

New Calendale Chronicle

Realms Night

The Shield Moon, 1116

A TALE OF REALMS NIGHT

Realms Night is a Viralgean holiday which we celebrate only once every four years. Amidst the much anticipated celebrations, competitions, fanciful costuming, and fabulous parties, we should pause to pay respects to the deeper meanings and significance to these celebrations. Many know Viralge as the goddess of Magic, Wisdom, and Learning, patron to scholars, mages, and scribes. However, Viralge is also the goddess of the Occult. It was she who was tasked with the creation of the Infernal and Celestial Realms and responsible for insulating them from the mortal realm of Adraveth.

The Celestial and Infernal races were created and two realms were made to be their homes. There are a few interpretations to this story, but the underlying theme remains the same. It is said Viralge was unsure of how best

to distribute these realms between the two races, and thus consulted Elantrai (and depending on the telling, Ethali). Elantrai proposed a game of chance as the means of letting fate decide. Thus two marbles were placed within a bag, one black, and one white. A representative of each race would select a marble from the bag to determine how the realms would be divided. In one telling of this tale, one realm was considered greater than the other, and the Celestial race was awarded the greater of the two realms. However, the Infernals selected the marble which granted them greater power than the Celestials.

In another telling, one realm was fair and beautiful, and the other dark and terrible, thus in fairness, whichever race were to dwell within the more horrid realm, would be granted greater power as compensation. Regardless of the



telling, the ending shares a common theme. While Viralee had chosen to heed Elantrai's advice and let fate decide through a game of chance, the outcome was predetermined. It is widely believed that Ethali rigged the game, swapping out a marble to ensure that regardless of the outcome, the Infernal race of evil would be granted greater power than the Celestials. Despite each race having their own realms, the conflict between the two continued unabated, and thus Viralee created barriers between the realms to keep this war from spreading into the mortal realm.

During Realms Night, we celebrate this story regarding the origins of the Celestials and Infernals, and the creation and distribution of the Celestial and Infernal Realms, and the barrier Viralee created to keep the realms separate. On this holy day, Infernal and Celestial entities can walk Adraveth

freely, and seemingly cannot inflict harm if harm is not first inflicted upon them. Mortal celebrants divide into teams and compete in various competitions to honor the original game of chance which Elantrai and Viralee devised. Those representing the Celestials wear colors of silver and white, and those supporting the Infernals wear red and gold.

As mortals compete across Adraveth, it is believed that whichever of the two teams ultimately emerges victorious in the competitions will determine which of the two races, Infernal or Celestial, holds greater power in the four years to come. Realms Night only occurs once every four years, so I encourage you all to enjoy, celebrate, and remember, regardless of which team, if any, you choose to represent.

- Vayne Mistral



Realms' Night Royal Decree

The High Librarian of Viralee has made an appeal to King Dalton

"Every four years, during Realms Night, mortals side with either the Infernal or Celestial Realms. Those who side with the Celestials are able to discuss strategies for winning their various games and contests, yet those who side with the Infernals are not. Is this truly balanced? In the interest of maintaining what is the spirit of this day, the ban on speaking with extraplanar beings of an Infernal nature should be lifted."

King Dalton has agreed with the High Librarian and has seen fit to lift the ban with speaking with Infernals for Realms Night ONLY. HOWEVER, he maintains that making deals with them, or attempting to learn their magics, is still strictly forbidden by law.

Long Live King Regent Dalton!

King Dalton is here! May the Twin Kingdoms unify through his strength!

King Regent Dalton is truly a king with no faults. His admiration towards his subjects is astonishing and extraordinary. He came through my town square to send his salutations. The bell rang throughout my town, signaling the town crier. "The King is here! The King is here!" I gathered my things and my family to visit our new king.

As we entered the town square, I saw everyone kneeling. I advised my family to do the same as I started to kneel. As we did, the King's guards entered the common area with various nobles behind them. Then, as even some of the nobles started to kneel, the King entered the area. I was so awestruck with his presence and crown that I could not help but to bow my head even further towards the floor. The King took his place on the solitary chair and advised everyone to rise.

As we rose, a person went from the crowds with a dagger in hand. As he started running towards the King, his guards unsheathed their weapons and killed the man with the dagger. I gasped for air. I could not believe this just happened. I clenched my family tight and told them to not be afraid. After this little incident happened, the King spoke.

"Ladies and gentlemen, please do not be afraid. I will make the Twin Kingdoms great once more. I know that we are recuperating from many wars that have spanned through many ezeles. Do not worry. The Twin Kingdoms will rise up to power once more." As he finished his speech, we all clapped for his candor and excellence. I could not feel so proud as I did just then.

Afterwards, one of the nobles told us that since the wars have taken a toll on our country, especially in Larigmoore, our taxes will be raised. Therefore, I paid the taxes for my family and stood in the crowd to see and admire our King. I noticed his crown and how pointed it was. It looked magnificent. As the King was about to leave, he said one last thing:

"I continue my journey onto the New Calendale area to spread my message and have my presence be known to my other subjects. Know that I will do everything in my power to have any treasonous subjects be brought to the light of their truths. Long live the Twin Kingdoms!"

- Sebastian Wolf

Elemental Storm Spills Into New Calendale

Many of our readers know of the elemental storm brewing in the northern lands of the Barbarians that has been attracting Romani to its edges (and its depths). The storm has been raging on for many, many moons with no end in sight and has been causing friction between the Barbarians who reside there and the Romani who have been migrating to it.

On the 22nd Day of the Elder's Moon, various elementals materialized in New Calendale in the Scroll and Dragon's tavern field. The elementals attacked each other, clashing in powerful bouts which also spilled over to affect bystanders nearby. One such example was when the earth elemental, just wanting to be left alone, slammed his foot upon the ground causing the earth to shake so violently that it knocked many of the townsfolk on their backs.

A fierce battle ensued as the townsfolk retaliated against the elementals in an effort to protect themselves. While they fought the elementals, Fire Ants and Merileans, attracted perhaps by their affinities for fire and water, also appeared and began to fight against both the elementals and the townsfolk. The battle was long, raging into the afternoon until the townsfolk stood bloodied but victorious.

- Algraa Qeranni



Dead Finally Leaving Graveyard Under Someone Else's Power

It has been observed that over the course of the past several years, some regional families in the New Calendale area have been growing increasingly discontented with the sheer amount of negative occurrences in the area. Some of these families, who have formed a close knit sub-community, have finally stated that enough is enough and have sought the aid of the local Church of Negoro.

These families were some of those from Old Calendale who migrated with the Town through the woods to the area of New Calendale. Old Calendale's fate was sealed in 1105 when chaos energy was released from a relic of the Church of Gorvaak by the Goblin Shaman Splittooth. All of the residents of Old Calendale had only a couple of moons to leave the area before the chaos energy completely corrupted the land. Residents in the area either fled or elected to stay with their fellow townsfolk by joining a massive caravan through the Whispering Woods to relocate them on the other side of the forest. What is not commonly known is that with this move, the bodies of those interred in

the Old Calendale town graveyard were also respectfully removed and transported to New Calendale to be placed at rest there so the chaos energy would not cause their departed loved ones to befall unknown fates.

"There's always been something wrong in this place, ever since we got here."

"There's always been something wrong in this place, ever since we got here," said Edraele Deluna. "My mother wouldn't have wanted to stay in Old Calendale and she would have left here by now too."

"I'm not letting my brother spend one more moon in this damned place," Jothan Montai commented.

The families have decided to do what had been done before and remove their loved ones from New Calendale's graveyard near the forge and move to a new, hopefully more peaceful, location within the Twin Kingdoms.

"Things have changed so much over the years," Celika Theran said while helping Edraele, Jothan, and the others move some boxes to their carts. "It isn't so much the people

as it is the constant barrage of things trying to kill us so frequently."

"We're sad to leave, but it's the best for our families," Elaiith De la Noire said with tears in her eyes.

Those departed that will be moving on with their families are: Cirinn Deluna, Azriel Theran, Alibhys De la Noire, Arlyn Moonshadow, Silas, and Xavier Montai.

I wish these families the best in their new home. Their contributions to New Calendale will be missed. Other families are rumored to have the desire to possibly join them sometime in the upcoming moons.

~ Alyraa Qeranni

Grandmaster Everlorn Tavers Visits New Calendale

The town of New Calendale was visited by the famous Everlorn Tavers, Grandmaster of the Emerald Searves and acting Grandmaster of the newly re-established Scarlet Searves of the Twin Kingdom's Mage's Guild.

Grandmaster Tavers was more than happy to grace the people of New Calendale with his presence; offering autographs, discussing his published books, and engaging in witty discourse with a member of the Twin Kingdom's Bardic Guild. However, as such a distinguished person of note, Grandmaster Tavers visited New Calendale on official business acting on behalf of both the Order of the Emerald Searves and the Scarlet Searves.

Members of the New Calendale branch of the Twin Kingdom's Mage's Guild, Western Division who had undertaken the Emerald Searf written examination were personally given their examination results by the Grandmaster. More importantly, as acting Grandmaster of the Scarlet Searves, Grandmaster Tavers wanted to personally oversee the initial phase of testing of those pursuant of joining the re-established Scarlet Searves. Two members of New Calendale's Mage's Guild underwent the initial examination, requiring a letter of recommendation from a Master Mage, and being interviewed by Grandmaster Tavers. Alceia of the Cirque du Elantrai, a student of Fire, and High Druid Sirus, a student of Earth, both petitioned to participate in the entrance examinations for membership with in the Scarlet Searves.

During the Shield Moon, examinations for the Searlet Searves will continue and written examinations for the Emerald Searves will be administered. Those seeking to participate in entrance examinations for the Order of the Emerald Searf should be skilled in both magic and academia, and able to provide letters of recommendation from three Master Mages. For those seeking greater knowledge in the arcane arts, or the Orders of the Emerald and Searlet Searves, I encourage you to attend the New Calendale Mage's Guild meeting at the local guild hall on the sixth day of the Shield Moon at the 11th bell in the morning.

- Vayne Mistral

On the Hunt

Steven Wyndhelm - hunter; sportsman; entrepreneur. Born in the Calderan Free Isles, Steven knew that he was destined for great things, and so he set out to become the greatest hunter of his time. From Aldor to Al'Hazir, Steven has been hunting trophy animals the world over. The esteemed man has most recently stepped foot in the Twin Kingdoms' backwater town of New Calendale. This is his story.

The summer air was hot and muggy, and even though the sun shone high, the clouds were bound to pour that evening. Steven knew he only had one chance to hunt his prey before the weather was impossible to manage. He gathered a party of simple townsfolk to aid him in his quest. Sweating and heaving, the party marched through the forest's underbrush. They trekked with crossbows and swords for a kill to be proud of.

Suddenly, Steven raised his hand to hush the tired crowd. The expert tracker spotted a gorilla of monstrous size and strength just forty paces away. The simple-minded creature was scavenging from a nearby berry bush, and the group eagerly approached. Step by step, the party marched onto this king of apes, but it was a trap! Just as the gorilla turned to face the party, a second one leapt from the bushes. The pregnant ape and the foraging king stormed the party and battle ensued.

Steven watched as his force was split into a chaotic mess. The two beasts took blow after blow and delivered them in turn on the many townsfolk. Only after the great hunter rallied the others did they manage to surround one great ape. The male attacked all around him in a great fit of rage, but swords ploughed through his torso and the beast was no more. Enraged by the fall of her mate, the female gorilla fought on. Thrashing wildly, the she-beast knocked down

man and woman alike. One treacherous blow nearly killed Florian, a recent immigrant to the small village. Steven recounts, "I thought he was done for but he somehow pulled through, the cheeky elf."

After what seemed like an age, the other gorilla was finally slain and the hunt was over. The great hunter collected his prize and humbly acknowledged the exceptional work of two in particular. "While everyone was in the fighting spirit, my mates, Ingauch and Rhaz, really laid into that second ape." The party went back to town after the battle to patch their wounds and celebrate their victory. Shortly after, Steven Windhelm left New Calendale in search of his next great prize.

- Philip van Esther



Men In Black, Unveiled

There was a palpable hush as court began in the Seroll and Dragon during the Blood Moon, as not only our own local nobility were present, but King-Regent Dalton, arriving by portal, as well. Under normal circumstances, the locals see a visit by a reigning monarch as a cause for celebration. This was no such occasion, as the reason for his visit came with dark tidings.

In the pre-dawn hours, notes were posted all over the town listing the names and aliases of the vigilante organization known as the Men in Black. Named among them were considered, to many, upstanding citizens and defenders of the realms. Xandis 'Light Fist' Vergeant, Onyx TigerEye, Saringo, William of the North, Khalarinth, Sargesh, Alden, and the figure known only as Justice. After they were revealed, King-Regent Dalton demanded explanations of the actions. The testimony, given by Xandis, was that they were all given sanction to form and operate under the orders of Lord Marshal Elmiré of the Inquisition. Though within the Inquisition, the word of the Lord Marshal had fallen into question in multiple instances.

With this testimony taken into consideration by the King-Regent, he judged all involved guilty of multiple counts of murder and vigilantism and sentenced them all to death, as well as to receive a Traitor's Mark, save for Saringo and Onyx who bore the Shield of the Twin Kingdoms, presented to them by the former Queen, may she rest in peace.

- Rafael Espina de la Rosa

Nether Mystery

On the 21st Night of the Elder's Moon, townsfolk were gathered as they usually do in the Seroll and Dragon when a portal appeared on the wall to the right of the bar counter. Townsfolk grabbed their weapons and prepared themselves in case something with malevolent intentions was about to attack. They were partially right.

A man wearing a black and purple tabard, the colors of the now deceased noble known as Allgetor Tallen who tried to steal the throne from Queen Nhemiah, stumbled through the portal, sword in hand. He poised himself to attack, but with a quick look around the realization dawned over him that he was the sole traveler to make it through the fluctuating circle behind him. The man, with a confused look on his face, threw down his sword to surrender.

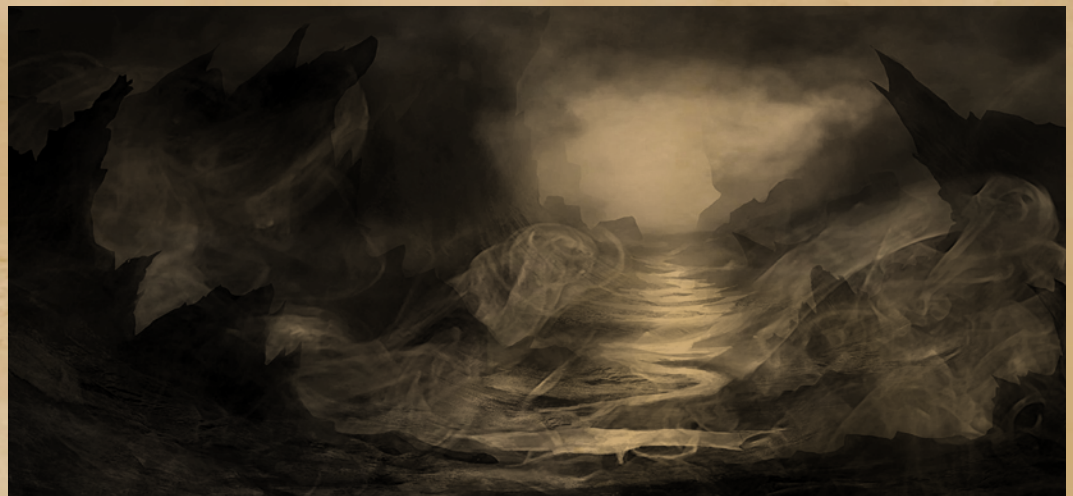
Before anyone could really investigate why the man was wearing the tabard of a war ended years ago, undead stormed the tavern. The man picked up his sword and aided the patrons of the Seroll and Dragon, protecting the people and cutting into the skeletons and decaying flesh of the enemies. Once the last undead fell, the man dropped his weapon once more and surrendered peacefully. The Town Guard took him into custody.

From what I was able to discern from my sources, it appears that the man had been part of a military force being sent to fight against Nhemiah's supporters well over half a decade ago. From the man's perspective, he had gone through the portal and the next thing he knew, he came out in the Tavern, thinking the war was still going on. This man had no idea that he had been somewhere in the Nether for years. How the man survived that long or what exactly happened to him, no one knows.

The man appeared to have suffered no ill effects, other than a complete loss of memory, and was found to be in good health, strangely having not aged. He was informed of all that had happened in the kingdom and the world since he had been gone, from the appearance of the Western Continent with its new races to the rediscovery of the forgotten gods and Ravarek.

The man was officially pardoned and released from custody so he could travel home to his family. They were overjoyed at his return and their small town welcomed him home with open arms.

~ Alyraa Qeranni



Virajar Blesses Local Merchant's Bazaar and Accepts a New Cleric

After Court this past Blood Moon, the Seroll and Dragon was host to a Merchant's Bazaar organized by petitioning cleric Ulv with help from some of his friends. There were many various wares to be had from potions, gels, and compounds to battle serolls both arcane and divine. Food and drink were available for those browsing or buying under the rafters, which were decorated with streamers for the event.

There was a table with a large number of unique games run by Teridan, "The Gameskeeper," which brought much laughter and good times to those present. Even Doctor Victor Hamilton, Master Merchant and co-owner of the Three Dreams Trading Company, stopped by to browse the festivities and the wares for anything that might catch his practiced eye.

Throughout it all, Ulv walked around taking notes and socializing with patrons to keep the commerce going and making sure everyone was enjoying themselves. His teacher, the gnome Winston Ragglesprocket, kept a discerning eye on the activities, measuring his student's success. It was a successful bazaar and a good time had by all, resulting in Ulv's acceptance into the church of Virajar as a dedicated cleric.

- Alyraa Qzranni

Sankor; Engulfed In Flames

About two moons ago, I was tending my farms and enjoying the beautiful sun that was beating on the earth. The day was so warm that it seemed that the plants were perking up after the torrential downpour of rain they received the day before. All of the plants were going towards the sun, gathering its light for comfort and warmth. Then, at that moment, that is when all chaos broke loose.

The bell started ringing throughout the town. "Danger! Danger! Get inside quickly!" As soon as I heard this alarm, I gathered up my tools and put everything inside the house. I did not want to waste time putting everything in the shed, as I have heard this bell time and time again. I knew exactly how much time there was before the bell rings and the inevitable danger arises. However, there it was. A roaring fire.

Miles away, I saw this fire reach into the sky like the plants towards the sun. It must have extended at least eleven feet! However, I saw that this fire was only concentrated in one area. Something about this fire was not normal. It also appeared that the fire did not spread so far. Then, I started seeing this fire get closer to the woods. As it did, the trees started bursting into flames and burning in a huge conflagration of chaos. I could not believe it.



As this tall flame went away, I started fetching my pail so that I could carry some water and put the fire out. As I started running towards the trees, the bell rang again. "Water! Water! Water the burning trees!" As the town rallied together to put out the fires, I looked in the distance towards the eleven-foot flame. Imagine my surprise when I saw a person residing in it! I could not believe it.

As the fire subsided after three bells, I went back home and told my wife what I had seen. She then exclaimed her suspense and frustration into why, once again, we live in a town that is always in danger. She went to sleep, and I stayed up to draw the man inside the flame. What a terror!

- Sebastian Wolf

Doctor's Note: The Ploughing Fae

This past moon, I wanted to grab a drink after a long morning's work. The weather was hot and disgusting as you all recall. The ground was still wet with mud, and I trekked through it doing runs for Moriarty's. I swear on hell's bells the shop must have been an omen because half the town had to be ran down just to see their goods. After my work, I ran into Sebastian and Ngixie. Gods know what those two were doing together, but they gave me water and rest so I could wipe the sweat from my brow. We couldn't stay long because I still wanted something stronger and we kept way towards the town on the road from the church building. I was feeling good and ready for waste house pleasures of ale and wine, but my good morning was shattered by the blasted screaming of fey ploughing up the town.

There was sporplings coming out the woodwork like plague on New Calendale. Leading the way were a troll, a red cap, and a gods damned sluagh. Folk were knocked about, bleeding out, and dying all over the ground. The two eleries wouldn't join the fight so I was left to be the only fresh hand to heal the town's downed fighters. I went to patch one barbarian with Kitara's own sash when a shaman came quicker to heal with magic. I casted mine own spells on Dibble to bring him back to snuff until I blacked out.

Twice I was put out like a babe because no one would kill the sluagh, and by Rus and Kitara's good will did I rejoin the waking realm. My third downing I was struck with an awful blow, and awoke to a bone demon standing over me about to slash my throat open like a pig on the block. By some strange will, Fiden revived me in time to flee from the infernal sod, and I retreated to safer ground knowing I could do no more.



Hear me, good folk of New Calendale, not once have the fae done me any good, and I'm sure none of you neither. They are violent killers, plain as day. Gods damn me if I did not see a sluagh killing men, redeaps killing elves, and a darkling killing sporplings. They are wretched, ruinous, and tricky. There might be one good fae or another, but they attract their own kind and are a burden on the town. We have nothing to gain from their squabbling ways. Every satyr, pixie, and brownie, and all their awful friends should get a club law court case and a firm boot out of our borders.

- Dr. Thomas Vultor

Rumor Has It...



- Former King Leopold's crimes know no bounds. It is believed that he murdered several others during his reign.
- Terrible sickness in Larigmoore finally under control. With reconstruction efforts finishing Larigmoore will be completely restored.
- A seafaring explorer claims to have found the shipwreck of the famous lost ship known as "The Shining Star."
- A disturbed woman with bone white hair was stalking about the woods muttering "Madosa."
- Agoria closes its borders to all outsiders. Many believe they are preparing for an attack.



- Mysterious Island said to have appeared South of Rythos.
- Barbarian Tribes have begun attacking Gypsies camped outside The Elemental Magstrom. The Tribesman claim that the storm has wiped out several tribes and the Gypsies have been fueling the storm.
- Lonnie Lester reportedly giving up drinking after latest bender involving a horse. Seeking means of getting his life back together.
- Strange problems have been occurring with portals. Portals have been taking mages to wrong locations and some have entered them to never return.
- Marquis Fontaine has been seen personally paying his respects to widowed family members after massacre of stationed guards at Ravenwing Prison.
- Several groups traveling through the woods have claimed to have been attacked by werewolves. Surviving clerics claim to be unable to perform their prayers.

- Mary Beth Charity banned from Dowinger's Dress Boutique after smoke seen rising from the shop, the store will be closed for the next few months while they replace their entire inventory after the fire.
- Despite a brutal conflict thus far, all factions of the Fae have mysteriously gone silent.
- The Dwarves of the Dragon Spine Mountains have recently agreed to terms of peace with the Hiveborn of the Dragon Spine Mountains. They have ceased fighting over territory and have formed a trade agreement between the two races.
- Despite Peace agreements recently some dwarven expeditions have gone missing. Investigations have yielded no results at this time.
- Mysterious crimson haired woman seen at the helm of the ship, "The Wife's Fury" leading daring raids against merchant ships and shore towns. A reward is offered for her capture.

CRIMES & PUNISHMENTS

COURT PROCEEDINGS FOR THE BLOOD MOON 1116

• GUILTY AS CHARGED •

Eko (aka Medicus)

Charges: Guilty of undermining the Noble Authority of Marquis Alberic Fontaine. While Xandis was being arrested, publicly went to support Xandis, presumably to assist in seditious activities.

- **Punishment:** Citizenship stripped, branded with a Traitor's Mark, soul Doomed.

Additional charges: Escaping from Ravenwing Prison and hiding out in Town Proper. Murder of twenty prison guards. Possible consorting with an Infernal.

- **Punishment:** Public torture and branding.

Xandis "Lightfist" Vergant (aka Virtue)

Charges: Vigilantism. Guilty of several murders along with theft and framing a citizen while leading the "The Order of the Gilded Hand" (aka "The Men in Black")

- **Punishment:** Citizenship stripped, branded with two Traitors Marks, soul doomed.

Aiden (aka Valor)

Charges: Vigilantism. Guilty of murder and aiding "The Men in Black" as a member.

- **Punishment:** Citizenship stripped, branded with a Traitor's Mark. Sentenced to be executed.

Khalarinth (aka Ubiquitous)

Charges: Vigilantism. Guilty of murder and aiding "The Men in Black" as a member.

- **Punishment:** Citizenship stripped, branded with a Traitor's Mark. Executed.

William "of the North"

Charges: Vigilantism. Guilty of murder and aiding "The Men in Black" as a member.

- **Punishment:** Citizenship stripped. Arrested. Sentenced to be branded with a Traitor's Mark and executed.

CRIMES & PUNISHMENTS

COURT PROCEEDINGS FOR THE BLOOD MOON 1116

• GUILTY AS CHARGED •

Sareesh

Charges: Vigilantism. Guilty of theft and aiding "The Men in Black" as a member.

- **Punishment:** Substantial fine.

"Justice"

Charges: Vigilantism. Guilty of several murders and aiding "The Men in Black" as a member.

- **Status:** Individual not in custody. All residents of the Barony are expected to aid in the capture of "Justice." Report any activity of "Justice" to the appropriate authorities so he can be taken into custody.

• ACCUSED AND DISMISSED •

Doctor Victor Hamilton

Charges: Acting as an informant and supplier of goods to "The Men in Black."

- **Result:** Xandis testified that Dr. Hamilton was not involved at all with the organization. Charges dismissed. Shield Bearer of the Twin Kingdoms.

Onyx TigerEye

Charges: Running Shadow's Edge, supposedly a mercenary company / assassin's guild. Acting as an informant and supplier of goods to "The Men in Black."

- **Result:** Xandis testified that Ms. TigerEye was not involved at all with the organization. Baron Ravenholm vouched for Shadow's Edge as he has used their services. Charges dismissed personally by King Regent Dalton. Shield Bearer of the Twin Kingdoms.

Saringo

Charges: Attacking townsfolk. Murder of Judge Corporal Gabranth. Acting as an informant and trainer to "The Men in Black." Used power as Judge to acquit members of "The Men in Black" for any charges brought up.

- **Result:** Xandis testified that Saringo was not involved at all with the organization. Charges dismissed personally by King Regent Dalton. Shield Bearer of the Twin Kingdoms.

Schedule of Realms Night Activites

(Subject to Changes)

• Fireday Night •

Ierdano's Hunt:

(All day competition that starts Fivesday night - Ends at 6pm on Spiritsday)

Host: Sirus

- A scavenger hunt! Whoever finds the most wins!

1:30 am

Sindar's Song

Host: Drustan

- Best show of affection through song wins!

2:00 am

Leargun's Limerick

Host: Drustan

- Best limerick wins! A limerick is a five line poem with an AABBA rhyme scheme.

1:00 am

Attalia's Test of Patience

Host: Theone

- Watch the tower grow, hold your breath, and hope it doesn't fall...

• Spiritsday •

10:00 am

Spacket Throwing Contest

Host: Kitara

A test of accuracy!

1:30 pm

Xalaron's Test

Host: Sirus

This is an archery competition to see who can shoot the farthest, and with the most accuracy and power.

10:30 am

Mhizrak's Tournament

Host: Drustan

Watch spectacular warriors engage in thrilling combat! Blades only, magic need not apply!

2:00 pm

Dancing Lessons

Host: Theone

Theone will be teaching the town a few simple dances for everyone to dance at the Ball.

11:30 pm

Olzandra's Fury

Host: Drustan

A test of air! Who can hold their breath the longest in Olzandra's waters!

3:00 pm

Viralze's Duel

Host: Drustan

A test of magic! If you cannot shrug off the effect then you're out! It only takes one hit!

12:00 pm

Lunch Court

This will be regular court except we will eat lunch. Everyone is welcome to bring food to share with others. This worked out very well last Realms Night and we encourage everyone to participate.

4:00 pm

Elantrai's Hot Die Match

Host: Drustan

The most intense Hot Die tournament you will ever see. The winner will experience a stroke of good fortune while the loser will know bad luck!

1:00 pm

Prevarria's Challenge

Host: Theone

Four shapes. Four colors. Four patterns. The Demon's Deck is no joke. This is the most painful card game you will ever play.

4:30 pm

Gorvaak's Melee

Host: Clary

A free-for-all melee with no rules with the exception that you can not deliver a final blow to your opponent. Last one conscious wins.

Schedule of Realms Night Activites

(Subject to Changes)

• Spiritsday Continued •

5:00 pm

Realms Night Rumble

Host: Rafael

A game of fighting and strategy! Names will be placed into two bowls for the two teams. Three names will be pulled out of each bowl at random and they will battle each other.

6:00 pm

Ibwinn's Happy Hour

Host: Lily

Drink till you drop in this drinking competition sponsored by the Ibwynnian church.

6:30 pm

Dinner

Chicken breast tossed with pasta in a light tomato sauce.
Mixed together with fresh veggies and cheese.

*Veggie option available; no chicken upon request. Please remind Baldrie, around 4 pm, or it will be mixed in.

7:00 pm

Portraits

There will be an opportunity for those who desire to have their portraits painted. Please come to the stairs behind the tavern kitchen where our artist will be waiting for you.

7:45 pm

Ethali's Jest

Host: Drustan

Just before Ethali's Masked Ball, a representative from each team that has not lived in town long will be chosen to test their luck at choosing the white marble of power out of a bag.

8:00 pm

Ethali's Masked Ball

The ball will begin with a brief telling of the lore of Realms Night. Afterwards, there will be a night of fun, mystery, food, entertainment, dancing, and excellent music awaits at this masquerade ball. Mask and formal attire is completely optional.