

# New Calendale Chronicle

The Spirit Moon, 1113

## THE WEDDING OF MARQUIS ASHTON SAMUEL



**NEW CALENDALÉ** - On the 12th day of the Spirit Moon, Marquis Ashton Samuel will be wed to Princess Anindita. A great deal of preparations are being made as the day comes closer. Most of Spiritsday is set with festivities to herald the joining of the happy couple. Lily Goldsworthy, tavern mistress of the Seroll and Dragon, has planned for the day to be filled with merriment, performers, and a great deal of food. Long time associate and friend Onyx TigerEye, a cleric of Arrawiel, will preside over the ceremony itself.

Many nobles from around the Twin Kingdoms as well as foreign dignitaries from across the new continent will be in attendance for this momentous occasion. Most notably, King Leopold and Queen Nehemiah may come and show their support. The total number of people on the guest list is unknown; it is expected to be a long, noteworthy procession of noble and commoner alike.

Little is as of yet known about Princess Anindita or her people, who call themselves the Manasarwati, other than they have their own empire in the new continent. That has not put a pause to the warm reception given to her highness by the common folk of New Calendale who have quickly taken a liking to her.

The wedding itself is said to incorporate traditions of both the Highlands, Marquis Samuel's ancestral homeland, including performers playing bag pipes, as well as the customs of the Manasarwati. The Princess' customs include a great deal of bright crimsons and golds in various shades to mark the gaiety of the celebration.

The joining of these two noble blood lines will mark a new era of peace and prosperity, not only for their Houses, but for the people of the Twin Kingdoms and the Manasarwati as well. May they both share in the happiness that two people joined together in joyous matrimony share.

- Rafael Espina de la Rosa



# The Price of Redemption

In these troubled and trying times it is far too easy to point the finger at our neighbors, at those who have fallen short of our own moral standards and condemn them, but are we honoring our Lord Leondar with Justice or giving in to Razabaoth's call for cruelty? Have we forgotten so easily, so quickly that good can come from the acts of one who was evil and has repented?

As a frontier town we understand that New Calendale is a place for starting a new, for creating a new destiny, but this is not just a matter of seeking one's fortune or questing for knowledge and glory but an opportunity to reinvent one's self, to renew who and what we are.

Do not mistake me. I am not calling for forgiveness. I am not saying we must forget the evils and wrongs committed by our less than moral compatriots. I am not calling for ignominy in the eyes of our Noble masters. I am asking for opportunity. I am asking for a willingness to look with eyes unclouded on the possibilities open not just to us but to our brethren who stray from correct path and help them.

There is a saying where I am from, "a fool cannot teach himself". We each can only go so far without the aid of another and this includes those who have lost their way. It is only by supporting and encouraging good behavior, by giving them reason to abandon their old ways that we can see a reformation in these individuals. If we press upon them with nothing but pain and hardship we will only embitter them and drive them to greater acts of cruelty and malice, making our own situation that much worse. Guidance, support and punishment, these are what is needed to transform our town into a strong and virtuous land. You need look no further than our own Champion Xandis to see the truth of such wisdom.

Xandis was a naive though eager young man who did all he could in the service of right and goodness but even he was lead astray. Given ill direction and told war was right, he defied the edicts of our Nobility and engaged in treasonous acts during the Chaos War, a war chiefly fought between worshippers of Gorvak and Leondar. Xandis along with a few members of our town were branded traitors, cut from our family and bad to serve. But he did not give up on himself, and more than that we did not give up on him. We supported him, directed him, helped him understand the wrong of the direction he took and the path he was to

travel to make up for his sins. His work was paid off by a visitation by the Jeridithan Inquisition who took him into their fold allowing him the opportunity to do what was just and keeping him under careful scrutiny lest he slide back into corruption and ill doing.

He grew, he learned, he did what was right, he had his traitors' mark removed, his citizenship returned, and was granted the choice to work as part of the Jeridithan Inquisition or as a human emissary of the Celestials. Our misguided friend came so very far from his fall into darkness but only because others supported his climb.

I know this to be true; I know this because I was there;  
I know this because I fell into delinquency myself and

became good; did what was right because of the goodwill of my fellow townsfolk. I stand now as a being who only seeks what is best for his townsfolk and our lands because of the climb from ill doing, because of the support given to me by these townspeople; Xandis first amongst them; to become the better person I always had the ability to become.

Now again we are faced with a choice, seeing the punishment laid upon those deserving

we can continue the ire, continue to grind their morality beneath our heel and push them deeper into darkness. Or we can offer a helping hand and a watchful eye, encourage the fading spark of goodness buried deep within these poor souls and help them transform from a malignancy to a citizen reborn.

- Codiegr "Stong"

## Observations of Nature, A Compilation of Moons

Well good readers, I have returned! So now it is time to speak about the observations I've been able to make of the creatures I've seen while in the New Calendale area once again. It has been a moon since I've last written, so let us begin.



Let us start off with a well-known threat. Although I was not in town during the Elder's Moon when they appeared, but I was in town during the Blood Moon when they attacked again. What I speak of are the "Dark Ones." These unidentified creatures attack in the name of the false god. They are all black with black wings, and have strength to cause massive damage. These are one of the most dangerous beings I've seen attack the town and they are, by a long shot, creatures to flee from immediately if you are not capable of fighting formidable foes.

Now, we shall move ahead to the Shield Moon. This moon introduced this writer to several interesting, yet unnerving creatures. One type of these nasty beasts is the wraiths, though wraiths themselves were encountered during the Laughing Moon, a new kind of wraith, with green eyes, appeared during the Shield Moon. Wraiths already pose a deadly threat, because the red-eyed wraiths drain life and the blue-eyed ones drain life and mana, from arcane casters. Now, there are a new kind of wraith with green eyes that can drain one's various abilities and skills. Beware the dark for that is primarily when they hunt, and if you see one or a group, run as fast as you can to those who can combat them.

The biggest creature I was able to see come near town during the Shield Moon was a troll. Man do they stink, and by the gods they're heavy! The town guard had difficulty subduing it when it got closer to the town proper. This was due to their ability to regenerate health when left alone. Another factor that prevented them from defeating it was because trolls are attuned to specific elements, and only deadly magic of that element can severely harm them and kill them. Unfortunately, the one that wandered into town was attuned to the element of earth and none of our mages in town at the time could cast earth magic. So it was brought far enough out of the town area by several individuals and left there. Be very careful around trolls folks, they may be slower than most creatures, but you definitely do not want to be struck by one.

This concludes this round of Observations of Nature. Thank you to those who read my article for being interested. Keep your eyes open and your mind ready to learn. You never know what you might observe one day.

- Ulv Shadow-Walker



## Concentration Of Undead Deep In Whispering Woods

Multitudes of undead have been seen making their way out of the Whispering Woods. Deep within its heart, the Whispering Woods gives way to an undead plague known as the Dark Forest. A place steeped with so much ngeromantic energy that the undead there are free to walk during the day. Recently zombies and skeletons have been seen pouring from out of this region and attacking nearby settlements.

Most affected by the rising number of attacks are the Wood Elves within the Whispering Woods, as well as the citizens of New Calendale. New Calendale was recently attacked by a wave of minor undead that the brave townsfolk were able to quickly and easily defeat; no reports of any injuries or deaths were made.

Sirus, a Druid of Jerdano, was heard saying that the Dark Forest is compromised of three different 'rings'. Each of these areas contains certain types of undead, seemingly categorized according to their strength. The outermost layer of the Dark Forest is made up of hordes of zombies, skeletons and similar minor undead. Once past this ring, one would find themselves amongst lesser undead, such as ghouls and ghoul lords. Deeper into the Dark Forest would be very powerful undead, such as Flayed Ones, Reapers, and other intelligent undead. At the center of the Dark Forest is the being in command of this legion of undead, and it can only be guessed what protects his personal sanctum.

Forays into the Dark Forest are being led by Sirus with the intention of eventually reaching its heart and putting an end to the corruption that plagues the Whispering Woods forever.

- Rafael Espina de la Rosa





## Arms, Armor, & Fighting: Bow Versus Crossbow

Last Moon we covered melee combat by comparing swords and axes. So let us now delve into the domain of ranged combat. When it comes to this style of combat there are two main types of weapons that are available: bows and crossbows. I do not have a preference for either, mostly because I don't use either weapon. Most of the following information I have gathered is from asking various archers that I am acquainted with. Both types of weapons are good tools both for hunting and combat. Important safety tip: do not try to learn to use a regular bow on your own; you may end up causing yourself injury.

I did not include crossbows into the above statement for a reason because they were originally designed for use by unskilled, untrained combatants. All you have to do is just load, point, and shoot. These beauties can kill and penetrate armor from 200 paces. Crossbows are easier to aim than longbows, because the archer using a crossbow doesn't have to use a hand to hold the string back while aiming. On a similar note, a crossbow can be loaded long before the archer might need to shoot. In this way, the archer, using the crossbow, would be able to shoot immediately if surprised. Crossbows require less upper body strength to operate as well. One can use both arms to span (draw back) a crossbow. Crossbows do, of course, come with a price. That price is in efficiency and in the firing rate. An archer using a longbow could shoot 2-5 times more frequently in a given time than an archer with a crossbow. Efficiency is a more technical problem.

Although it is impossible for any bow to be perfectly efficient, crossbows are particularly inefficient when compared to long-bows. The reason for this is that the draw length and the lathe (also called a prod) of crossbows are much shorter than those of longbows. So even though a crossbow may have more stored energy when spanned, the tips of the lathe do not have enough time to reach the maximum velocity that the amount of stored energy would otherwise allow.

Bows, on the other hand, are a tool that one has to be properly trained in. The training for using bows properly can start fairly early in life, especially because a bow requires more upper body strength than a crossbow. The firing rate for a bow is usually greater than a crossbow and can have much greater range. There are several styles of bow that can be found:

**Recurve bow:** a bow with the tips curving away from the archer. The curves straighten out as the bow is drawn, and the return of the tip to its curved state after release of the arrow adds extra velocity to the arrow.

**Reflex bow:** a bow that curves completely away from the archer when unstrung. The curves are opposite to the direction in which the bow flexes while drawn.

**Longbow:** a self bow that is usually quite long, often over 5 feet long. The traditional longbow was usually made of yew wood, but other woods are used also.

When it comes right down to it; my opinion is that a good bow is going to do the job better than a crossbow. This is not to say the crossbow is a bad tool but it has several issues that leave it in second place. Just remember to take care of your bow or crossbow if that's what you choose, because if you don't, it will fail when you need it to work.

- 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.*

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## Beast Makes Off with Baby In the Night

An unsuspecting woman who came to New Calendale in order to wait for her husband who was coming home from a journey at sea, had tragedy strike on Fivesday eve. As the young mother cradled her baby awaiting the arrival of her husband, a creature known only as 'The Beast', burst forth from the brush in the woods and ripped the child from her arms. A group of citizens, including Magistrate Throng Lighthouse, tried to give chase to no avail. The creature disappeared deep into the Whispering Woods, quickly losing its would-be hunters in the darkness.

The 'Beast' is long limb'd, vaguely humanoid and a very agile hunter. Showing some basic intelligence, the 'Beast' will not hunt a group it considers stronger than itself. Preferring instead to remain hidden until it can single out a weak member and bring them down quickly and efficiently.



The creature has eluded capture, being extremely quick, though it appears as if simple weapons untouched by magics are capable of harming it. Under no circumstances should a single person attempt to engage this creature if it is seen. Highly aggressive and dangerous, if the 'Beast' is seen in the area, it should be avoided at all costs, and its location should be made known to the local guard.

- Rafael Espina de la Rosa

## Mistral's Magical Musings



The Spirit Moon - The Genie of Zanzir

This issue of Mistral's Magical Musings I will be addressing the elemental entities which dwell in Zanzir. As the veils between Adraveth and the other realms weaken, I feel it is important as part of my civic duty to try and educate the people of New Calendale regarding some of the entities they may encounter while this weakening persists. A special thanks to Master Victor Hamilton for providing me with the notes he had compiled on Zanzir and its denizens through his own research and from speaking with one of Zanzir's denizens, a Djinn.

### • Lore •

During the period of time when the twenty-two true gods were creating the various races of Adraveth, the elemental spirits sought to prove themselves to the All-Father and All-Mother through the creation of their own race, the Genie. The elemental spirits also created the plane of Zanzir as a home for their children. There are five subsets within the Genie race, which were previously divided by a distinct caste system.

When the elemental spirits created the Genie, the first of their creations were the Qorrash. The Qorrash are the rarest and most few of number, but also the most powerful of the Genie, with their power being said to equal that of Celestials and Infernals. The Qorrash were created as the ruling caste of the Genie race, and possess the ability to

command all four of the elements. Of the remaining four subset of Genie, each only embodies and controls a single element. The Efreet control and embody the element of Fire and were considered to be the warrior caste. The Marid control and embody the element of Water and comprised the merchant caste, and the Dao with their control and embodiment of the element of Earth were the caste of laborers and builders among the Genie. The final subset of the Genie race are the Djinn (also known as Jinn or Jin) which embody and control the element of Air. The Djinn were a slave caste and were enslaved to the Efreet.

It is said that the elemental spirits were originally heavily involved within the lives of their children. However, when they presented their creation to the All-Father and All-Mother, and were met with indifference, they chose to depart and leave their children to live their own lives. With the departure of the elemental spirits, the Qorrash decided to abolish the caste system which had governed the lives of the Genie, so that all of the Genie races would have equality. The Efreet disagreed with the Qorrash's plans and eventually war erupted between the Qorrash and the Efreet.

Of the other Genie races, the Marid and the Dao opted for a stance of neutrality, and the Djinn, slaves to the Efreet, had no control over their own powers. However, the Qorrash were victorious in the war and did abolish the caste system, freeing the Djinn and establishing equality among the Genie. After the war, the Qorrash mostly withdrew themselves from the affairs of Zanzir, and are said only to appear when Zanzir itself is threatened.

However, despite the Qorrash emerging victorious from the war with the Efreet and the caste system being eliminated, small conflicts continued to erupt through Zanzir, particularly between the Djinn and Efreet and the continued animosity between these two peoples. A Marid is credited with originally dreaming up the solution for this animosity, the Wager of the Lamp.

### • The Wager of the Lamp •

Any two Genie can enter into the Wager of the Lamp, but usually a Djinn and Efreet enter into this agreement. Two Genie enter into the wager, but the nature of the bet can consist of almost anything. Rather than wagering coin or valuables, the Genie wager years (usually in multiples of hundreds), riskier bets can even wager an eternity of servitude. Whichever of the two Genie loses the



bet, they are sealed within the lamp, which is enchanted with the power of the Qorrash. The prisoner within the lamp has the power to control all four elements, but they are bound to serve whoever holds the lamp, and possess no free-will of their own. Once the wager is concluded, the loser of the bet is imprisoned within the lamp, which is then hurled into a random location within Adraveth. Whomever finds the lamp and attunes to it gains mastery over the being imprisoned within the lamp and granted three Requests. Once the three Requests have been fulfilled, the lamp vanishes to reappear in a new random location within Adraveth. The only restriction on these Requests, is that the being bound within the lamp cannot be commanded to kill a non-Elemental being.

There are only three known ways by which this servitude within the lamp is ended. The first is that in an extremely unlikely case, the victor of the wager gives their permission for the punishment to end. The second is for the allotted period of servitude that was wagered passes and thus the punishment is fulfilled. The third method is the unlikely circumstance is that the prisoner finds themselves within the possession of a master who willingly frees them in the presence of the victor so that the Genie imprisoned within the lamp may kill the victor of their wager.

#### • Combating Elemental Beings •

On the topic of combatting these entities, I was unfortunately unable to ascertain much of use. While Genie do not die natural deaths, they can be killed in battle. Judge Corporal Saringo had some interactions with Djinn and Efreet during his time working for the Merchant Consortium. He shared that when fighting elemental entities it was best to employ the opposing element, as this would inflict a greater degree of harm. However, avoid using the same element as the entity you are combating as it is unlikely to affect them, or even worse, may heal their wounds. Of the four elements, Fire and Water are generally considered polar opposites, as are Air and Earth. This can be seen in the simple nature of an Air mage learning to shield against the element of Earth, as well as that of Air, and vice versa. It is interesting to note that the greatest hostilities seen between the Genie however are between the Efreet of the element of Fire, and the Djinn of the element of Air.

~ 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.*

## Of Heretics and Nightmares

During the Harvest Moon, many of the Petitioning Cleries in New Calendale were plagued by nightmares sent by the heretical "Dark Lord". This dream at least in how I experienced it was for most of it falling in darkness, and then towards the end a warning to join or be destroyed along with the Twenty-two True Gods and Goddesses. The response from the Petitioning was a resounding call to arms against this heretical entity. All those I talked to were vehemently opposed to this, and state that they would continue to support the True Gods.

Rafael Espina de Larosa a Petitioning Clerie of Olzandra had this to say about the situation, "My own experience with the nightmare I had was one that made me awake in a cold sweat, feeling the presence of whatever this abomination might be in my own mind was unsettling. What it did do was help steel my resolve and my faith in Olzandra, as well as the other gods and goddesses. It is through their work that Adraveth exists and continues to remain in balance. I will preach Olzandra's tenets until the day I pass from this world. Now, with these nightmares it falls to not only me but all clerics, dedicated and petitioner, to spread the word of our faiths. In order to help strengthen the resolve and dedication to the pantheon and make sure this thing plaguing us with heretics locked away once again".

Likewise Master Cadrel Almoonasethnos, Master of the New Calendale Mage's Guild, Clerie of Leondarr, former Scarlet Scarf, was also kind enough to give some words of wisdom on the subject. "This seems to be a last straw for the New Threat. It is a move of desperation to me, in that it is using the fears of those who have not been dedicated to a specific deity. Do not worry; these dreams are simply a test of one's faith in the twenty-two true deities. DO NOT FALTER. The twenty-two true deities are with us always, do not force them out of your heart. Their influence is all around us in every facet of life, do not forsake what they have done for us and continue to do every day. This New threat is ALLE. Stay on the path and the twenty-two true deities will reward you. Bottom line KEEP THE FAITH". While not directed purely on the nightmare issue Rus Icebadger, the Shaman of New Calendale, did share some words of wisdom on the issue of the "Dark Lord".



"I normally do not do this, but I feel like I must say something about this. I cannot say that I know if any who follow the Spirits have been taking these shortcuts to power, but I can say that the Spirits would never allow it. One of the greatest lessons the Spirits teach is patience. I will not say that I am not guilty of being impatient. I have leaped before I've looked before and have paid dearly for it. This I will admit to however, I also learned from those mistakes, and I try to gain insight into what could be the consequences of an action and act accordingly. Always, the Spirits want us to experience things, to find out for ourselves and to learn. Through learning, through experiencing, everything in the world we become stronger and better ourselves.

The Spirits are always trying to speak to us, they cry out to everyone, even Elves, Dwarves, and Argorrans, even other nations of humans. They try to get your attention and yet their voices fall on deaf ears. The Spirits speak through my people, through Shaman like me, because we hear their voices and understand them, and because of this, they grant us their Favor. To have the Favor of the Great Spirit is an honor and a path that I take without regret. The Spirits aid me and in return I serve them as best I can. It is not a path to be taken lightly, once the Spirits have chosen you to follow them, then you will be following that path for the rest of your life. As I said, patience is something that the Spirits teach; and taking shortcuts to power are an insult to them and what they grant you.

The Spirits are in all things, from the smallest stone or flower, to the tallest tree or largest creature. They are the animals, and our ancestors, the crafted sword and the air we breathe. To forget the Spirits is akin to forgetting the Twenty-Two. Just as they have a hand in all things, so too do the Spirits."

What his words amount to is as stated by others before,  
**KEEP THE FAITH!**

My own thoughts of the matter are this, I am still trying to find out about the Gods from the New Continent, and this heretic appears out of nowhere and expects us to abandon the Twenty-two on his say so. His recruitment plan is basically join me or die. This strategy never ends well.

There is no thought put into this and that always shows lack of foresight which will come around and bite him and his minions in the dangly bits. Furthermore I have to wonder what is going through the Heretics minds when they try and recruit this way. The followers and by extension their master are more clueless than a Kobold trying to use a forge! We have no need for their rusted iron goods.

Each of the Twenty-two true Gods and Goddesses give us something. One thing I have learned on my path to learn more about Gundar is that each challenge and struggle I face makes me a better person. Every failure and success helps to improve you. When we are born, we are like raw ore needing to be smelted and forged into our final shape.

For us mortals it is the challenges, the struggles, the pain, the tears, the laughs, the joy, the fun, the love, the friendships, and more that help to transform us from raw ore into our final shape. The truth is we are not going to be done being forged until the day we pass on and join our honored ancestors.

But the beauty of any great work is not just the finished product but what it took to make it.

The greatest good anyone can do is to leave behind a lasting legacy.

When we go we leave behind a great deal and will always be remembered by those who were close to us and our actions will define us at that time. Do not fall for the tricks of these foolish ones, nothing of any merit will come of following this path. This path would only lead to our final shape to be rusted and worn.

May The Twenty Two bless you and guide you.

I can understand when sometimes people feel like the TRUE Gods aren't listening or do not care. But I do not think that is true. The gods work on a level well beyond what we can comprehend. Sometime we get a bad roll of the dice but we have to be able to deal with that. If you truly feel they aren't listening then find a cleric of your Patron and talk to them. If you are unable to find a cleric of your patron find one from one of the others that you think would be good to talk to. I may not be dedicated yet but am willing to listen. A burden shared is a burden lessened.

We must stand together against this dark threat we must not only repel the heretics themselves but we must guard



our hearts and our minds from the darkness of this shade. I know personally, I will not break or bend; I will carry the Flames of Gundar's Forge burning brightly in my heart. It offers nothing that is worth our souls.

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

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## Onyx's Observations

*"People in this town have gotten very lax. It's unbelievable!"*

Those were wise words spoken by Lord Samuel this past Harvest Moon on the issue of showing proper respect to the nobility. He was sitting in The Scroll and Dragon one night and when he made his presence known to a few people who had come in and may not have seen him at first, one of those people, Jellal, gave him a look of disrespect and indifference and continued walking. Lord Samuel rose up and angrily struck Jellal down, banning him from the tavern and 30 feet of it should Negoro return his soul.

Jellal's lack of respect towards Lord Samuel was heinous. Even if he did not realize at first that it was Lord Samuel, once it was made clear, Jellal should have bowed immediately. Even if he hated the Lord Samuel for some reason, he is a noble and should be respected. And it is not just because of that. Even when he had his nobility temporarily stripped by the Duke Tallen, the man himself deserved every bit of respect one could give.

Many people do not know this because they are newer to town, but New Calendale used to be an abandoned town before we came to it. We traveled from Old Calendale on the other side of the Whispering Woods after the land became tainted with the chaos energy released from a Gorvaakian artifact. We were forced to flee because everything there began to die and in a few short weeks, the place would become a wasteland (and the last time I saw it, this was indeed the case with it being overrun with massive amounts of goblinoids who were thriving in the chaos there). The question you must be wondering is how could an entire town be evacuated and relocated on such short notice? The answer is Marquis Ashton Samuel.

When Old Calendale was dying, Lord Samuel could have gone to Vondara or even back to the Highlands. Instead he chose to use his wealth to finance the move through the Whispering Woods to New Calendale and make his new home here with us. Since he has been here, he has even taken up his own blades to fight by our sides and protect our home. He has bled for us and with us. If that is not a man who deserves the respect of his people, then I do not know what is.

The nobility do not just rule us for the sake of ruling. Our relationship is a symbiotic one. We pay our taxes not to fatten their personal coffers, but to help contribute to our own well-being. That money goes towards making our homes, not just those of the nobles, a safer place. We grow their food, fix their weapons, and provide other services and supplies. In return, the nobility works to provide us with their protection from dangers such as invasion from neighboring lands, so we can practice our trades. If a large horde of goblinoids attack a group of farms, do those farmers have the resources to fight them off themselves? No; they will turn to their nobility to help, and the nobility will take care of the problem so the people can continue their livelihood.



Another prime example of a man who deserves respect is Baron Alexavier Ravenholm, who has come to our town and is committed to making it a better. He made a very good point when he questioned why would people want to come live here if they have to constantly worry about other townsfolk killing them on the road? It is the Baron's desire to clean up the town and attract more people to the area so trade increases and people will want to make New Calendale their home.



In court last Moon he made this very elgar as he dispensed justice to a group of townsfolk convicted of serious crimes towards their fellow residents. Ulv Shadow-walker and Jellal were executed for the murder. Cravander was executed for attempted murder of Bailiff Gabranth and Private William. However, Ulv's accomplice, Kai, was not executed for her aiding Ulv in the murder of Bagn and Ingrid. Because she

**The nobility do not just rule us for the sake of ruling. Our relationship is a symbiotic one.**

also tried to take Baron Ravenholm for a fool and set him against Lord Istivan with her lies, she was tortured and the mark of the traitor was branded onto her face.

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These crimes must stop and the Baron is the man to deliver on this. Does this man not deserve respect for all that he is doing to try and safeguard our home?

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#### • Reflections & Observations •

Whatever your actions may be, they will earn you respect in someone's eyes. But only certain things will earn you the respect of those individuals who are respected. It is not really a hard concept to grasp. The way to earn respect is to be respectful.

Respect that is demanded is false; it is only an illusion spun by Ethali. If someone cannot respect you for who you are, then they are not worth the time and effort of earning their respect. Our nobility respects us so long as we uphold their interests and contribute to our society. Why should they invest their precious time and resources in us if we do not do the same for them? Why should they give us security if we are going to then turn around and rob our fellow townsfolk? Why should they give us the freedoms we have, such as to bear arms, if all we are going to do is kill each other?


I have known Lord Samuel for over 9 years. In that time, he has always treated us commoners with respect. I have only known Baron Ravenholm for a short time but from my interactions with him, I see that he is a fair and just man and his actions towards others have also been respectful. When someone gives me respect as these two men have, I feel inclined to give it back and work with them, not against them.

I would like to thank our beautiful Queen Nehemiah and our new King Leopold, Lord Samuel, Baron Ravenholm, and the rest of our nobility for all they have done to provide for us. I am sure I am not alone in my appreciation.

The nobility has earned our respect. Remember to show it.

"With unity comes strength, with strength comes prosperity."

May Arrawiel bless your dreams,

~ Onyx TigerEye 

Student and Disciple of Arrawiel

*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 any published questions to reflect that.*

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## Hunting the Man In Black

There has been quite a stir of late about a new figure to the township of New Calendale, the so called "Man In Black." Many of us are watching and waiting to see what actions are taken by this individual and in opposition of him. Recently one of our own, Xandis Lightfist, was accused of being "The Man In Black", and I thought it prudent to question young Lightfist about this accusation and his thoughts on the matter. What follows is a transcript of our meeting and discussion.

Xandis agreed to meet with me at the Scroll and Dragon shortly after the setting of the sun where we conversed over warm cider.

"Well met Xandis, thank you for indulging me and the New Calendale Chronicle this eve. I well know the toll living in New Calendale can bring to a body and how hard you must train to retain and increase the remarkable abilities you already have so thank you for your time." I greeted him with respect and a smile.



"Not a problem, Stone. To be honest it's a nice break from all the vigilante justice I have been supposedly conducting as of late," chuckled Xandis with a comical smile. "Sarcasm of course but I'm happy to answer any questions you might have."

"The so called 'Man in Black' has become something of a man of infamy of late. And given his crimes and intentions, I imagine many of us are interested in seeing what happens next, for good or ill. Recently you were charged, anonymously, of course, of being 'The Man In Black'; how would you answer such claims?"

Xandis looked to think deeply on the subject as though sifting through something perhaps painful, perhaps dear to him before responding. "Well upon my return to town I suppose I would be considered a "man in black" as per my current attire, which I originally wore back when the town was occupied by undead for a moon or so.

However, I would have to say I am not THE "man in black".

He paused a moment indicating that he had a bit more to say before I continued questioning him. "Now I'm sure your next question will probably be, 'why are you suddenly wearing black?'"

To which I nodded. "The thought had crossed my mind," I admitted.

"Allow me to explain, I left town almost two moons ago because I had made a mistake which I had to rectify. A life was in danger, due to my own actions and inability to see through the lies of people; I thought to be my friends. Eventually my search for this person lead me to the "Dark Woods", as it has been dubbed and to make a long story short it is infested with undead. As some of the towns folk might recall, I was severely injured after the last fight of the tournament that I had fought in, and those injuries took the span of many moons to heal. I've never been one to let my own weakness to negatively impact the lives of others, so I reverted to the same tactics I honed when our town was occupied by undead, not being seen. This strategy allowed me to search the "Dark Wood", while remaining undetected by the undead and put minimal stress on my already

weakened body. As an aside, thankfully a couple of weeks ago my efforts finally paid off, and I have found who I was looking for."

"I remember clearly those dark times and the great difficulty we faced as a town in reclaiming our homes. I am happy to know things turned out for the best for you and your friend."

Xandis continues. "Now sure that is a nice explanation, but I'm sure many won't accept that at face value. So to those who still doubt me I would like to point out that the attack on Zodimar wasn't the only one to happen. The Sunday following Zodimars' attack there was another attack by a man cloaked in all black.

This attack happened during a mages guild meeting in which I was in attendance the entire time. So Stone, while I admit, as you said I have some remarkable abilities I think we both know I can't be in two places at once."

"If you ever learned such a technique, I would beg you to teach me and fear for the monsters that cross into our homes." I admitted, while we both shared a bit of laughter and another sip of warming cider.

Our moment of levity passed, and I continued my questioning. "There are those who would sight your love of goodness, your quest for justice and your apparent forlorn attitude of late as signs that you are, or at least that you are of like mind to this new vigilante; what would you say to that?"

"Excellent question Stone, here is my take on it. Those people are absolutely correct. I rather enjoyed the time spent away from the town, alone, and I continue to be away as much as possible. Of course I will remain on the outskirts of town, but there is a certain peace I have found away from the proper. I also admit we do share similar natures. However with the amount of people that pass through the area as of late due to our growing town it's only a matter of time before at least a couple of people with a similar tenacity for good that I have will arrive. Although if I were on the war path such as this man I would be much more direct, and not warn my enemies I was coming."

"So very true Xandis we are both a diverse and growing community. What do you think of this, hit-list this so-called seeker of justice has posted to our town boards, of the people on it and his actions and intentions toward them?"



Xandis appeared to almost laugh before answering. "Well if I were him, my list of people in the New Calendalg area who are evil would likely be at least twice the size. He missed both Rath and Sirus for instance.

As to his intentions towards the people on his list I can't say I'll be sad when and if he kills them. They, for the most part, are evil and I'm sure they have given others far less warning that they are about to die. He also has a good point. While many of them have been convicted of crimes, there are those who will say "but I have never been convicted", and to that I would say this. There are two truths. On one hand you have the seen truth, and on the other hand you have the unseen truth. Just because the crimes you commit have no witnesses and will never be proven in court doesn't erase them from history.

Finally, I would handle the situation in a much more direct manor if I was him. When I have a problem I usually go straight to the source rather than hide in the shadows. Either way if he is trying to solve the problem of evil in this town I wish him the best of luck."

"Those are powerful and perhaps dangerous words to have quoted Xandis," I warned dear Lightfist. "I wouldn't want your love of goodness to land you in the stocks. I quite agree that evil must be opposed where it lives and where it breeds; but is there not something to be said for the means of fighting evil? As you pointed out, were you on the war path you would do so openly, not behind anonymous messages and the cloak of darkness. I am reminded of when Caleb revealed his transgressions to our benevolent nobility in allowing members of our town to use illegal techniques to face the dangers of living on the frontier. For this act he was stripped of his position on the guard, rightly so, and accepted his punishment without complaint or opposition. If one uses illegal if not evil means to combat evil should they still be rewarded?"

A wistful almost sad look rippled across Xandis' face for a moment as we both remembered the departed Jeridithian. "How I miss Caleb sometimes..... This is a question that would probably have ten different answers if you asked ten

different people. Rewarded is a strong word in this case because from what I have seen this person doesn't seek any kind of reward or thanks. Every action we take has consequences. This man is breaking the law and I would hope that should he be caught he would be willing to accept whatever punishment he is handed. His intent seems to me to be good if what he says is true, but that doesn't negate the fact that laws are being violated. This man isn't above the law."

I nodded in agreement with Xandis' final line, no one is above the law. "SR, our town fool and one of the names on the list posited that he might commit a crime just to be worthy of being on said list. Said to be inflammatory I'm certain but what would you think of such a notion, is it possible that by attacking these near-do-wells and murdering them in the dark that our "Man In Black" could be causing more harm than good?"

"SR is an extreme situation," responds Xandis. "Anything is possible but I would imagine it unlikely. This guy already got Zodimar who as we all know is a fairly powerful mage. I think it's more likely that would be evil-dogs might think

twice before committing a crime and landing on this list rather than actively trying to get on it."

I allowed myself a brief moment of mirth as I realized how we were wandering from the topic at hand. "It appears I have wandered some from the matter at hand and been taken by my love of debate and conversation, so

back to the point: you and the Man In Black. I was originally going to finish this with a question about what you would say to the Man In Black had you the option, but I think your words "best of luck" sum that up quite succinctly; so I will instead close with this. You were once a member of the Town Guard and even took our Judge Corporal as your adviser for the Mizrakian tournament. Some would see this Man's actions as usurping the job of the guard and





maybe even opposing Noble will, that is to say the law of the Twin Kingdoms. How would you, if you can, reconcile that disconnect."

"Another hard question to answer," admits Lightfist as he considers his words carefully. "In regard to the guard he seems to actually support them in some of his posts. He has taken it a step further though and taking action that the guard legally wouldn't be able to, not that he has any legal right to of course. In regard to the nobility, I would imagine they are aware of the situation happening on our town boards by now. Lord Samuel has even contributed to one of the discussions. I however wouldn't dare speculate as to their opinions on the matter of this man and what, for the most part, their silence of the topic means. I'm sure once they decide what to do with the situation they will inform us

of it. Overall I believe this guy knows he is breaking the law but has his eyes set on the ultimate good. The ultimate good while many times falls within the law can on occasion fall outside the law. It does in this case and this individual has apparently accepted that fact according to his actions."

"Lastly I would like to thank you for your time and willingness to entertain me, the Chronicle and this discussion."

"It's been my pleasure Stone."

"May the Gods watch over you, and may your fists ever combat the darkness," and with that we shook hands and parted ways.

- Codiegr "Stone"

## Dark Fae Attacks on the Rise

An increasing number of dark fae attacks has raised new concerns in New Calendale.

Several dark fae have been spotted roaming New Calendale over the past two moons, increasing hunting down and killing light fae - pixies, brownies, and satyrs.

A earth troll wandered up the pathway to the tavern, a few hundred feet beyond the guard house on the 24th day of this passing Shield Moon.

The troll was encountered by New Calendale's guards, at the time preparing for training with Lt. Dawning. It was unclear

at first whether the troll was physically present or merely visible due to a merging of the realms, a recent magical phenomenon being studied.

Private William Samuelson attempted to communicate with the dark fae, which said it was looking for food, before attacking the assembled guard. While it was easily cut down, a number of magical blows were attempted, eliminating out each school of magic, to discover it was tied to the earth plane.

No mage adept in the earth plane could be quickly found, so the body was cut up and dragged to the outskirts of town.

Two reapers attacked New Calendale's guard house on Sunday after high sun, the 25th day of the Shield Moon.

Several citizens were caught off guard, startled by its maddening laughter. Witnesses said the red cap was hunting a pixie, "I can smell her." Several were killed.

Several reapers brought chaos to New Calendale as they crashed through New Calendale in the late hours of the Spiritsday in the Harvest moon. Many townsfolk were started to lay down to sleep for the nights when the red cap's hysterical, high pitched laughter rang through the night. A battle erupted outside of the guard house, as townsfolk worked together to kill three red caps and searched the area for other dark fae.

Tridanz, a dedicated elerie of Attalia, and his mentor ran building to building, helping heal those suffering grievous wounds and saying a brief prayer over those too far gone to Negoro's Realm.

A near miraculous happening occurred when the two eleries' prayers appeared to help bring a pixie back to life.

These back-to-back attacks of the Shield Moon and Harvest Moon are an uptick in the dark fae's activity in New Calendale. Whether or not these were planned attacks or random chance is unknown.

Rumors have been circulating that the dark fae are focusing on hunting down the dwindling numbers of light fae to permanently erase their existence.

- Valeria Trio



## Barbarian Refugees Seek Twin Kingdom's Aid

There are an increasing number of signs of a large war stirring to the Twin Kingdom's northern border.

A group of Barbarian refugees from the Great Northern Wastes came far south, traveling through New Calendale around eleven bells on Spirits Day of this Harvest Moon.

The small band of seven, mixed male and female, in part called themselves the Stormerows although there may have been other tribes among them.

The tribe dared to come so close to town in hopes of gaining an audience with the Twin Kingdom's nobility at court. They wished to speak directly with the nobles, so to broker an agreement for aid or support for the Northern Tribes.

Tribes members claim there is a war brewing to the North, between the Barbarian tribes and the Volk, who arrived in Adraveth with many ships to raid their coasts, burn their settlements and take their people captive into slavery, according to the refugees.



Tensions rose high when the refugees came across Gunnar Ivaarsson of the Volk. His presence reminded them of those they fight to the North. Gunnar and the refugees began to exchange insults, when Rus leebadger stepped in to defend his distant kin.

Just as fighting seemed impossible to stop, the refugee's nominal leader stepped up to lead them north out of town, possibly headed back the direction of Kell, without waiting for court.

The tribesman spoke of a larger war mounting in the north, as Volk appear to be amassing an army outside the largest northern city of Kell. Townsfolk have spoken word that the war may have already begun, with some of New Calendale citizens participating in the Volk's raids.

Mog`dash, a barbarian shaman of the Northern Wastes, appeared at The Scroll & Dragon Inn later during Spirits Day court to seek noble audience on behalf of his people. After a short wait, Baron Ravenholm entertained his request.

Mog`dash, Rus leebadger, and Baron Ravenholm held a private meeting in the main bar room of the Inn to discuss the potential war brewing to the war. After a length of time, Mog`dash was seen escorted from town by leebadger.

While it is publicly unknown what words passed behind closed doors, its not clear if the tribes appeal for help has been answered by the Twin Kingdoms, nobility has chosen to stay out of the conflict or perhaps give support to the Volk. It seems only time will tell.

- Valeria Trio

## Tragedy Strikes in Portal Accident

Landgrave Harris Loren was killed, the evening of the 13th day of the Harvest Moon in an accident involving a portal.

According to witness reports, the Landgrave had the portal opened for him by Master Malthis of the Mages' Guild, and had hired several newcomers to the town to assist in pushing his luggage through the portal. After the commoners had pushed his luggage through the portal as requested, the Landgrave went through. Shortly thereafter, the Landgrave's dead body was thrown back through the portal, to the stunned surprise of onlookers. Before the shock had worn off, a creature stepped from the portal and attacked the assembled group. The group managed to stave off the attacker, and avenge the noble.

This situation should serve as a warning to those that are continuing to use portals despite the Grey Elves' stopgap stabilization measures: Portals are still currently in danger of going awry, more than they've ever been. The planes remain in flux. Do not let yourself become a victim to an unfortunate situation such as this.

~Vorgr Valken



## The Heretics

There has been much trouble that the town of New Calendale has seen and fought. Moreover, it seems that it has been made worse by the tales and fights that have been had by many. One, the 15th day of the Harvest Moon, many of the townsfolk had fought a group of ores and goblins that were worshipping the heretic lord. From last I checked, his followers only spread to the "dark celestials" and humans. This group of ores and goblins praising him has spread his influence, and it has put this thought in my mind. What if other groups of animals convert to his way of thinking? Werewolves? Bugs? Knolls? The possibilities are too many and frightening to think about.

When fighting the ores and goblins, one of them was resistant to my magic. Now, that particular greenskin might just have had some type of magical protection for one magical type of attack. However, this made me rethink my strategies for fighting any type of group that praise this heretical lord. Master Cadrel also told me before fighting these enemies to use only magic. Therefore, I tried to rethink my strategies after one of them resisted my magical attack,

but it was too late. They attacked me before I had a chance to react. Therefore, take precaution when dealing with these beings that follow the heresy.

### This is a time to stand and fight!

I also overheard that a different group of heretics were fighting clerics of Mhizrak in Solinaria, and they were using very low clerical spells bestowed to Mhizrakian clerics themselves! The heretics could use a spell that could make them use any type of weapon that they desired. As to whether they used the name of the new lord or Mhizrak, I am uncertain of that. However, this is not the time to cower in fear and let the new lord have his way. This is a time to stand and fight! We will stay strong and full of courage whenever a situation like these present themselves to our part of Adraveth.

Remember the power of many as one, and let us never forget that we will always have the upper hand in all of these dealings. Even if these foul creatures should split the town into many parts, we will recover and come up with a new strategy to defeat them. Let them never forget, why we in New Calendale will always stand united!

- Alexander Maylock

## The Price of Power

Have you ever considered what the price of power is? All power comes at a price, but it is up to those who gain that power to determine its price. This sometimes does mean coin, as it does with the mage's guild. Sometimes this also means personal integrity, and this is what usually comes off as advice amongst friends or aid within a certain circles. This latter part is what intrigues me most often, and it is absolutely worth mentioning.

The transference of personal power is one that comes into the personal lives of all New Calendale citizens in one form or another. I recently saw Clary learn how to tolerate pain. From a person who sees this lesson learned from many people, I can tell you that this lesson is hard on the person who learns it and those who induce the pain. I personally do not want to see this. However, to tolerate pain, I guess this is the way it has to be. Now, should she have to spend coin in order to learn this lesson, or is being in pain enough cost for this lesson?

If you do not know, I am inspiring to acquire a power that is not of this plane. However, it is not something I can learn. It is a power that can only be given. It seems that Xandis has attained this other planar gift, and he has told me the occurrence of how this gift was attained. He had to win Realm's Night for the Celestials. If they did not, the Celestials would sunder his soul. Now, I do want this gift that the Celestials would hopefully one day bestow upon me. However, a good friend of mine reminded me of the price of this power, and power always comes at a price. So, I would ask this of you. What would you give for this power? Would you let someone sunder your soul for this power?

Through the mage's guild, I have been learning and increasing my power through the tutelage of my teacher. For these lessons, I must pay coin in order to learn my spells. Now, it goes without saying that more coin must be paid for in order for more powerful spells. This price of power is something I would gladly pay without question. However, I see that the master mages take their time to teach those less advanced than they are. So, they use their mastery of whatever school they happen to know in order to help those reach the same status. Their power is used for others to reach their level. Therefore, I feel that their price for power is being repaid every time they teach someone something that gets them closer to mastery.



Now, does this price of power obscure one's true identity of self? I am a fire mage, and one of the final spells that I learn is death. Does this powerful spell mean that is who I am? Am I an enemy of the Italian eleries? Am I a friend of the Brevarrian or Negorian eleries? I personally believe that a man's actions dictate what he is and not the type of spells or skills he possesses. Now, I have my moments of rage where I use my most powerful spells to disband whatever

evil force darkens my presence or the presence of my friends however, that is not who I am. I am whatever I believe I am and nothing more.

Therefore, I believe everyone at a certain point has a moment of thought where they ask themselves this question:

What is your price for power?

- Alexander Maglock



## The Quill & the Sword



### The Show, the Path, and the Truth

Quick let's  
jump through those hoops  
and see this act.  
Your eyes full of real surprise  
at such a show to see.  
The evil on the floor must be  
guilty of course and frozen  
by your gaze  
covered in haze.

Oh good, how great  
our town is now straight.  
We're on that path so narrow,  
so sorry if you fall off,  
sorry if you are pushed off,  
sorry if there is no path.  
The power of justice,  
don't you see,  
it will protect you and me.

The truth - you see-  
I will defend this town,  
I will defend this crown,  
I will stop those who burn and spurn,  
even if I may not wait my turn.  
Don't push us off  
when you need us most.  
We must be scourged  
some may boast.  
That burning hot distrust  
which is aimed at us  
will be what burns  
when it is their turn.

- Clarissa Golan

### Justice

Slow justice  
Is better than no justice,  
I just want justice and peace.  
To feel justice, it must be real justice  
Not cut deals, or just a piece.  
Full justice, not pull the wool justice  
See through the liar's game.  
We accuse justice, but to lose justice  
Is to bring Gorvaak's gaze  
Justice is power, a war hammer crashing through deceit  
Leonard, the judge.  
Sentencing the wicked to be rolling heads  
A cry for justice, is why justice's scales shouldn't be in doubt  
True justice, righteous justice.  
Protecting the weak and the just.  
Honest justice, promised justice.  
Is a right for one and all  
The power of justice  
Is that the hour for justice  
Knows not time anywhere  
And seek justice and speak justice  
And be a worthy defender warrior  
Some have burned justice, and some have spurned justice  
In the lies that they have sown.  
They have been shown justice, and have felt justice.  
An iron red hot glow.

~ Rafael Espina de la Rosa



## New Information Comes To Light About the Heretics!

Holy water burns the heretic monster's skin! Bring the fight to them! The heretics will not prevail!

In the wake of the recent attack by the heretics upon the capital city of Vondara, as well as the generally increasing activity of the heretics, local townsfolk are taking it upon themselves to experiment in ways to fight the growing heretic menace! Local Druid of the Whispering Woods, Sirus, had this to say:

"The 'Dark Celestials,' as people have come to know them, are highly susceptible to waters blessed by the true Gods and Goddesses. Anyone who has shown their dedication and been officially accepted into any local following of the true Gods and Goddesses, but is uneducated in the ways of blessing water should begin practicing IMMEDIATELY. If you are having difficulty with this technique I will be more than happy to give instruction and help you along. It should be noted that the use of holy water when combating the 'Dark Celestials' is to simply throw the vial at the creature. The glass will shatter upon impact and the holy waters within will burn the creature's flesh and sear into it's body causing great amounts of pain and rendering it extremely vulnerable for a miniscule amount of time. Please, I urge you, contact your churches, your friends, your family; spread what we know of these creatures as best you can.

Priests of "The Dark Lord," as it has come to be called, are EXTREMELY powerful and are capable of exuding auras of pain, fear and weariness which will adversely affect all those around them. Additionally, they seem to be all but impervious to any type of attacks, both magical and mundane, while their strength is at it's peak.

The general following of this Dark Lord are heretics and if unwilling to renounce their faith, must be purged from these lands, lest they spread their cancerous beliefs to more peoples of these lands. They are all well trained and are frequently given blessings in the name of the Dark Lord. Do not attempt to fight them without sufficient numbers and do not underestimate their strength.

Some followers of the Dark Lord have been known to explode when confronted. Take extreme caution when approaching them, fighting them or finishing them off as there is no telling when this might happen."

Thank you for the information, Druid Sirus!

Death to the heretics! Glory to the True 22!

- Unsigned





## New Judge, New Bailiff

An official decree by the order of Baron Alexavier Ravenholm was posted several days ago on Twoday, the 8th Day of the Spirit Moon. The former bailiff, Gabranth, has been promoted to the position of Judge. Gabranth now fills the vacant space left by the wood elf Jellal, who was recently ousted by the Inquisition as an Ethalian who murdered several Jergdithians in a plot to steal an artifact from their church. With his new position, effective immediately, Gabranth holds all associated powers, duties, and responsibilities of his new position.

With Gabranth now holding the position of Judge, Corporal Saringo needed to designate a new person to take over the position of bailiff. Private Valeria Trio has been selected to take this position although dissension seems to be brewing on the Scroll & Dragon's message boards about this decision. If people have concerns about the Judges not doing their job correctly, they can bring their grievances to Valeria who will decide if the reasons are of sufficient importance to bring to the nobility.

~ Alyraa Qeranni

## Crimes and Punishments

• Guilty as Charged, The Harvest Moon 1113 •

*This column was created as a public service to all citizens and visitors to the New Calendale area. Be warned: all of the following have been found guilty of all crimes listed.*

**Jellal:** 2 counts assaulting a lawful emissary of the queen and king, 3 counts premeditated murder, 2 counts conspiracy to commit murder, 3 counts lying in an official capacity, 1 count conspiracy to commit treason

**Sirus:** 2 counts lying in an official capacity, 2 counts conspiracy to conceal murder, 1 count obstruction of justice, 1 count interfering with an official investigation

**Clary:** 1 count obstruction of justice, 1 count interfering with an official investigation

**Cravander:** 2 counts premeditated murder, 2 counts conspiracy to commit murder, 2 counts conspiracy to commit murder of guards, 1 count murder of a guard, 1 count assault of a guard, 20+ counts of lying in an official capacity, 1 count use of ngeromancy

**Kai:** 1 count use of unlicensed arcane magic, 2 counts premeditated murder ("Pienie of Death" incident), 1 count treason

**Ulv Shadow-Walker:** 2 counts premeditated murder. ("Pienie of Death" incident)

The New Calendale Chronicle would like to thank the guard and nobility for ensuring that our great town is safe and that those who would break our laws are punished accordingly.

Henceforth, it is the Chronicle's intention to work closely with the nobility and the guard to ensure the names of criminals and the crimes they have committed are made public. This is to ensure the safety of those who live within the New Calendale area as well as those simply traveling through.





## Enigmas of the Moon

1) A metal neither black nor red  
As heavy as man's golden greed  
What you do to stay ahead  
With friend or arrow or steed.

2) I am, in truth, a yellow fork  
From tables in the sky  
By inadvertant fingers dropped  
The awful cutlery.  
Of mansions never quite disclosed  
And never quite concealed,  
The apparatus of the dark  
To ignorance revealed.

3) A harvest sown and reaped on the same day,  
In an unplowed field,  
Which increases without growing,  
Remains whole though it is eaten.  
Within and without,  
Is useless and yet  
The staple of nations.

4) Power and treasure for a prince to hold,  
Hard and steep-checked, wrapped in red  
Gold and garnet, ripped from a plain  
Of bright flowers, wrought - a remnant  
Of fire and filz, bound in stark beauty  
With delicate wire, my grip makes  
Warriors weep, my sting threatens  
The hand that grasps gold. Studded  
With a ring, I ravage heir and heirloom.  
To my lord and foes always lovely  
And deadly, altering face and form.

- Jonas Drake

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

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

**1) Dark 2) A woman bearing twins 3) A cow 4) Chess 5) War ship**

**• Congratulations to Freddy for coming the closest to getting everything correct! •**