

New Calendale Chronicle

The Blood Moon, 1115



KING LEOPOLD PERSONALLY LEADS FORCES IN DUNFORD BAY AREA



Twin Kingdoms movements depicted in White, Solinaria movements in Black.

To The Barony of Dunford Bay

I have served as a member of the royal guard for the past three years. In that time, I have seen greatness from the royal family. The grace of our fair Queen, the late Nzhemiah. The boldness and strength of our great King Leopold. He asked me to spread the word to those in the Barony, both of our recent victories and of the difficult road ahead.

Solinarian forces have spread far and wide in their attacks on Twin Kingdoms holdings. Larigmoore is captured, our fleet ripped apart, the Whispering Woods infested with legionnaires, Dunford Bay captured. To add insult to injury, Nzhemiah passed away suddenly and tragically giving birth to an heir. With these setbacks, Solinarian legions began to march East from Dunford and North from Larigmoore.

What we fight for is everything we hold dear. Our friends, our family, our homes, our system of laws, the nobility, our royal family - our very way of life. Nzhemiah died to bring her son into the world. He will be the King some day. It

is our job to honor her memory by ensuring he still has a throne when he comes of age. We cannot let Solinaria destroy everything she held dear.

This was King Leopold's estimation of the conflict in Dunford Bay. When no others would support her bid against the traitorous Duke Tallen, it was the people of New Calendale and the noble families of Dunford Bay that protected her in her weakest hour. For this, he will always hold the region in high regard. King Leopold knew the first step to restoring order was to let Solinaria know that he planned to fight for the things that were important to him. They could underestimate him no longer.

**What we fight
for is everything
we hold dear.**

King Leopold had gathered an army in Brzekendorf of almost twelve-thousand men, including the royal guard, a host of Twin Kingdoms regulars from Vondara, and his family's personal forces. We pushed hard and fast through the Whispering Woods until we met up with Baron Ravenholm, commanding almost five thousand men at arms between Twin Kingdoms regulars, local wood elven tribes, mercenaries, and conscripts. The plan was simple: Leopold would hit the more heavily defended Dunford Bay head on, while Ravenholm pushed through New Calendale to the coast to prevent additional Solinarian reinforcements from the South.

The fighting raged for three days. Our superior numbers carried the day, as it was clear the two Solinarian legions in the Barony were not expecting such a large and sudden counterattack. The legion controlling Dunford Bay, commanded by General Avos Gentian, was completely destroyed. There were few survivors, with over five thousand Solinarians were killed. It is my personal belief they fought to the last man expecting reinforcements to save them. A second legion, commanded by General Aurelius Constantine, was routed by Ravenholm's forces and fled South with the commander of the Solinarian fleet, Admiral Vance Markus, and his advisors. In total, six thousand Solinarians and three thousand under the banner of the Twin Kingdoms were killed in the fighting. Some ships escaped, but Twin Kingdoms forces captured three Solinarian vessels and destroyed five others.

With the Barony of Dunford Bay safe once more, we must turn our eyes South and East. To defend Brzekendorf and to recapture Larigmoore. We have a long road ahead if we are to defeat the Solinarian war machine, but I know I can count on you. You have more than proven your worth. The King will need you all in the days to come.

- Sir Gerard Falcon

Solinaria At Its Worst

I am sorry I have been gone for a while, but the threat of war has my family's safety in front of my writing. However, I have seen some things that I think that the general populace should. At the beginning of the Elder Moon, many Twin Kingdom soldiers had advised me to evacuate my home for a small refuge they would be setting up for many of the residents of the New Calendale area. Therefore, I wasted no time to pack up my family and our things to go to this refuge settlement.

As I set up camp at Blackwater Ridge, I started to go through our things and see what we had and what we needed. As unsure as I was about how much time my family and I would be spending here, I asked to see if there was any way of farming to produce some food for what seemed to be a permanent residence. The soldiers told me of a place very close that seemed to be fertile enough to grow crops. My neighbors and I started cultivating the soil and tending to the land so that we could grow some food for the long haul ahead. This all changed about a Moon's time.

As I saw some travelers clothed in strange garbs and many weapons accompanying them beginning to travel towards the Town Proper of New Calendale, I knew that something was happening. With these adventurers came many of our army and their forces. Well, what was left of them. About a week later, the soldiers came back to our settlement and told us that the adventurers had relieved the town from the Solinarian legions and their hold of our town. They told us that this war is not over, but it was safe enough to return to our homes. I was a little skeptical about this fact, but I trusted the Twin Kingdom army that we had once regained our land. As I ventured forth with my family to our homeland, I saw what they had done to my home.



As I saw my land and my crops all burned to the ground, I started to think of how much time it would take me to regrow them. My wife and daughter cried hysterically. My neighbors also came to my farm and told me of similar instances of what happened to their homes. I knew that the Solinarians were at their worst if they had to burn down the farms in the area. However, I know that we are in a war, and reparations need to be made. The farmers and I started rebuilding our homes as a collective force and will be done hopefully soon. Rest assured, we will have our homes back once more.

- Sebastian Wolf

Breaking the Siege

Many of you, my dear readers, were in the same situation as I, driven from our homes and forced to recuperate at Blackwater Ridge before King Leopold was able to lead us to victory over the Solinarian forces occupying Dunford Bay, so you well understand the power of the Solinarian legions. However, wars are not won simply by warfare on open fields. More often than not, the outcome of such conflicts are decided long before battle is joined. Breaking a siege is more than throwing bodies at the enemy; it is crippling the enemies' ability to make war.

We in New Calendale are no strangers to taking the fight to places others would otherwise not dare and the 28th day of the Solstice Moon was no different. With the task completed I am now privy to the details of a heroic undertaking accomplished by my fellow townsfolk and most thankful for their contributions to the war effort.

Sunday morning an agent of the crown entered the Scroll and Dragon to recruit citizens brave and mighty for a task that was as difficult as it was important. The messenger, a half-elf who will remain nameless, gathered a cadre of warriors, the six mightiest men I know and departed with great haste. They would not return for quite sometime and it wasn't until long after we routed the Solinarian contingent moving abreast of us through the Whispering Wood that I would know how much we had to be thankful for.

While we ate breakfast and readied for Solinarian reprisal, these brave souls, bearing shield and blade, armed with fists and the arts both divine and arcane, took routes cleared by our victories and uncovered by our scouts to slip deep behind Solinarian lines. There they executed a daring and almost suicidal raid on the encampments of the Solinarian legion. You may well know that the Solinarian legions are both well equipped and superbly staffed but what not even I realized, dear readers, was the method by which this strength is maintained. Informed by Solinarians seeking to curry favor with the Twin Kingdoms, our forces were able to identify several warehouses used not only to stockpile their arsenal but to act as focus points to create portals to resupply infantry and materials.

What was described to me was a herculean effort made by our aggressors that saw them push through the Solinarian encampment, sometimes pressed shield-to-shield in order to make it to these locations. Once there, the crown agent worked incredible magics that twisted the power of the portal upon itself that destroyed the waypoint and left

the contents of those armories as little more than bits of smoking metal and charred wood. With Solinarians scattered and buildings blazing, our great heroes departed, returning to us in time to assist with pushing the legions from the Whispering Woods and bearing with them not just the self-assurance of a job well done, but the certainty that Solinarian reinforcements would be in short supply.

I am certain this is but the first in a long line of victories the Kingdom will see thanks to the hard work of all its citizens and the champions such as those who enacted this daring and vital mission.

- Codiegr Stone

The Undead Awaken

As the Solinarians are all around us, I feel that the general skirmishes of ghouls and goblins has subsided just a bit. However, reports from the surrounding areas are saying something of a different nature. I seem to remember hearing something before my family's evacuation. My reports have heard that ghouls have been massing in the area and that they are attacking in groups.

Usually, I would not think too much of this. However, it appears that they are returning more times than not during the Elder and Solstice moons than before. As I returned back to my homeland and set up my home and farm again, farmers from the surrounding areas told me to board up my homes and set up my barriers for they heard of the ghouls massing again. Some farmers told me that they saw some creatures far off in the distance while the sun was just setting down, which is very peculiar. However, I did as I was told, and prepared for the worst. By Attalia's grace, I did not experience anything that disturbing. However, the undead massing such forces frightens me and my family. How are these creatures gaining such forces?

I feel that this might be something that will take some getting use to as we are amidst a war of monumental proportions. Why have the ghouls amassed here? One cannot be sure for certain. However, one thing is clear. If the Solinarians are not getting this ghoul horde on their own, what could be said for the town of New Calendale? Maybe the same adventurers that I saw going back to the Town Proper may have some luck with them as they have before.

- Sebastian Wolf

Onyx's Observations

• As We Grow, So Do Our Enemies •

It is good to be back in New Calendale and I have been looking forward to returning to writing my column. While we have reclaimed our home from the Solinarians that drove us from it, we must not forget that the Solinarians are not the only danger to those of us that choose to reside here.

In the Elder's Moon 1115 edition of the New Calendale Chronicle, there was an article written by Vorel Valken titled "Troubling Wraith Sightings." Vorel spoke of the increasing number of wraith attacks which were trailing gatherings of ghouls. I surmise that the wraiths, intelligent as they are, have learned to hunt more effectively by taking advantage of the distractions the ghouls provide. This behavior seemed to continue during the time of the Solinarian occupation of New Calendale as written by Marellus Gnacus Aelius in "The Strangeness of New Calendale" in The Imperial Eagle.

The wraiths' ability to adapt in in order to be more effective predators is not nearly as troubling as something else Vorel had mentioned:

"There are also unsubstantiated reports of these creatures exhibiting abilities heretofore unseen, although no witness accounts were exactly clear on what these might be. The Twin Kingdom's Mages' Guild was unable to confirm these claims."

While I have not heard news of any findings from the Mages' Guild, I, unfortunately, do have a very clear account to report. On the 9th night of this past Elder's Moon, we were attacked by wraiths near the Scroll and Dragon. A red-eyed wraith was able to paralyze one of the newcomers to our town, a dwarf named Kodlak. Kodlak fell to the ground after the wraith had finished feeding on him but instead of stalking after another victim, the wraith remained, hovering over the dwarf's bleeding body, almost studying it in a way.

Xandis and I stood nearby waiting for the wraith to move away so we could heal the dwarf. The wraith crouched down and touched Kodlak. We watched in horror as Kodlak's body began to disintegrate around the wraith's



claw. We frantically threw healing spells. The wraith hissed at us with annoyed anger and struck Kodlak down again before he could rise. With another touch of the wraith's claw, his body began to crumble once more. We threw healing spells again. The wraith struck Kodlak. The cycle continued until Xandis said to stop because it was a losing battle. I had to reluctantly admit he was right. We could do nothing more as the wraith turned Kodlak's battered and unconscious body to dust.

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After the attack, Xandis and I sat on the tavern steps trying to make sense out of what we had just seen. "They're evolving," I had said to him. "What else do you think they've learned?" He had no answer so we sat in silence mulling over the implications.

For those unaware, different schools of magic are utilized to fight wraiths. When it is determined that a wraith is vulnerable to a specific school, we try to do as much damage to it as possible before the wraith gains an immunity against that school. Mages are extremely valuable in this endeavor, especially if those mages know how to enchant a weapon with their magic so that others who are more capable of landing heavy blows can assist them. At times, even weapons infused with magic not of a specific school can help as long as the wraith is vulnerable to it.

Wraiths now have the potential to be just as dangerous as they were when they were first accidentally released upon Adraveth. We knew nothing about them then, but we

have learned a great deal over the years they have been present on our plane. Unfortunately, like us, they are growing, changing, and adapting. We must be wary of being overconfident when facing them now, for there is no telling how long our methods of combating them will be as effective as they are currently.

May Arrawig bless your dreams,

~ Onyx TigerEye 

Student and Disciple of Arrawig

Note: If you wish to learn more about wraiths, please speak with Stone, Archivist for the New Calendae Chronicle. Extensive information on wraiths can be found in the following Chronicles:

- *Shield Moon 1113 - Mistral's Magical Musings: "Wraiths"*
- *Harvest Moon 1113 - Mistral's Magical Musings: "II. Wraith Concerns"*
- *Harvest Moon 1113 - Onyx's Observations: "How the Wraiths Came to Our Plane"*

Celebration and Rain

Hello, my dear readers. No doubt you've heard the news of the march of King Leopold, the turning of the war, and the emancipation of New Calendae. My fellow Authors, no doubt, are filling these pages with commentary on the battle itself and the aid gained by our fellows at Blackwater Ridge so I will not bore you with such details as well. Instead I would like to take a moment away from the blood and death to help you smile.

On the 27th day of the Solstice Moon, Xaloron and Olzandra saw fit to bathe us in a perpetual deluge that froze our clothes and muddied our boots. After the long march from Blackwater Ridge, the precarious conflict with the occupying Solinarians, and the usual assortment of beasts and monsters, one can understand why the general mood of the townsfolk ranged from irritated to forlorn. However, our nobility, blessed be their souls eternal, understood the plight of we common people and took steps to alleviate our woes. So it was that several members of the Ibewinnian Church as well as entertainers known as The Traveling Thunder Troup, burst into the Scroll and Dragon with fanfare and elation!

Almost immediately the mood was lifted and what initially felt like a dull and wearisome evening was transformed into an evening of fun and competition. There were games of dice and chance, competitions of skill, focus, and whimsy. Tankards were emptied

and filled and mugs were drained without hesitation. The nobility sent these revelers to reward us for battles hard won and to remind us that there is always a moment to enjoy the pleasures in life and satisfaction at a job well done.

The festivities drew our fellows from the darkness, into the warmth of friendship and camaraderie; it even enticed travelers from incredibly far away, including visitors from the New Continent and from further still. Would that you had been there, my dear readers, but fear not. Though the days ahead will be hard, I am certain we will have ample opportunity to celebrate. The return of Calendae will be but the first in a long line of victories for our Kingdom. Until next time, remain loyal, remain brave.

- Codiegr Stone



The Twin Kingdoms' and the Plight of Larigmoore

Despite recent advances by the Twin Kingdoms military to retake the Whispering Woods and to recapture the Barony of Dunford Bay, Larigmoore remains occupied. The war with Solinaria is far from over and we must not forget this - our homeland needs everyone who can wield a weapon to stand up for what is right. Larigmoore is the third largest of our great cities, serves as the center for trade with our neighbors, and is home to the Twin Kingdoms seafaring fleet. Dunford Bay will provide a temporary safe port for the Navy, but the Solinarian capture of Larigmoore is catastrophic. The economic ramifications might be felt for decades.

Though the Solinarian Senate has justified their invasion based on an unfounded conspiracy that our nobility had a part to play in their Emperor's assassination, it should be noted that our expansionist neighbors to the South have been stockpiling men and arms on our border for years. Within days of the war decree, tens of thousands of Solinarian legionnaires were on the move. Several legions poured East over the border from Tammelosia (Maldinshire) following the thaw, capturing Larigmoore in less than a month in coordination with its Navy. It is hard to imagine that Solinaria was not planning this offensive for some time.



Viscount Fedryn Endras personally led the final defense of Larigmoore and was killed in the fighting along with at least six thousand members of the Twin Kingdoms military stationed in the city. Thousands more are believed to have been captured. Their sacrifice allowed the bulk of Twin Kingdoms forces and many civilians to escape the fighting and flee North to Breckendorf. Almost half of the Navy was trapped in port at Larigmoore and are known to have been destroyed attempting to escape or scuttled by their crew. As I write this, Solinarians in the Whispering Woods flee South to their homeland, while the legions that captured Larigmoore continue to push North to our heartland.

We must not allow these sacrifices to have been made in vain. It is our duty to unite behind fair King Leopold and save our kingdom from this southern aggression. When the King next marches, I will put down my pen and pick up a sword. This is not a war for the young. We must all do our part.

- Valik Wainwright

Ruminations of an Al'Haziran Scholar

• Of Hearth, Home, and the Unknown •

It has been far too long since I have last written. Since the Elder's Moon, we have all run the gamut of emotions, from loss to hope, from betrayal to forgiveness. The retaking of our fair town has been a massive wave of relief for me – I had lost a home once, and the fear of losing one I have helped to build for three cycles was almost more than I could bear. The cheers of the citizenry, along with nearly the entire town reaffirming their citizenship during court, was a balm upon a weary heart.

Since that day, the people of this town and I have fought long and hard to keep that home. I was proud to be chosen by Alehemist Master Ziggy to lead one of the operations that brought the Solinarian supply portals crashing down upon themselves. To fight alongside friends once more reminded me of why I continue to stay here.

The battle in the Whispering Woods was harrowing and painful, as we have discovered the existence of turncoats and traitors among the Wood Elves. Never would I have dreamed to hear of such a thing. I pray that justice and integrity be brought and restored to their home, which was so horrifically destroyed by the Solinarian legions.

This war, though, is far from over. I fear that we have only scratched the surface of a much grander design, and that its weavers remain skulking in the dark, waiting for the opportune moment. To what end and to whom does this conflict serve? Let us hope these next few moons bring illumination to such quandaries, along with a means to resolving this grisly war. I certainly grow tired of it, as my list of people to mourn over grows by the day.

May the Eldest Lady grant us all wisdom in these troubling times. Gods and spirits bless and protect you, my dear beloved family

Yours most sincerely,
~ Rizhak Alim H'Gar

The Defenders of New Calendale

As I was looking out on the horizon one last time before my immediate departure to a settlement I knew nothing about, I started to ponder one question. Why were the Twin Kingdoms plunged into a war we couldn't possibly win? I

kept thinking this in my head over and over to the point of chaotic images of my friends and family being slaughtered by those wearing tabards of red and gold. As I was heading to the settlement, I still kept about this question so much so that my feet and whole body felt numb as if I was never going to see my home again. It was exhausting.

At the settlement, I tried not to think about it all that much because I knew what I would feel eventually, and I would not stand for it if I was to stay strong for my family's sake. A little while later, I noticed some others coming into the encampment, all bloodied and bruised up to the point that only Olzandra's grace could save them. As they were passing, a question passed through my mind. What did they do to deserve this? All their blood and broken bones reminded me of my previous question as well. I kept staring at them as they passed through the "town," and then a guard came by and explained the whole situation.

**"I told them of
their fate, and
still they stayed."**

"Their involvement came from staging in the Town Proper of New Calendale. They fought long and hard and without hope of surviving or winning any such victory. I told them of their fate, and still they stayed. I do not know why they did this, but their strategic place in the history of wars will be held as a reminder for others. If you have any compassion for these warriors, I invite you to pay their respects later on. For now, they need their rest."

Who were these brave and foolish warriors that went toe to toe with the Solinarian legions that made me evacuate my home? I needed to know why they did this. While my neighbors were tending the fields, I retreated from the farm and went to go see one of these adventurers. I found one of them, and many nurses and eleries came to see them to heal its wounds. As they left this creature alone so that it could heal, I went into his domicile to pay my respects. It looked as if a thousand swords had plunged into this creature's sides, stomach, chest, and every place you could think of. I have not encountered this creature either, with its scales covering its body and small tail coming from the back. It almost looked like a big fish I once caught on a vacation spot I used to go to as a child.

While no one was looking, I knelt down by his bedside. He was as still as the night and breathing as shallowly as

possible. I continued to talk to him about my fears and concerns as a parent going through this new chapter in my life in this new settlement. I know it was not listening, but it did not matter. I was thinking to myself that this creature must have known something in order to warrant such a response from the guards and the general populace. As I got up to give him some peace, I turned around to see more of the adventurers I have seen before from the town of New Calandale. "I am sorry, but I just had to see him," I said as I left its room.

As I tended to the garden once more, I told my friends about my experience with this creature and advised them to not see it, for it needed its rest. We kept doing our farming, and as I was tending the field, one question ran through my mind. Why did this creature stay, knowing his fate?

- Sebastian Wolf

Twin Kingdoms' Triumphant: New Calandale Liberated

Before I get on to the meat of the article, I have a few things I want to say. I am proud to be residing in New Calandale, that I call this place home. Why? Simple, because when push came to shove and we were forced from our home, we were able to come back swinging and show just what kind of strength we have. As it says on the Twin Kingdoms Coat of Arms, "With Unity Comes Strength, With Strength Comes Prosperity." I am proud to live and work alongside every one of you, because you all stood up, put aside your differences, and did what needed to be done. To any of the newcomers who fate guided

to us, on that day, I want to thank you as well. None of you had any real reason to try and help us. To the best of my knowledge many of you come from beyond the borders of the Twin Kingdoms, but the bunch of you threw your lot in with us and helped us greatly.

But what exactly happened on that day when New Calandale was liberated? A good-sized portion of the New Calandale adventurers were divided into three main groups. The goal was to retake and hold three key points in the town. The Guard supported by many other front line fighters were to retake the waterfront; they

were lead by Sergeant Major Calister Raithail of the Twin Kingdoms Military. The next group was lead by Count Fontaine, which was composed of individuals with a mix of abilities. They were to retake the Forge. The final group was lead by Lieutenant Darius Albrecht, and was composed of members of the Mages' Guild. Their task was to retake the former Temple of All-Faith.

I was part of the Mages' company, and retaking the Temple was odd to an extent. We were expecting to surprise those legionnaires that were inside the Temple. What we got was an empty building and a Wraith. Thankfully we had Xandis with us who was able to deal with the Wraith problem. After successfully defending the Temple from several waves of Solinarian Troops, the three groups rallied together to cut off troop movement in the Whispering Woods.

Under the guidance of the three company commanders, the united force was able to cut the troop movement, after enduring a great deal of combat from the Legion. It was an amazing sight to see all the adventurers present pushing forward and laying waste to each legionnaire. Those able to heal helping those who had been injured. Valiant warriors meeting their enemies head on and striking with powerful blows. Mages and Shamans calling forth their magies in a variety of forms, like fire, ice, lightning, and force. But this was not the final conflict of the day. There was one more that needed to happen, one last clash that needed to happen in order for New Calandale to be liberated.

If you have not figured out what needed to be done, let me illuminate the situation. We had to take back what can be considered the heart of the town, the Scroll and Dragon. This was no easy task as the Solinarian Legion had quite

a hold at the Scroll and Dragon. But through a good deal of perseverance and fortitude, the Twin Kingdoms' forces were able to force the legionnaires to let go of their hold. The Tavern and thus the town was ours again.

Retaking the town was a huge task, and one that left all who were part of it exhausted. But victory was oh so sweet, and while there are other parts to this story, my fellow authors have them covered. But I warn you, dear reader, the war with Solinaria is far from over; there will no doubt be more engagements with them in the

coming moons. So be ready and stand strong, for the storm of war rages and we must endure it.

- Branden Lachlan



The Quill

An Ode to the Cowards

It's the sweet - slithering stinging sound - of metal on the floor
As swords are dropped and all the cowards run for the door
It's the rough grunt - throat sunk - as shallow skin is split
The cries for absolution falling from their lips.

It's the cannibal's - callous calls - as he pushes them on to fight
He dreams of being named when the bards sit down to write
It's the shaken - sharp shout - of the ones who won't give in
To get back back their town they must wage and wax and win.

- Clarissa Golan



The Battle Won

The Battle Won

The battle won many warriors lay dead.
The field lay red with blood of the fallen.
Families now broken but the battle won you remain free for now.
For the Solinarians are relentless they want false vengeance.
So though the battle is won,
The war has just begun.
So rest and let your wounds heal,
don't forget to eat and drink your fill.
For the battle is won but at what price to roll a pair of dice and end up with nothing.

- Jonas Drake



Enigmas of the Moon

Solutions for the Elder's Moon - Theme: Waging War

Scrambles

- 1) oFnitlensr (2 words, 5 / 5 letters)
• **Front Lines**
- 2) naodrCmm (1 word)
• **Commander**
- 3) rhaiMkz (1 word)
• **Mhizrak**
- 4) tlnCofie (1 word)
• **Conflict**
- 5) erttgaSy (1 word)
• **Strategy**
- 6) gzearneMr (1 word)
• **Mercenary**
- 7) lddoBohs (1 word)
• **Bloodshed**
- 8) gmCeilsnng (2 words, 5 / 5 letters)
• **Enemy Lines**
- 9) dSlhlWlwg (2 words, 6 / 4 letters)
• **Shield Wall**
- 10) roPsisern (1 word)
• **Prisoners**

Anagrams

- 11) Fabled title. B _____
(1 word, 11 letters)
• **Battlefield**
- 12) Bard earns trade. S _____ B _____
(2 words, 8 / 6 letters)
• **Standard Bearer**
- 13) A friend's toil. F _____ R _____
(2 words, 5 / 7 letters)
• **Field Rations**
- 14) One aye, I grin. L _____
(1 word, 11 letters)
• **Legionnaire**
- 15) An elite nut. L _____
(1 word, 10 letters)
• **Lieutenant**

Winner for the Elder's Moon is Crysis with a total of 13 / 15 correct answers!

Crysis receives the partial prize of 2.6 silver.

4 copper for the unsolved answers has been added to the jackpot.

The leftover money from partial prize winners is added to the pot every Moon.

If all Enigmas are answered correctly, you will win the jackpot!



Enigmas of the Moon

Theme: Welcome Home, New Calendare

Scrambles

- 1) tɛliDzoHmlTlo (3 words, 5 / 4 / 4 letters)
- 2) rɛniggTɛuHlg (2 words, 7 / 4 letters)
- 3) uhRtlw'osgaygiɛ (2 words, 6 / 7 letters)
- 4) gɛioWsnlWrphods (2 words, 10 / 5 letters)
- 5) aDlonrorgAdenlS (3 words, 6 / 3 / 6 letters)
- 6) odɛuhGrsua (1 word)
- 7) adɛvrGra (1 word)
- 8) ɛlatAaOziltpmTf (3 words, 6 / 2 / 7 letters)
- 9) dnowruGta (2 words, 4 / 5 letters)
- 10) apɣnvaCraGssɣ (2 words, 5 / 8 letters)

Example:

rosidSlɛ (1 word)
toɛnmTnCdɛm (2 words, 7 / 4 letters)

Answer: Soldiers
Answer: Command Tent

Anagrams

- 11) Tall maplɛ thizf. A _ _ F _ _ _ T _ _ _ _
(3 words, 3 / 5 / 6 letters)
- 12) Sad sobɛr gamɛ. M _ _ _ _ _ B _ _ _ _
(2 words, 7 / 5 letters)
- 13) Bad foundry. D _ _ _ _ _ B _ _
(2 words, 7 / 3 letters)
- 14) Fog, ɛthɛr. T _ _ F _ _ _ _
(2 words, 3 / 5 letters)
- 15) Elf admirɛd. D _ _ _ _ F _ _ _ _
(2 words, 5 / 5 letters)

Note: These are **NOT** clues. They are merely silly phrases to unscramble that have no relation to the solutions. Think of them as harder Scrambles. They **DO** relate to the **Theme** of the Moon.

Example:

A rigid pantry. R _ _ _ _ _ P _ _ _ _
(2 words, 7 / 5 letters)

Answer: Raiding Party

Submit your answers on a separate piece of parchment. Don't spoil the fun!

Please send us your guesses for this Moon with your name on a piece of paper one of two ways:

1. Hand deliver personally to Onyx TigerEye (Senior Editor of the New Calendare Chronicle)
2. Send by courier to "New Calendare Chronicle"