those interested in taking up study of the arcane arts are invited to attend.

Master Moonasethnos has made clear in his posting the purpose of the meeting is to gather the guild, not a guarantee that other master mages or arcane teachers will be present to meet with their student.

- Valeria Trio



## Arms, Armor, & Fighting: Sword Versus Axe

For the past two moons this column has covered different types of armors, and how to care for them. Now we shall venture into weaponry, with a simple question, which is the superior weapon? A sword or an axe? Either is a fine weapon, but both have their drawbacks that can affect combat. Over the course of the article hopefully it will be discovered which works best. Also keep in mind that I in no way think badly against either weapon's efficiency; if you prefer the opposite of what the end result is at the end of the article that is your prerogative.

Let us start first with the axe, a tool that is very good at cutting down whatever may be in front of you, whether it be a tree or a foe. Safety and maintenance tip, never use a battle axe to chop down a tree, the results aren't pretty. The axe as a weapon is quite fearsome to be held, and does require a great deal of skill to use adequately.

There are two main types of axes: The one handed axe and the two handed axe. This is used mainly as an additional weapon as well as the sword or spear. The one handed axe is sometimes called a throwing axe, as it is used for throwing at an enemy, or to throw at a castle door to create steps to climb to breach the castle walls. The one handed axe is usually about the size of a hatchet, and it can have only the one blade or axe head. The two Handed Axe, an axe with just one very large axe head and a long handle, takes both hands to use, stands at about the height of a man, and is used for single combat. It can be a very fearsome weapon to see in use. But the trouble with it is, that once an enemy has gotten past the axe head, that warrior with both hands on his axe is as good as dead! But the trick is getting past that swinging axe without being cut in half!

The sword is a much more versatile weapon; you can cut, slice and pierce with it whereas the axe can only chop. The sword has many forms, you can survey the kingdoms of Adraveth, and you can find many different designs. First is the Katana of Ippon, second the Scimitar of Al'Hazir, third the Gladius of Solinaria, and last the Long Swords of the Twin Kingdoms. These are only just a few of the more noted sword designs. In comparison to axes, swords are easier to control and can be sheathed or unsheathed. Most swords have lesser range and less of an impact, then that of a two handed axe. But it takes less energy to swing a sword than it does an axe. Two handed swords are another matter and are more traditionally used to take out horses. Making the fact that Kai uses one a bit surprising.

If we stay with the swords found predominately in the Twin Kingdoms, you find that they have dual edges that are flat and chisel like, making reverse cuts possible, which cut through armor better as the transportation of cut material away from the edge is smoother than a wedge shaped blade. A Point on a blade means that thrusts can be used, extending ones striking range, allowing for rapid changes in strike direction, making swords well suited for parrying as well as striking. The ability to vary between thrust, slash, and hilt work, also allows rapid changes in striking range. Axes may allow more force to be exerted on a smaller area, but the swings rather telegraph the wielders intent, reverse strikes are harder where they are even possible, and the wide swings needed to take full advantage of the weapon result in a slower tempo of conflict.

When it comes right down to it, the sword is the most effective martial weapon between the two. That is not to say that the axe is useless when it comes to combat. Axes can do quite well when battle is going on. If you are going to use an axe, your best bet would be to use a one handed double headed axe. As that would allow you to make quicker strikes, and do some counter maneuvers.

- Bagn Torrum

*Arms, Armor, and Fighting is a staple column of the New Calendale 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.*

# Preparations Get Underway for Marquis Samuel's Wedding

New Calendale has been buzzing over the past moon as preparations for a noble wedding get underway. Marquis Ashton Samuel of the Twin Kingdoms has announced his intentions to marry Princess Anindita, royalty of the new continent, in the upcoming Spirit Moon. Rumor has it noble event is planned for 12th day of the Spirits Moon in the late afternoon hours, according to sources, but the exact date and time has not been confirmed.

Lord Samuel was seen visiting the Scroll & Dragon Inn on the 14th day of The Shield Moon with his niece, Lydia. It was a business trip that involved making preparations for his wedding, and hiring local help to help carry out the celebrations to follow.

Miss Lily Goldsworthy, newly appointed Tavern Mistress of the Scroll & Dragon Inn, has been hired as the main party planner for the grand event. She has been placed in charge of directly overseeing everything from hiring of a cleric to perform the ceremony, to providing a pleasing variety of entertainment, as well as food and drink - not that the last should be a problem for the dedicated cleric of Ibewinn.

Lord Samuel has requested Goldsworthy to find a Sindarian cleric to unite him and his beloved, Anindita. Although the noble lord allegedly asked that it "be anyone but Sven," a local Sindarian known to frequent the Inn. "I find his nipples too distracting," Samuel said, half jokingly.

Lord Samuel and Goldsworthy were overheard debating the colors for decor in conversations with local townsfolk. Last heard, the colors were set to mirror those of Samuel's household, black and red, combined with gold, to pay tribute to Anindita's favorite color and perhaps, precious metal.

Those lucky enough to be invited to the grand events will undoubtedly be guest to the luxuries of bardic entertainment, for which rumor hold Clary has a contract, as well as a myriad of food and drink. Samuel's family has roots that trace back to Adraveth's High lands, but there were some questions raised as to whether that will play a significant role in the food and drink served.

Not much is known locally about Anindita's homelands, and whether the lord - a renowned master merchant - will bring exotic foods and drinks to the event to delight her.

There's no doubt the wedding will be a splendid event, drawing other nobles to New Calendale - an up and coming area of Dunsford Bay.

- Valeria Trio

## Nobles' Duel

Count Thynne wins the duel!!

What a beautiful day to have a duel of nobles! The late Sir Morrigan was the son of Margrave Sarith Morrigan, and Count Thynne had disgraced him. That is why Sir Morrigan challenged Count Thynne to a duel. Both nobles have fought valiantly. The stage was set right in front of the tavern. Baron Ravenholm was in attendance of the duel, as well as most of the New Calendale populace. As we were awaiting the battle, everyone saw the armor that both nobles were sporting, and they were quite extravagant. Count Thynne wore all gold armor, including a gold helmet, gold plate mail, gold bracers, and other gold armor. Along with the gold armor, most of the armor was ornamented with green jewels. Sir Morrigan was wearing a very fashionable silver plate mail. Now, on to the duel!

The duel proceeded without any type of interruptions. Both nobles were striking each other with the manliest of strikes. Sir Morrigan seemed to get the upper hand early in the duel, as he came out, sword in hand, and he dealt some devastating blows to Count Thynne. Count Thynne seemed to be constricted by his armor. However, at a certain point in the duel, Count Thynne roughed up Sir Morrigan with some kicks and rendered him to the ground. At this point, the people of New Calendale started to cheer for Count Thynne. In the end, Count Thynne became the victor of the duel.

At the very end, Count Thynne ended Sir Morrigan's life. Count Thynne told anyone who was getting too close to Sir Morrigan's body to leave him be; so as Sir Morrigan's body was not looted. Sir Morrigan's corpse was dragged away by his personal guard to his personal residence so that he could be given the burial he deserves. Many citizens came to Count Thynne's assistance, and also to congratulate him on a very successful duel and victory. As we all elapped in a congratulatory manner, Count Thynne returned back to his domicile. Afterwards, the town went into the tavern for its Spiritsday meeting to talk of the news of the day and to collect taxes.

- Alexander Maglock

## Tearing of the Veil

## Catty's Corner



Recently, an attack occurred in the town of New Calendalg, by a band of creatures that look like fish men. This attack was sudden and seemed to have no reason behind it. Given that these fish-creatures appeared so recently following the thinning of the Veil, it is safe to assume these creatures must have come from one of the planes, and since they were fish-like, it's safe to assume that they came from the Elemental Plane of Water. This attack shows that the veil is not only thinning, but possibly that there are holes forming in it allowing creatures to pass freely between worlds as though they were portals.

While a temporary solution to permit the use of portals has been implemented by the Grey Elves of Azat, a permanent solution has yet to be discovered. It is advised that anyone who has any concrete ideas about how to permanently solve this problem should contact their local Mages Guild immediately.

This is a threat that transcends any grudges, quarrels, or feuds and as such, these issues should be tabled or even ended for the sake of the realms as a whole.

- Algernon Corvis

Welcome back loves, to this moon's installment of "Catty's Corner." I am your host, Cat, and I am so happy to report that the good people of New Calendalg simply do NOT disappoint! I am back, giving you the word straight, and slinging the dirt on the dirt. Remember dearies; I can talk about whatever I like...or whatever I hate.

So after spending some time trying to "catch up" with Saringo last moon for some quality time, I stumbled across an interesting tidbit. Apparently, our resident serial man monopolizer Onyx, has her work cut out for her! Could it be that a romance is blooming right under her nose between the good doctor Victor and our very own Clary? Perhaps Onyx's indecision forced Victor into the waiting arms of another woman ready to make the most of the chaos of love? Praise Gorvaak indeed!

In further developments on the continually captivating case of canoodling Corrin, it seems Skyla has cut loose all her suitors save for one; Jellal. A damn fine choice if I say so myself! Formerly a town guard, judge and petitioner of Leondarr, it seems the events of last moon have him shedding his good guy image. After a rude and unwelcome visit by everyone's least favorite party crashers, the Jeredithian Inquisition, Jellal was deemed an Ethalian. Now, I don't know about you, but that sounds like a load of bollocks to me. Whatever the truth, Jellal has started sporting a symbol of Gorvaak and Skyla has opted to stand by her man. Maybe the rugged bad boy can bring that added spice to the relationship? Skyla you *\*must\** let me know how that works out! With all this Gorvaakian love about, maybe Diglon will come back to perform the ceremonies? Assuming he can evade the hangman of course...

The dashing Private William also seems to have met his match at last. His betrothed came for a nice picnic in a nearby meadow as this author understands it. And the wedding is to be *\*this\** moon? That sure is rushing it a bit isn't it William? As a capable and thorough guardsman, shouldn't you take a moon or two to relax and...investigate your options? Come now William, before you look yourself away with one woman, give some of the rest of us a chance!

And lastly in the realm of love, as we all know by now, our good Queen Nchemiah has finally wed! Rumor has it, she and her dashing new husband, King Leopold will be visiting our quaint little town next moon. The Marquis Lord Samuel, being a long-time supporter of both the Queen and the former Duke is marrying in the Spirit moon, and the royal couple is said to be attending. Joyous news to be sure, but there has been some talk about Lord Samuel's choice of bride. Never one to have much luck with long-term relationships, in the years since arriving in New Calendalg, he already buried one fiancé murdered by one of his rivals. His new bride-to-be, Princess Anindita of the Eldamri Trading Company seems a bit too eager to get her hands on power here on our side of the sea. Lord Samuel's own niece Lydia seems less than thrilled with this new arrival. Is Lydia onto something or simply playing the spoiled brat? Only time will tell.

I am back,  
giving you the  
word straight,  
and slinging the  
dirt on the dirt.

So what else? Ah yes, I think someone should recommend to Cravander that he hold a class called "Putting the CLASS back in being a bad guy." He's gone a single moon and there are already so many shallow pretenders to his throne. Ulv and Kai? Really? I don't know if their ineptitude should make me laugh or cry. In that vein, does anyone else find it odd that nearly all of Cadrel's friends walked out into the spotlight of evil this past moon? Either he is hiding something or he has dreadful luck at picking friends. There, there, dear. Cat understands.

Speaking of dreadful luck at picking friends, it appears Xandis has suffered a breakdown! Those he has trusted betraying him, confusion everywhere... Do you really need to leave town forever? Maybe someone can comfort you hmmm? I know, I know, I am simply terrible!

And have any of you met Lilith? She sure is a strange one. I had never before met a "dream elf." Are they all like that? The sparkles are there but she seems like she is in some faraway place. Very strange, but not nearly as creepy as that Virika! A pixie with a meat cleaver who speaks of making kobolds into sandwiches? This author plans on keeping far away from her...

In other news, has anyone else noticed an Ipponese explosion lately? First that strapping Yun and now his... sister? Artemis is it? And they were calling her a geisha. Well kids, I looked that one up and let's just say it might end up giving the ladies around here a run for their money. Actually, maybe it was "Berrymelon" who was the geisha? Maybe both? All I know is we have our hands full am I right ladies?

Well dearies, while I haven't yet given up on that stunning Saringo, a girl can't wait around forever. I think I will go looking for William or maybe even that Wrex Caldera. I always did like the strong silent type!

Well my little sugarplums, once again I hope you will breathlessly await my next installment!

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

And remember that Catty's corner is where life is cruel, and so am I.

- Cat



## The Quill & the Sword



### The Truth

Vile bits of truth dribble from your lips,  
Honesty and poison, nasty little quips.  
Not an ounce of truth in anything you say,  
Just a little boy, who thinks he'll have his play.

Truth is in this fist. Truth is in the blood.  
Truth is in the gauntlet that will throw you in the mud.  
Truth is in your lies. Truth is almost dead.  
Truth is in my words, silenced before they're said.

I'll explain about justice, light, what is fair,  
But can't you smell the Chaos in the air?  
Can't you see the destruction required here?  
Are you blind to what you should truly fear?

If you don't get your dirty paws off the symbol of my faith,  
This place should fear something worse than these wraiths.

- Clarissa Golan

### Tangled Lies

Caught out in the sun and put on display,  
Falsehoods used to try to mock and sway.  
Questionable friends to count on to back what you say,  
A lonely, frightened liar that must soon pay.

Lies upon lies, spinning twisted truths.  
Darkness and blood the curved daggers used.  
Mockery of justice and defender of none,  
The scales unbalanced and hidden from the sun.

Truth and order maintain the land,  
Defending of others will strengthen our hand.  
The waters are churning and the storms will soon come,  
Cast off the chaff that would us come undone.

~ Rafael Espina de la Rosa

## Lily Goldsworthy, New Cleric of Ibewinn

It was a day to be remembered for Lily Goldsworthy, mistress of the Scroll and Dragon. Ms. Goldsworthy's pie extravaganza started out innocently enough as an idea put forward in jest by New Calendale's resident Dream Elf, Lilith. Soon after, the gears of the Ibewinnian petitioners mind started churning. The result was what many of our residents fondly referred to as the 'Pie Moon', a party that had many contests of skill and enjoyment. From 'Capture the Pie', a take on the favorite of 'Capture the Flag' instead using teams to capture pies and eat them in order to win, to a pie tasting contest that Magistrate Theong Lighthouse won; with her 'No-Pants Pie', and a pie eating contest in which this writer won.

The festivities began with 'Capture the Pie', in which participants were placed into a drunken state with the help of Clarissa Golan. The two teams then had to stumble to their respective sides of the field, and proceed to try to take the opposing team's pie to a 'safe zone, where they had to eat the pie to gain victory. After a great deal of stumbling and laughter, eventually one of the teams found victory in the tasty treat that was the pie.



Afterwards one of the true reasons Lily held this party made itself clear; the Council of Jubilation had found their way to our little town in order to see if Ms. Goldsworthy was worthy of joining the ranks of dedicated clerics of Ibewinn. It was a sight that will not soon be forgotten as the Baron of Brew and his compatriots soon began to oversee the quality of the party. The contestants of the pie tasting competition made their culinary feats known as Magistrate Theong Lighthouse, Private Gabranth, Clarissa Golan, and Berriemelon all put forth entries to see who was the best pie maker in New Calendale.

After a great deal of drinking, singing, playing, and of course, pie. The Council of Jubilation made their way out of town with smiles on their faces. Everyone wished them well as they went on to make their decision about Lily becoming one of the dedicated of Ibewinn. Some may wonder what their final decision was, and let it be known that after many eyeles of tireless faith towards to God of Merriment, Ms. Lily Goldsworthy is now an ordained member of the Church of Ibewinn. So when crossing her path this moon, lift a glass of your favorite spirit in her direction, and give praise by taking a deep drink. Let us give a fond congratulations to Lily Goldsworthy, Mistress of the Scroll and Dragon and dedicated Cleric of Ibewinn!

- Rafael Espina de la Rosa

## Mistral's Magical Musings



The Harvest Moon

### I. Congratulations to Master Hamilton

While articles for Mistral's Magical Musings have predominately focused upon the combating of magical threats, this column is intended to also highlight other magical affairs and matters of import within the New Calendale Chapter of the Mage's Guild. I would like to take a moment to use this article to highlight the accomplishments of Master Victor Hamilton, for his recent ascension to the rank of a Master Earth Mage, and receiving his Master's license from the Mage's Guild of the Twin Kingdoms.

Master Hamilton originally began studying the art of Earth Magic during a period of time when crime was much more rampant within the town of New Calendale. The practice of Earth Magic was to Dr. Hamilton a means of protecting himself and those closest to him, as well as protecting his then fledgling business as a merchant. However, from those troubling early days, Master Hamilton notes that, "Crime has eut dramatically, and thieves have absolutely gone punished more often since Judge Corporal Saringo took over." Now that he has achieved Mastery of the School of Earth Magic, the aspects of Earth which Master Hamilton most strongly identifies with are those of Strength and Steadfastness. For him, the power of Earth Magic resides in the ability to extend the strength and immovability of Earth to others, creating difficult obstacles for which our enemies would have to overcome.

The path from fledgling mage to Master however, was not one without its own difficulties for Master Hamilton to overcome. The period during Master Hamilton's tutelage in Earth Magic, was also one of great upheaval and distress for both the Mage's Guild and the Twin Kingdom. The wars which have plagued our proud kingdom in the past have left many Master Mage's of the Guild either missing or sadly departed to Negoro's Realm. As a result, it proved difficult for Master Hamilton to find and build a relationship with a Master Mage of Earth to teach him in the art.

During his time in the New Calendale branch of the Mage's Guild, Master Hamilton has done more than merely study in the arts of magic. He has assisted Master Cadrel, previously of the Order of the Scarlet Scarves, in investigations and battles against magical threats. Additionally, Master Hamilton has also assisted in research on behalf of the Mage's Guild.

Seeing Master Hamilton already achieve the Mastery of Earth Magic, I asked what his plans for the future are. Master Hamilton plans to continue his studies in the magical arts by striving to Master the School of Enchantment, and eventually the School of Fire as well. Master Hamilton also intends to petition and join the Scarlet Scarves.

"I want to show both this town and the Guild that they are an organization that deserves a powerful and demanding presence. Master Amoonasethnos was the first citizen of our town to hold the honor of being a Scarlet Scarf, but has since retired. I intend on picking the mantle up and improving upon the legacy he left behind." -Master Victor Hamilton

In addition to his new responsibilities as a Master Mage, and his desire to become a Scarlet Scarf, Master Hamilton plans to redouble his efforts to learn more of the mundane craft of healing. With the period of growth that New Calendale is experiencing, Master Hamilton does not plan on neglecting his business dealings, but rather building upon them and hiring new employees. It is his intent to help the town and encourage further growth within New Calendale.

I concluded the interview with Master Hamilton by asking him about his thoughts on sharing the knowledge he has gained with the next generation of mages. Having encountered difficulty with his own progression towards Mastery, Master Hamilton plans to work closely with all of his students to ensure that the proper care and instruction

is available to them as they develop into master mages in their own right. He would enjoy nothing more than to take on a student devoted to the study of Earth Magic, as their primary school of magic, as opposed to their secondary or tertiary school of magic. This is not to mean that Master Hamilton would ever be neglectful of any of his students, but rather he would very much enjoy being able to train such a student from the ground up. Master Hamilton eagerly awaits the ambitious young mage wanting to take him up on his offer.

**"I am not a man who is unaware of the reputation I have built for myself. In some ways, the rumors about me are true. It took a man who has been the closest thing to another father to me to make me see it. I will be a better man than I've been."**

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I hope that the rest of New Calendale joins me in wishing a heartfelt congratulations to

Master Victor Hamilton for achieving the rank of Master in the Mage's Guild for the School of Earth Magic. Master Hamilton, may Elantrai smile upon your future endeavors, and may Viralgë bless your continued growth in her gift of magic.

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## II. Wraith Concerns

In this article of Mistral's Magical Musings, I will be addressing some concerns regarding Wraiths which were raised in light of my previous article, as well as addressing the emergent threat of Green-Eyed Wraiths. Additionally, Onyx's Observations is running a companion article to my own, recounting her personal experiences regarding the initial appearance of Wraiths within the realm of Adraveth.

### • Summarization on Combating Wraiths: The Do's and Do Not's: New Strategy to Prevent their Feeding •

Firstly, I would like to address in brief, the necessary knowledge and tactics required for combating all forms of

Wraiths when these foes make their deadly appearance. Wraiths are highly intelligent foes which are capable of rendering their prey incapable of moving with a single touch. Additionally, once a foe is paralyzed, Red-Eyed Wraiths will feed upon their life-force, and Blue-Eyed Wraiths will feed either upon a Mage's ability to manipulate mana energies, or if a person is not skilled in the arcane arts, of their life-force.

The Wraiths claws are not magical however, and as such spells which will protect from physical harm, will protect an individual from their touch. Additionally, those members of the town skilled in deflecting their paralyzing touch should focus on protecting others from becoming helpless victims to these

creatures. Should any Wraith be allowed to feed upon a towns person, it would most likely result in the death of that individual, as well as allowing the Wraith to heal and regain its strength. This should be avoided at all costs.

When fighting Wraiths there are two strategies which must be avoided at all cost, lest the entire town dies as a result of such ignorance. First, under no circumstances are multiple weapons to be enchanted with multiple schools of magic, so that the Wraiths may be wildly attacked. In addition, randomly attacking Wraiths with multiple spells, particularly those that do not inflict a copious amount of damage should be avoided. Either strategy will only serve to allow the Wraith to quickly acclimate to multiple schools of magic, rendering it invulnerable to being harmed by the town, while failing to inflict any serious detrimental damage to the creature.

Fighting Wraiths requires only a few simple steps. First, you require either a caster capable of casting spells which inflicts copious injury upon the target in a single blast of magic, or else a fighter capable striking with truly devastating blows, and a caster capable of enchanting their weapon. **DO NOT ENCHANT ANY WEAPONS AT THIS POINT!** When facing a Wraith, cast a single 'Dart' Spell upon the Wraith to ascertain if it is injured by that school of magic. If the Wraith is vulnerable to that school of magic, enchant the weapon or proceed to strike it only with the most damaging of spells. Strike as hard and as

fast as possible during this period. Time and speed is of the essence, for with each strike, the Wraith will begin to acclimate to that particular school of magic, until it is incapable of being harmed by the school of magic. At this point, you repeat the process until a separate school of magic it is vulnerable too is discovered. Repeat these steps until the Wraith is dead, and at all costs avoid allowing it to feed upon anyone.

This past Shield Moon, several Wraiths attacked the town of New Calendale, and during this engagement Judge Corporal Saringo discovered a new tactic that can be utilized against the Wraiths. Within the School of Force Magic there is a spell known as Shield, which creates a protective barrier around an individual which cannot be pierced unless that individual takes offensive action. The School of Force Magic is not the sole means of creating such a magical affect. This spell is capable of disrupting a Wraiths attempt to feed upon one of their paralyzed prey.

#### • The Appearance of Green-Eyed Wraiths •

The Shield Moon held more revelations regarding Wraiths than just Judge Corporal Saringo's new strategy to prevent their feasting. A new sub-type of Wraith has revealed itself. This Wraith is distinguished by the green glow of its eyes. It should be noted that the same strategies employed to combat the Red-Eyed and Blue-Eyed varieties of Wraiths should be employed against Green-Eyed Wraiths. The Green-Eyed variety of Wraith distinguishes itself from the other two varieties of Wraiths by the energies it consumes. Green-Eyed Wraiths, in addition to devouring a person's life-force, were observed to feed upon the skills and abilities of individuals. Judge Corporal Saringo reports that when the towns person Kai allowed a Green-Eyed Wraith to hold her hand she was rendered dumb, as well as being left incapable of reading or speaking common for the remainder of the night. Currently there is no knowledge as to whether Green-Eyed Wraiths exhibit any unique properties should they be allowed to thoroughly feed (such an occurrence the town should seek to prevent) nor is there any knowledge as to the origins of this new sub-species of Wraith.

#### • The Invulnerable Blue-Eyed Wraith •

In the last article on Wraiths, I touched upon the topic of a battle fought against a Blue-Eyed Wraith that seemed to be invulnerable to any magics or powerful blows brought against it. I have heard that this has brought up a bit of discussion among the townsfolk of New Calendale which I would like to lay to rest. The running theory, as explained

## Onyx's Observations

Companion article to  
**Mistral's Magical Musings: II. Wraith Concerns**

After his article about the wraiths was published, Vayne had heard that I am the only one left in Calendale who was actually present at the ritual that first brought their appearance here. He came to me asking what I knew about how they came to be here. As I spoke to him, it became quite a lengthy tale, and I apologize for that. We decided it was best to place it into my column this Moon to complement Vayne's instead of trying to mesh the two together. This is my account of what happened for those that are newer to this town or those who simply did not know.

### • How the Wraiths Came to Our Plane •

In order to understand why the wraiths are here, you need to know first about what came before them: nether creatures. Those of New Calendale have become accustomed to the occasional appearance of the nether creature that calls itself "The Magistrate." But what many in our town most likely do not know is that there were many more of its kind.

I believe the first time we saw a nether creature was in early 1105 in Old Calendale shortly before the land was corrupted, and we were forced to leave that home. One of the first we had seen was named "Angel." And many more appeared after we came to New Calendale. From what I understand, it was not just isolated to our towns; the nether creatures visited all over Adraveth.

At first, the nether creatures were a source of amusement. People thought of them as simple-minded children. The creatures had a curiosity about them and seemed to be quick learners. Seeing an opportunity, Italian Theong Lighthart had taught Angel to bandage wounds, and he aided us when townsfolk fell in battle. The nether creatures would also repeat back phrases that they had heard, and thus people would say mocking or funny things around

to me, is that it is the belief of some of the townspeople that the Blue-Eyed Wraith in question was not 'invulnerable' by any means, but rather only two schools of magic were present, and thus the multiple schools of magic to which the Wraith may have been vulnerable too, were merely absent. In order to investigate and allay these concerns, I once more interviewed Judge Corporal Saringo, who was present at that fight from its inception. Judge Corporal Saringo is skilled in no less than five schools of magic of which he is capable of producing offensive magic capable of inflicting harm upon an enemy. In addition, Alexander Magloek, a powerful fire-mage and local resident of New Calendale was also present in that fight, allowing for a sixth school of magic to be employed against this particular Blue-Eyed Wraith. However, none of these schools of magic were able to harm this particular Wraith. While Judge Corporal Saringo concedes it is possible that this particular Wraith may have encountered mages of these six schools of magic (and become acclimated to each of those schools) as it made its way through the Whispering Wood to attack New Calendale, it is far from likely. Currently the source of that particular Wraith's invulnerability is unknown, or whether other Blue-Eyed Wraiths may exhibit such invulnerabilities. Traditionally, Blue-Eyed Wraiths are vulnerable to the same strategies employed for defeating the Red and Green-Eyed varieties. If a townsman should encounter a Blue-Eyed Wraith that seems to exhibit such invulnerability, no matter the school of magic, I suggest that they look to the Town Guard or any representative of the Scarlet Scarves for orders on what to do. At all costs however, avoid letting such a Wraith feed upon your fellow townspeople. Blue-Eyed Wraiths, once they have thoroughly fed, are known for splitting into two separate Blue-Eyed Wraiths, or having their bodies consumed in truly devastating explosions.

As more information becomes available on any type of Wraith, I will be sure to make it available to you, the good people of the Twin Kingdoms through this column.

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

*Mistral's Magical Musings is 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.*

them in order to poke fun at others when the words were repeated. You may have heard The Magistrate do this very thing.

Some of us were concerned about the nether creatures' ability to learn and mimic, for they could not distinguish when certain behaviors were appropriate. We withheld some of our skills when they were present, but others disregarded that advice and were careless. It was not long before the nether creatures began to watch people slaying creatures in battle or even joking around with each other. Only then when the nether creatures began to become dangerous did the rest of the people realize the danger they posed. They would attack townsfolk during attacks by other creatures, not understanding the harm they were causing or seeming to care.

There was a being called "The Collector" who could open portals between here and the nether, and it was speculated that he had something to do with the nether creatures. I am unsure of the details of The Collector as I did not really have any interactions with him, so I cannot tell you more than that. Regardless, now that the people considered nether creatures annoying and a serious threat,

everyone wanted to find a way to get rid of them. No one knew how to do this, since no one was really sure what they were or why they came through to our plane. It was a source of frustration to all.

**"I cast thee,  
darkness,  
into oblivion!"**

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Somewhere along the way Devenus and Arthur MoonShadow came into possession of a book. I know not of the origin of the book, but I can tell you that it supposedly contained knowledge that would rid Adraveth of the menace of the nether creatures. Arthur set to work trying to decipher the ancient text, and it became apparent to him that it was a time sensitive matter. The ritual contained within needed to be performed that moon for it to work. There were still parts of the book which Arthur had trouble deciphering, but he was able to find out what components were needed. They searched throughout the day finding some but not all of the required materials. Night fell, making the search for the rest of the components unproductive. Since he figured that they could do nothing more concerning the ritual and would have to find another way to get rid of the nether creatures, Arthur gave Devenus possession of the book and the components.

At some point later that night, unsure of where Arthur was at that moment, Devenus came to me and another friend, Brimm Torrad, asking if we would come with him to watch his back. A man had come to him and told him that if the nether creatures were to be eliminated from our plane, the ritual had to be done then; time was about to run out.

Brimm and I went with Devenus to meet this man in the clearing by the forge. The man had one of the nether creatures bound within a circle there. He asked if we had found all the components to which the answer was no. The man said it did not matter, for he had what was needed. I do not know much about arcane magies, and I knew even less then, so I did not understand much of what they were doing. I will never forget the last words of the ritual that Devenus shouted: "I cast thee, darkness, into oblivion!" The man gathered up his few things and began to leave rather quickly. Devenus asked if we should go with him and the man's response was, "No, that's all right!" as he practically ran out of town.

The three of us stood there in nervous silence looking to each other, the nether creature was confused and repeatedly asking Devenus what was going on. As we were trying to make sense of what just occurred, we heard a strange sound coming from the distance. It was unlike anything we had ever heard, a terrible abrasive hissing. We caught the glimpses of black creatures with glowing red eyes and sharp claws; we know now that they are red-eyed wraiths. They ran quickly into the town with the deadly efficiency of predators, attacking any nether creature they could find. It was like watching sharks in a blood frenzy when they swarm an injured fish. What made things even more horrifying was that the fallen nether creatures rose up as wraiths to add to the numbers of these new threats. Devenus, Brimm, and I ran into the deep woods as if we instinctively knew that once the wraiths were done with the nether creatures, they would turn upon anyone else who was still there.

We later learned that the ritual contained within the book was actually necromantic in nature. I stress again that the nature of the ritual was previously unknown at the time. The Mage's Guild came to that decision afterwards based upon the components of the ritual. Devenus did get in some trouble from the Guild, but because the nature of the ritual was previously unknown at the time, and there was nothing to indicate that he (or any of us) knew it would unleash wraiths upon Adraveth, he retained his Mage's License and membership within the Guild.

Devenus was murdered in the Whispering Woods on the Solstice Moon of 1106 by a handful of individuals known for causing trouble together: Erian Semiquaver, Kanas, Dromar, Sarin, and Orie Hummen. At the time, werewolves were said to have ripped into his flesh after the fact. I will spare you the details of my find, but I did take him so I could give him the proper respect that a loved one should have. I left his remains with a cremator down at the marketplace however I was contacted shortly thereafter with the news that the body had been stolen.

The next Moon I saw Devenus again, raised as an undead. He still had his mind, but it was clear to me that he was sent for a reason. I do not know what that was nor why this was done to him. They were not answers that I was able to get from him. He did not harm me and what matters we did speak about are of a personal nature outside the scope of this article. All I will say of it was that he was dealing with an inner struggle that very few can understand; only now can I say that I fully understand it myself. Anyhow, I think he did show in town the following Moon as well, but I had no contact with him at that time. It was only later after the appearance of blue-eyed wraiths did I hear rumor that Devenus was the one who had been turned into the first blue-eyed wraith. Again, I do not know for certain who did this or why.

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#### • Reflections & Observations •

There will be those who disagree with me, and I am used to that. I am not going to waste my breath in an argument over facts I know to be true. I was there. I knew the man more intimately than anyone else. Devenus made his mistakes; he stupidly let himself be talked into the murder and robbery of two traveling merchants. I will not defend what he did for it was reprehensible (and believe me, I made my disappointment very clear to him as did others), but I will say that he regretted it and learned from the experience. He cut ties with the two, Tenzal and Pellakal, that had convinced him it was a good idea. He then tried to make himself a better person by working to become a more productive part of the town. He never attacked another townsfolk again after that. However, even though he learned from that incident and was trying to redeem himself, that did not make him immune to making other oversights in the future as evidenced by the ritual with the wraiths.

It is easy to look back on the events of that night and muse, "Well, I would have done this," or "Well I wouldn't have done that." But at the time, you do not have the benefit of hindsight; that is why it is called hindsight. You do not really know what you would have done, rather, you can see what you most likely should have or could have done. But in the moment, especially when pressed into a situation that must be done immediately without much time to think, you simply react and hope for the best.

**You do not really  
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or could have done.**

There was no malicious intent by Devenus with bringing the wraiths to this plane. He did not devise some sort of sinister plan to deliberately bring harm. Devenus said it best as the three of us hid in the brush, "What did I do? I think I've made a horrible mistake. I just wanted to help. I just wanted to help..." He was distraught; these words were genuine. Brimm and I did our best to comfort him while

also taking away his dagger lest he harm himself. Now, with hindsight, I could have also said that the unnamed man would have done the ritual himself whether or not we were present. I firmly believe it was part of his plan to have one or more people in the town involved to take the full brunt of the blame when what had been done came to light. Sadly, I know I could not identify this man if I saw him again since I only met him for those short minutes under cover of night.

Hindsight bias is the tendency to see events that have already occurred as being more predictable than they were before they took place. It can seem quite obvious now, but when you do not have that knowledge then, or the luxury of time to dwell on it, it simply is not the case. No one is untouched by this.

We, as mortals, are flawed individuals. We must use hindsight to understand what we should have done in an event when looking back at it in the future, so we can learn from our past experiences and try not to repeat the same mistakes. Sometimes we will succeed and sometimes we will fail. What defines us is if we have the strength to pick ourselves up and try again.

May Arrawigl bless your dreams,

~ Onyx TigerEye 

Student and Disciple of Arrawigl

*Onyx's Observations is a staple column to offer advice, guidance, and observations as inspired by my goddess, Arrawiel. 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.*

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## To the Lost and Misguided

The Gods have never and will never spurn, ignore, or forget you. Just because they do not overtly show their power and grant you your every desire does not mean they have abandoned you. The Gods are our parents and our protectors; they do not coddle and cater to our every whim. Rather they guide us and allow us to experience life for ourselves, so that we may grow from the endeavor. Every one of them affects our lives in one way or another and you should just look to their elrics to lead by example. Each and every man and woman of faith has taken it as their solemn duty to spread the words they have taken into their soul. To aid the Gods in reaching all across the land, so they may hear their words and benefit from the strength in them.

I believe there have been many taking shortcuts to power recently. These unfortunate and misguided forsake the journey on the path to knowledge and eschew the experiences for a quick gain. Not only is this fleeting, but it destroys the foundation upon which a person stands. Without the work and effort, where is the meaning? What is the worth in gaining something for nothing? I implore those whose faith waivers during these times to look into themselves, for that is where the true power of the Gods lies.

Dręvarria demands that you grow and empower yourself at all times. Learn from the pain you suffer, so that you may endure it in the future. As a child pain is the teacher they look to most closely, it is the indicator that they must change their method and approach. They will climb, touch,

and hit until they realize their thresholds and they learn. Too many people forget that as they age, pain is still a teacher and must be learned from. The suffering that lies in your heart after a loss, whether it is a loved one or a relationship, is a learning experience that is aching to empower you. You learn from failed love, you see into yourself and into others to discover what your perfect match may be or where you need to improve to attract a mate. Those who refuse to accept pain and reject or hide from it are consumed by it and the vices they use to escape, how many do you pity when they find themselves at the bottom of a bottle night after night, rather than learn from a mistake or make a change? It is the punishment of ignoring Dręvarrias gift, they may not even find mirth with her brothers gifts.

Even the disease and pestilence everyone is so afraid of is another way to test resolve and strength. It promotes you to keep yourself healthy and strong, and leaves you stronger once you fend it off. It culls the weak and teaches about the kindness of others, what better way to understand who is truly your friend or your lover than when you need their aid most? Will they care for you unswervingly? Or will their selfishness show itself during your time of need? The undead, bang for many across the realms are an instrument

of will, and a tool to be molded and used as the creator or controller sees fit. The mindless are used to great effect in the kingdom of Sekhem and the creation and control are a testament to their owners strength of will. Their misuse has taught our great kingdom to harshly discipline people suspected of the practice of creating and controlling them, another lesson learned from a Goddess that is feared and misunderstood throughout Adraveth.

Fling my words for Dręvarria is not the only one that wishes for you to better yourself and strengthen your resolve. All of the twenty two true Gods and Goddesses want you to be the greater than even you may believe yourself to be capable of. I, for one, hope more of the dedicated and learned of the faiths post to these public boards and give sermons to spread the word: That you are more than you are, that by learning and growing from the Gods example can make you more powerful than you can imagine.

May The Lady watch over you,  
Cravander  
Cleric of Dręvarria

# What Does It Mean To Be Green?

My hand shakes, and my heart sinks, as I pen this article. But I feel such a thing must be done that we owe a lasting testament in the wake of our combined loss. I speak now on the departure of my good friend Ribz.

For those who do not know, you may find it surprising that Ribz is a half ore, and a being I held in high esteem and great regard, and I hope that by this article's conclusion, I will be able to shed some light on why and perhaps you'll agree with me.

Half ores are generally antisocial beings, not prone to integrating themselves with others, and Shamans are likewise known to keep to their own ways, not to keep others out but because their world views, by necessity, is so very different than others. Ribz, as I am certain you now understand, is a Half-Ore AND a Shaman, and by all rights should have been one of the least approachable individuals in New Calendalg.

And he is anything but.

Many moons ago, when I was not long in the township of New Calendalg, I met Ribz, and though he was somewhat worried about me, because of rumors of me practicing arcane magics. He none-the-less accepted me at face value, and allowed me the opportunity to show him who I truly was, and in so doing I learned what kind of being he truly is as well.

Ribz, in ways so few of us could, embodied the very Spirit of New Calendalg. He is a being who elsewhere would be attacked and pushed out for the simple "crime" of being but in this town. In our town, he was allowed to grow, to be, and in time integrate. He became, he is, truly one of us now. Without thought to his own safety, he has time and again thrust himself into battle to aid others, asked the spirits to lend strength, and aid to his fellow townsfolk, be they arcane caster or lyrical bard. Certainly there were those he liked more than others, but such distinctions as race and profession were cast to the wayside when he dealt with us. He let us all answer on our own merit, fall due to our

own failings, and gave both friendship and respect to all deserving of such things.

As time moved forward more and more of the townsfolk came to understand the truth at the heart of Ribz and let him, likewise, into their hearts. There are few beings in New Calendalg that did not have a great measure of respect for him and fewer still that would not count him a boon to the town, or any community that would have him. Simple, but understanding, certainly smelly of course, and giving in ways that we should all learn from. That is Ribz.

And that is why it grieves me to see him taken to following a path that will bring him far from his home. But I, for one, will always have an open door for him, will always listen for the spirits drawing him back to us, or beckoning me to follow after him.

Ribz wherever the spirits take you, I hope that you will know in some way that here, to me, you will always be remembered.

Written so that we never forget.

- Codieigr "Stone"

## Perception

As one person enters the fair town of New Calendalg, one starts to see wondrous and monstrous things. One sees different types of mages using their practice arts as they subdue different foes that wish to harm them. One sees fighters who fight without any concern for their personal wellbeing as they protect the ones they love. One sees imps and devils hit nothing but air, as monks hit them with accuracy and fast timing. Yet, one sees these things and they start to perceive and think that most in this adventurous town are more than men and woman who live in other places in the world. Perception starts to sink into their minds.

Before he was a Master mage, Master Cadrel saw a group of ores coming up towards the former temple and me as well. As I was about to turn around and look for assistance to defeat them, Master Cadrel said to others in the vicinity, "Alexander can dispatch these enemies quickly." As he said this, I turned around and tried to subdue them, as he perceived. I quickly fell to their swift moves. However, it was and is his perception that I was at the time much stronger than I actually was. Personally, I believe I could not defeat them. However, I tried my best.

When does perception stop being an illusion and start becoming reality? This is a very common question that I believe should be discussed at some point in our lives. Several ezeles ago, several people in town perceived me as someone who could take down many enemies. Personally, I did not think so. I believe that they were thinking that I was this sort of fire mage that they have seen before that could do these extraordinary things when I could not. I do not know where or when they perceived me as this mage of power, but I believe this has helped me grow as a person and as a mage. If these people had not perceived to be such a mage of well renown, I possibly might not be the person you know me as now. I believe this experience has taught me that sometimes you must believe in the illusion in order to take effect in its place as a realistic property.

In the end, we must all perceive what is and what could be. This illusion of perception will help us in the end to grow into the person that we could be, if we will it enough. Now, I am always striving to be the mage that I think I am, and the mage that others perceive me to be. It does put a strain on what I know, and what I hear from others. However, it is this constant push in my life that makes me want to be a better person and a better mage overall. When will you start living up to your perception? Are you living the perception now? These questions are at its very core the fundamental building blocks of who we are. The person we know we are vs. the person most people think we are.

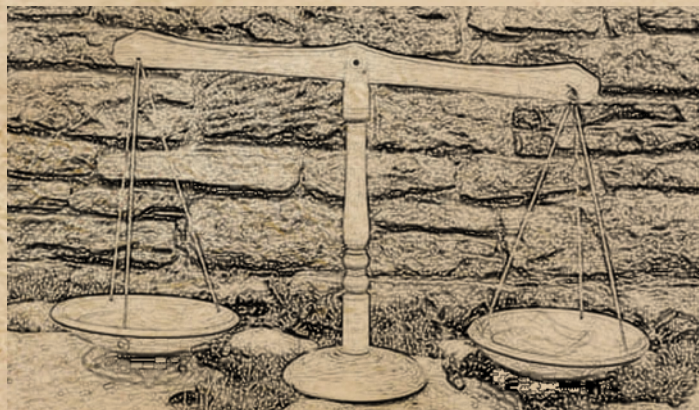
- Alexander Maglock

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## Scales of Justice?

This past moon something occurred that shifted the stone my view of the world was built upon. From what I have been able to gather from Judge Corporal Sringo, I, along with Ingrid, were murdered by Kai and Ulv Shadow-Walker. Striking me a bit confused as to why two people I considered to be friendly with would do such a thing.

Ulv, I can somewhat understand after all his supposed last name is Shadow-Walker. That alone should have raised suspicion. I am glad that he has been arrested by the town guard under orders from Baron Ravenholm. Kai is the one that is confusing, because for the most part she had been an upstanding member of the community to the best of my knowledge, and a Scarlet Scarf in training. So once again I ask why? Why would they commit murder and take that sort of risk?



This leads me to another related issue. The attitudes of the people of this town towards those individuals that commit horrendous crimes. What is with people basically ignoring the crimes people have committed and treat them like friends? Especially crimes like murder should make one wary to involve yourself with such a person. I had told people to be wary of Ulv and Kai after the incident in question occurred, and I was informed by what happened by Judge Corporal Sringo. The people I told basically said that they did not believe me. Quite frankly I do not understand what is going on.

One final issue I feel needs to be addressed, the punishment of crime. I can understand a fine being in place for stealing, assault, and various other issues, but when the crime is such a big thing as murder? Maybe it is my upbringing but if someone murders or attempts to murder an individual the person committing the act is at the very least sentenced to spend the rest of his life doing hard labor. Yet Ulv Shadow-Walker and Kai are fined several gold each. Now there were other consequences that did occur because of their actions, but the sentence handed them by a Judge is a fine. I can't help but wonder why they got off on such a light punishment for murder. The fact that Negoro deemed both myself and Ingrid leave to return from his realm should not be a mitigating factor. Murder is still murder; regardless of the fact that people in New Calendale seem to be able to return from Negoro. Though I do want it to be known that I in no way mean this to disrespect the Town Guard, the Judges, or the Nobility, I just find how punishment of crimes work in New Calendale to be odd.

So let me end this by saying, May all your problems be small ones, may the ground bellow 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.

- Bagn Torrum



## Enigmas of the Moon

1) It cannot be seen, cannot be felt,  
Cannot be heard, cannot be smelt.  
It lies behind stars and under hills,  
And empty holes it fills.  
It comes first and follows after,  
Ends life, kills laughter.

2) I have put up with more than one body had to.  
I had three souls, all inside myself.  
Two departed, and the third almost followed.

3) Four hang, four walk,  
Four stand skyward,  
Two show the way to the field.  
And one comes shaking behind.

4) A slow, solemn square-dance  
Of warriors feinting.  
One by one they fall,  
Warriors fainting,  
Thirty-two on sixty-four.

5) Wings on the water / wonder in motion,  
A beak of brass / apt for brawling.  
But fear and foulness / fill my belly,  
Pity all / who ache inside me;  
Whip-stung, woeful / weak and weary.

- Jonas Drake

*The first person that can manage to solve all these riddles and send a couriered letter  
with the answers to the New Calendae Chronicle will receive a prize.  
There may even be a little something for the person who comes the closest!*

**Answers for the Shield Moon's Enigmas:**

**1) A one-eyed man selling garlic 2) Swan 3) Sun 4) The King of Hearts in a deck of cards 5) Oyster**

**• There was no winner last Moon. Please send us your guesses for this Moon! •**