



# PAX THARDA



[Title to be chosen]

In this issue:

April 6th, 2002 .....	1
10th of Nuzyael.....	1
11th of Nuzyael.....	1
12th of Nuzyael.....	2
Rumors .....	2
Betting Pools .....	3
Questions for the Players .....	3
Jousting in Tharda.....	3
Entry Costs:.....	3
Rulings .....	3
Archery Contest .....	4
Ring.....	4
Capture The Flag .....	4
Wrestling.....	4
Log Hurling.....	5
The Race .....	6
Hårn Calendar .....	6
Religious Holidays .....	8
Peoni .....	8
Morgath.....	9
Larani .....	9
Siem .....	10
Naming The Newsletter .....	10
Newsletter Update.....	10
April 20th, 2002 .....	10
May 4th, 2002 .....	10
17th - 20th of Nuzyael .....	10
20th of Nuzyael.....	11
21st of Nuzyael .....	11

## APRIL 6TH, 2002

The following is a recap and details the dates of the 10th through the 12th of Nuzyael, 719.

## 10TH OF NUZYAEL

With the town of... safe once more, the party herded the villagers back to Cinar. The passage was quiet but when taken at the slowest cart, it still took the better part of a day to return.

After finding Phillipus (who was running messages for Horrik Barral), the group found where they had been quartered and sacked out.

## 11TH OF NUZYAEL

Arriving the day after pay-day could have been very bad. Fortunately Phillipus stepped in and made sure the group's pay was held; rather than delayed until the 20th of Nuzyael.

The group broke the day into duties as agreed by Caius and Toribir. There had to be 1 watch of weapon's practice, 1 watch of repair duty and 1 watch of...well...watching. The remaining watch could be spent as the individual legionnaire preferred.

Breakfast was oat cakes, fruit preserves, and sib.

Repair duty involved digging up the roadway near the bridge and rebuilding it. Between Fennelisa and Cornelius, they discovered 24 bodies beneath the road way. It was accepted as the primary reason the road was so very badly built. Body handlers (slaves) came and even they complained about the state of the body. With the help of a bit of psionics, Corneilus was able to determine these were the legionnaires killed during the invasion of 704TR. They will be interred locally with a ceremony on the 12th.

Antonius took the time to practice with a visiting Laranian Knight (Name?). It seems he too knew a martial art, and had practiced with Kotan fighting sticks when he was young. When fighting, Antonius quickly noticed that most of his style seemed to have an exact block or opposite of the Laranian style.

Johnson was offered a bargain to work for a group of calvary. It seems that tourneys are being planned (just because the Agrikans are gone does not mean the Legion has the right to remove the entertainments the populace has grown used to). The calvary have modified the games somewhat (lancing is gone, and more emphasis is placed on horse-back sword play, catching rings with spears and throwing accuracy). This particular group of calvary (Fobin I:IV) agreed to hire Johnson for 1 watch at 2.5d/hour.

Fennelisa was sent to deal with the quartermaster (who turned out to be Pled). In line she was accosted by many who thought her a saint. Just when the crowd was getting too much a soldier from the Goune crusade arrived and whisked her into Pled's temporary office. She had healed a lethal wound that split his head in 2. In his eyes, getting her out of the adoring crowd was one small way of repaying for the healing. She signed for the goods and fortunately Antonius arrived to help her cart the two-donkey loads of goods over to their quarters.

Caius went off in search of his father. He wasn't at the first tavern (in officer-town), but was sitting alone atop an empty keg with a second keg under his arm in the second tavern (just outside officer-town). Caius had brought Nevill with him and together the three began doing serious harm to Thor's second keg. While in the tavern, Caius struck a deal with Fallwin to retrieve the Yellow Ring for 300d. Fallwin agreed and shook on the bargain with his left hand. He will be paid 1/3 in advance and the rest on delivery.

Corneilus used his free watch to go fishing. He didn't catch much other than a great nap. He was awoken by Agrikans trying to skip rocks at him from across the river. Fortunately for him the river was too wide and their aim was lousy. Eventually they gave up and went in search of better prey.

Weapons practice was a little bit difficult for Caius (who was only slightly tipsy), but it was a difficulty he was willing to endure.

Dinner was cold roast beef, slightly charred fish, turnip (cooked and mashed with butter) and garlic. To drink there was sib and ale.

After dinner - Fennelisa found herself drawn to the burial ground. There she found a spirit who was very unwilling to talk to her. He was the spirit of the unnamed soldier that had sent the group off north in search of the Laranian knights to identify 3 bodies. Two were identified, this third - however was not. Through much pantomime he was able to show himself to be a priest of Agrik (of the Order of the Eight Demons).

She found a priest of Shek P'var (Andrew) and asked him what to do about the spirit. He summarized that the spirit was awaiting identification or something before being able to depart. He suggested she speak to Brother John about her magical problems and the Order of the Eight Demons about the spirit. He also wrote her name down in a book.

### 12TH OF NUZYAEL

Breakfast was oak cakes, honey, roast beef (very juicy and red - much to Antonius' delight) and sib.

Caius and Toribir went to the cafeteria and discussed future postings. Not only was each veteran group being assigned 6 newbies who had not even begun boot camp, but they would all be reassigned to as-yet-unbuilt fortifications in Themesonshire.

Antonius went off to follow/be near Horrik Barral. That worked for all of about 1/2 a candle. Then he sent

Antonius off as a messenger to deliver orders and advice to various officers stationed at Cinar.

Fennelisa, Johnson and Corneilus were collected first thing by Brother John. He took them to the back of the metal smith's shop; which had been turned into an impromptu scriptorium because the building had huge shutters that opened most of the ceiling to the day's light. There he orated for an hour on Pvarism (The players opened up the skill: AUR+AUR+HRG, TAI+1/TAR+2 at OML1).

Repair duty involved more road work.

### RUMORS

The following are the rumors floating around Cinar.

1. Cinar, Themeson, Ernoll and Spirane are the choicest spots for upcoming duties.
2. Everyone will be assigned not one, but two groups of newbies, and 1/2 of those will be from the old legion listing which means they'll be over 35!
3. The choicest spots will be in southern Themesonshire. Anywhere there's an abby.
4. Beware the Save Knorian priesthood. They seem to know all and be able to immediately identify (and covet) magical items.
5. Politics will kill more legionnaires than anything else these days. The Agrikan abbeys will not be closed down! They're going to be allowed to remain under Thardic law.
6. The profits of the land will be divided equally between Abbeys and the legion in all legion holdings in Themesonshire. What a jip!
7. Haleans will not be allowed to open temples anywhere there's already an Agrikan abbey.
8. Cinar will be the launch point of the next invasion. It will be quickly upgraded to a proper castle.
9. The legion is searching for volunteers to build more berms along the Gomisén river's edge.
10. The joust is fixed. The winners are known before they begin.
11. Something important is going on. I don't know what it is, but it involves a rat, two fighting sticks and an old horseshoe. It must be a conspiracy of some kind...
12. Someone is going around trying to sell yeomanships to unsuspecting new Thardians. The fools. Everyone knows yeomanships go only by appointment.

13. Clans of Molorn and Kosawhyn have already begun to bicker. Clan Barral, who lost the most land in the invasion isn't even in the running.
  14. This was all planned out as a double-cross by the Order of the Eight Demons. They tricked their own fighting order as well as the crown of Rethem!
  15. War is brewing out Ramala way. Someone received a letter from near Shiran stating the legion was already ordering extra arms and weapons for the next military strike.
  16. There is a high Hlean priestess in town scouting out the spot for her temple. The hleans are getting land everywhere the legion builds and the legion is even building them free temples (within limits) in return for future favors.
3. List 1 -2 short term plot threads that you would like to see ANOTHER character involved in. Events, such as tournaments or festivals, encounters, with monsters or whatever all apply. 1-2 lines for clarification.
  4. List 1 -2 long term plot lines that you would like to see the entire party involved with: overthrowing an evil king, taking a seemingly ordinary ring to a volcano, a quest for a long lost artifact, whatever.
  5. List 1 -3 items that you would like to see occur in the campaign. Can be weapons, special items such as musical instruments or particular types of clothing. Keep in mind: this is to establish campaign color, not necessarily a wish list. (Oh, I didn't expect the Vorpall blade to appear in the hands of our ENEMY)
  6. List 1-2 things you would NOT want to happen to your character. Avoid obvious answers, such as sodomy or death, but include those things that you think are out of character or detrimental to the development of your character.

## BETTING POOLS

The tourney (to be held between the 12th of Nuzyael and the 16th) is the source of much betting. See the section "Jousting in Tharda" for more information.

Prices for choice duty spots are:

- **Cinar:** 50d. Pros: Baths are almost build. Fortification is 1/2 done. Cons: Border patrols, wilderness patrols, mines to manage.
- **Spirane:** 75d. Pros: Small outpost near Cinar. Welcoming populace. Cons: No baths. Bad fortifications.
- **Ernoll:** 100d. Pros: Closer to home, lots of open land, good herds. Cons: No baths.
- **Thameson:** 150d. Pros: Larger population center. Existing and valid fortifications. Baths exist. Cons: Town watch duties.
- **Any Abbey Town:** 200d. Pros: Well established militia, good fortifications. Cons: Rebuilding all fortifications, no baths, two words: Agrikan Priests.

## QUESTIONS FOR THE PLAYERS

For the next game, please answer the following:

1. Name 3-5 NPCs you would like see in the campaign. Villians, allies, whatever. 1 -2 lines for each. (You can include types of characters with references: Over the top bad guy like the Sheriff of Nottingham from Robin Hood)
2. List 3 - 5 short term plot threads that you would like to see YOUR character involved in. Events, such as tournaments or festivals, encounters, with monsters or whatever all apply. 1-2 lines for clarification.

## JOUSTING IN THARDA<sup>1</sup>

There are no jousts held in Tharda. The one scheduled at Cinar on the 14th of Nuzyael will be the first of its kind. It is not, however, unusually to find Thardic knights entered in jousts in either Kaldor, Rethem or Kanday. The joust in Cinar is a small event, with only 8 combatants. The visiting Laranian knights have chosen not to compete to allow the odds to be more even. They are also the only ones trusted enough and with enough skill to run a fair match.

### ENTRY COSTS:

- Compartes, Sexton or Mani Primi: 5d
- Milities Tala, Mani: 3d
- Milities Linari, Fabrica or Primi: 2d
- Milities Auxillari: 1d

Triberties are not allowed to participate. Anyone with demerits will be banned from all contests. A purser will be present to allow contestants to pay off their debts prior to the commencement of festivities.

### RULINGS

Horrik Barral will preside over the festivities with his three Triberties acting as judges in the Grand Battle and wrestling and racing events. The Laranian knights will

1. The following is very heavily based upon Bill Gant's the Royal Chelbin Tournament of Chivalry, published on his web site March 2001.

oversee the Archery Contest, Ring and Log Hurling events. Purses are being put up by officers.

For this event there will be no ransoming, nor claiming of weapons or armor. Each contestant will be rated between 1 and 4. Their total sum of points will determine the winners.

Fair play is stressed and points will be deducted for dirty tricks or causing unnecessary harm or injury to a fellow contestant.

## ARCHERY CONTEST

All who enter will be given 3 shots each at short, medium, long and extremely long range. There will be contests for long bow, short bow and (if there are enough entrants) crossbow.

The purse is 25d for each contest. Points are assigned based on the proximity to the center of the target. Each target has four rings, with the outside red ring giving 1 point, and the bull's-eye giving 4 points. Ties will result in another shot.

### Contestants:

1. Aranoal Levrel (C) M-A(A) (F - 29) F:I:II ML 54
2. Borisir Musbern (F) M-A(A) (M -39) F:I:II ML 71
3. Kabin Gyben (C) M-A(A) (F - 25) F:III:II ML 63
4. Lobir Tholta (F) M-C(A) (M-44)F:III:II ML 72
5. Soltis Molorn (F) M-A(A) (F - 18) F:II:II ML 66
6. Gyandy Tholta (C) M-L (M - 26) F:II:II ML 52
7. Sicarnius (F) M-A(A) (M - 32) G:I:II ML 89
8. Puvis (F) M-A(A) (M - 32) G:I:II ML 96
9. Liulfus (F) M-A(A) (M - 28) G:II:II ML 74
10. Armulian (F) M-A(A) (M - 18) G:III:II ML 51
11. Queris Mariam (F) M-L (M - 41) F:II:I:I ML 76
12. Crolan Mariam (F) M-L (M-44) F:II:I:I ML 95
13. TARTH Wytel (F) M-L (F - 33) F:II:II:II ML 93
14. Lashta Wytel (C) M-A(A) (F - 24) F:IV:II ML 47
15. Frant Holsine (C) M-A(A) (M - 31)F:IV:II ML 72

## RING

This is not normally a tourney event. It entails a mounted knight charging at a metal-and-leather ring hanging from an upright structure resembling a miniature gallows, with the object of carrying it off on his lance. This pastime is indulged in by knights awaiting their turn at the Joust or whenever they find themselves sitting idle.

In Tharda, where jousting is new, it has been accepted as a tourney event. The knight must score between 1 and 4 rings during his short ride. 1 point is given for each ring. Ties will result in extra runs.

A purse of 50d and a fine stallion (black) is the prize.

### Contestants:

1. Cyzor Levrel (F) TS (M - 19) F:IV:I ML 27
2. Paserak Musbern (F) TS (F - 18) G:IV:I ML 40
3. Lyia Levrel (C) TS (F - 29) G:IV:I ML 45
4. Judyn Levrel (F) TS (F-20) G:IV:I ML 27
5. Ojar Cosele (F) S (M-34) F:III:I ML 84
6. Keryne Wytel (F) TS (F - 34) F:III:I ML 91
7. Lerieme Morlorn (F) TS (F-32) F:IV:I
8. Jithias Gyben (F) TS (M-40) F:IV:I
9. Max Holsine (C) TS (M-24) F:IV:I
10. Keryne Wytel (F) TS (F-34) F:IV:I
11. Kalinde Levrel (F) TS (F-34) F:IV:I
12. Toneld Wytel (C) C (M-17) F:IV:II
13. Elyse Tholtha (C) ML(R) (F-29) F:III:II

## CAPTURE THE FLAG

After hearing of The Grand Melee from the Laranians, Horrik Barral suggested a change to the game. Instead of a mock battle, each team is assigned a flag. The flags are planted roughly 1 mile apart. The two teams must then try to protect their own flag while gaining control of the enemy's flag. No weapons or armor is permitted in this contest.

The first team to capture the opponent's flag and bring it back to their own flag wins. The purse for this competition is a keg of brandy. This event will take place from dawn to dusk on the 16th of Nuzyael. Teams must be formed on the 15th.

### Teams:

1. Fobin I:I:I
2. Fobin I:II:I
3. Fobin I:IV:I
4. Geishte I:I:I
5. Geishte I:II:I
6. Geishte I:III:I

## WRESTLING<sup>1</sup>

The Wrestling Contest is an unofficial event held by the common folk (the nobility would never participate in such a

barbaric sport). It is held unannounced at any time and just about any place during the 12th to 14th of Nuzyael. There is no prize, except perhaps winnings from bets. The rules are simple: two bare-chested opponents must wrestle without weapons or armor in a 20-foot diameter ring. The first man to make the other prone or hurl him out of the ring is declared the winner.

Although this event is nominally called “wrestling”, nearly any kind of unarmed combat is acceptable within the confines of ring, including kicks, punches, hair-pulling, scratching, biting and head-butting. But for the presence of a ring (which may be simply drawn in the dirt or an actual circle of rope), it would be hard to distinguish this event from a common brawl. The only rules are that spectators must not assist or inhibit the combatants, and attacking prone wrestlers is forbidden.

### Contestants:

1. Horwin Molorn (F) (F-26) F:IV:I:I ML 93
2. Sheryn Levrel (C) (F-38) F:IV:I:I ML57
3. Osther Holsine (F) (M-28) F:IV:I:I ML97
4. Glarine Wytel (C) (M-34) F:IV:I:I ML64
5. Etyse Levrel (F) (F-16) F:IV:I:I ML40
6. Eben Gyben (F) (F-28) F:IV:I:I M87
7. Toliam Gyben (F) (M-45) F:IV:I:I ML71
8. Yaelina Holsine (F) (F-28) F:IV:I:I ML44
9. Klodel Tholtha (F) (M-25) F:IV:I:I ML78
10. Elyse Tholtha (C) ML(R) (F-29) F:III:II:I ML41
11. Thallius Barral (F) ML (M-28) G:II:I ML48
12. Molazel Baral (C) ML (F - 42) F:III:II:I ML64
13. Evadi Cosele (F) ML (F 34) Fobin II:I:I ML96
14. Kerbin Molorn (C) ML (F 23) Fobin II:I:I ML60
15. Queris Mariam (F) ML (M 41) Fobin II:I:I ML39
16. Crolan Mariam (F) MP (M 44) Fobin II:I:I ML32
17. Sheryl Holsine (F) ML (F 44) Fobin II:II:II ML58
18. Debryne Gyben (F) ML (F 38) Fobin II:II:II ML56
19. Balsha Morlon (F) MP (M 27) Fobin II:II:II ML42
20. Horwin Molorn (F) ML (M 28) Fobin III:II:I ML86
21. Eban Gyben (F) ML (M 45) Fobin III:II:II:I ML74
22. Toilam Gtben (C) ML (M 45) Fobin III:II:I ML93
23. Yealina Holsine (F) MP (F 28) Fobin III:II:II ML90
24. Klodel Tholta (F) ML (M 25) Fobin III:II:II ML72
25. Horwin Molorn (F) ML (F 28) Fobin IV:I:I ML76
26. Sheryn Levrel (C) ML (M 34) Fobin IV:I:I ML37
27. Osther Holsine (F) ML (M 34) Fobin IV:I:I ML24
28. Glarine Wytel (C) (M 34) Fobin IV:I:I ML46
29. Elyse Levrel (F) MP (F 24) Fobin IV:I:II ML68
30. Eben Gyben (F) ML (F 16) Fobin IV:II:II ML40
31. Toilam Gyben (F) ML (M 28) Fobin IV:II:II ML71
32. Yaelina Holsine (F) MP (F 45) Fobin IV:II:II ML48
33. Klodel Tholtha (F) ML (M 28) Fobin IV:II:II ML93
34. Virrelius Jin (F) ML (M-33) Geishte:I:I:I ML80
35. Muntius Yeman(F) ML (M-34) Geishte:I:I:I ML57
36. Antius Glarben (F) ML (M-24) Geishte:I:I:I ML74
37. Farius Khaetas (F) ML (M-37) Geishte:I:I:I ML19
38. Vula Joenorm (F) MP (F -41) Geishte:I:I:I ML18
39. Carrutius Olbern (F) ML (M-39) Geishte:I:I:II ML49
40. Pulelus Groal (F) ML (M-35) Geishte:I:II:I ML52
41. Capulibo Swarthon (F) ML (M-43) Geishte:I:II:I ML53
42. Saunanius EJOROM (F) ML (M-37) Geishte:I:II:I ML89
43. Maranaeus Airl (F) MP (M-40) Geishte:I:II:I ML95
44. Cato Zainda (F) ML (M-17) Geishte:I:II:II ML54
45. Cortullia Asarael (F) ML (F-17) Geishte:I:II:II ML89
46. Colussius Tirdair (F) ML (M-17) Geishte:I:II:II ML69
47. Vissortius Hyldë (F) ML (M-17) Geishte:I:II:II ML32
48. Pelius Nondil (F) MP (M-43) Geishte:I:II:II ML63
49. Vandemius Shureth (F) ML (M-29) Geishte:I:III:I ML40
50. Cammor Mumysn (F) ML (M-45) Geishte:I:III:I ML81
51. Vala Barasrin (F) ML (F-45) Geishte:I:III:I ML49
52. Semor Chebelis (F) ML (M-31) Geishte:I:III:I ML46
53. Capius Revelis (F) MP (M-25) Geishte:I:III:I ML39

### LOG HURLING<sup>1</sup>

This quasi-official event is popular with the common folk, and it involves hurling a large log as far as possible. Log-hurling offers no prize, although the winner of the

---

1. Taken almost directly from Bill Gant's the Royal Chelbin Tournament of Chivalry, published on his web site March 2001.

---

1. Taken directly from Bill Gant's the Royal Chelbin Tournament of Chivalry, published on his web site March 2001.



contest may proudly proclaim to be the strongest man around (and perhaps win some money through betting). Log-hurling is performed on the North Common, usually on the 15th.

The object of this contest is to throw a fairly heavy (about 15 lbs) log as far as he can from a throwing line. Each thrower is allowed 3 tries. The winner is the one who can hurl the log the farthest.

**THE RACE**

This is a purely Thardian sport, familiar to most legionnaires. A foot-race and a horse race will take place on the 15th of Nuzyael. The foot race has a purse of 25d and a keg of ale. The horse race has a purse of 100d and a small keg of brandy.

The foot race is twice around the village of Cinar (about 1/2 a mile).

The horse race is from Spirane to Cinar (about 3 miles).

First one over the finish line in each case wins.

**Horse-Race Contestants:**

1. Antonius (F) ML (M-16) Fobin I:I:II
2. Elyse Mariam (F) MT (F-18) Fobin I:I
3. Larissa Gben (C) MT (F-39) Fobin I:I
4. Parsevil Cosele (F) MT (M-22) Fobin I:I

5. Cyzor Levriel (F) MT (M-19) Fobin II:I
6. Judyn Levrel (C) MT (F-20) Fobin II:I

**Foot-Race Contestants:**

1. Caius Wejijk (F) MP (M-21) Fobin I:I:II
2. Evadia Cosele (F) ML (F-34) Fobin II:I:I
3. Ozianon (F-20) Local
4. Laneuse (M-33) Local
5. Urbganias (F-31) Local
6. Clodwell (M-16) Local
7. Laneuse (M-33) Local
8. Urbganias (F-31) Local
9. Arans (F-19) Local
10. Gorbin(F-26) Local
11. Anere (M-22) Local
12. Perauncel (F-31) Local
13. Gariana (M-21) Local

**HÂRN CALENDAR**

The following details the next 10 days of the campaign. Each day is listed by watch (every 4 hours) using a military clock. Temperature is listed in Farenheight. Winds range from 1 to 4 in an exponential scale. The wind direction should be read as N -> S (blowing North to South). North would be downwind, South would be upwind

<b>Nuzyael 12</b>	Sunrise 6:47	Sunset 17:13	High: 58	Low: 43
Moon Phase	Waxing Gibbous	Religious Festivities	Peoni - Lesser Sapelah (lay mass)	
0:00	45'(Cold)	Clear	Fog	0 (Calm) SE->NW
4:00	46'(Chilly)	Cloudy	Showers	1 (Light)S -> N
8:00	51'(Chilly)	Cloudy	Showers	1 (Light)S -> N
12:00	56'(Cool)	Cloudy	Showers	2 (Steady) S -> N
16:00	57'(Cool)	Cloudy	Showers	2 (Steady) S -> N
20:00	52'(Chilly)	Overcast	Showers	2 (Steady) SW->NE

<b>Nuzyael 13</b>	Sunrise 6:45	Sunset 17:15	High: 51	Low: 41
Moon Phase	Waxing Gibbous	Religious Festivities	Morgath - Degrees of Nyardath (high mass)	
0:00	44'(Cold)	Overcast	Showers	1 (Light)SW->NE
4:00	42'(Cold)	Overcast	Showers	1 (Light)SW->NE
8:00	45'(Cold)	Overcast	Showers	3 (Gale) SW->NE
12:00	49'(Chilly)	Overcast	Showers	3 (Gale) SW->NE
16:00	50'(Chilly)	Overcast	Showers	1 (Light)SW->NE
20:00	48'(Chilly)	Overcast	Showers	3 (Gale) SW->NE

<b>Nuzyael 14</b>	Sunrise 6:44	Sunset 17:16	High: 43	Low: 35
Moon Phase	Waxing	Religious Festivities	GibbousPeoni - Greater Sapelah (purification ritual)	
0:00	43'(Cold)	Overcast	Showers	2 (Steady) SW->NE
4:00	36'(Very Cold)	Overcast	Hail 10%	3 (Gale) NW->SE
8:00	38'(Very Cold)	Overcast	Hail 10%	2 (Steady) NW->SE
12:00	42'(Cold)	Overcast	Hail 10%	2 (Steady) NW->SE
16:00	40'(Cold)	Cloudy	Showers Sleet 40%	2 (Steady) SW->NE
20:00	38'(Very Cold)	Cloudy	Showers Snow 60%	2 (Steady) SW->NE

<b>Nuzyael 15</b>	Sunrise 6:43	Sunset 17:17	High: 40	Low: 31
Moon Phase	Full Moon	Religious Festivities	Peoni - Greater Sapelah Larani - Soratir (lay mass) Siem - Night of High Perspective (lay mass)	
0:00	32'(Freezing)	Cloudy	Showers Snow 75%	3 (Gale) SW->NE
4:00	34'(Very Cold)	Cloudy		2 (Steady) NW->SE
8:00	31'(Freezing)	Cloudy	Fog	1 (Light)N -> S
12:00	38'(Very Cold)	Clear		3 (Gale) N -> S
16:00	39'(Very Cold)	Clear		1 (Light)N -> S
20:00	36'(Very Cold)	Cloudy	Fog	1 (Light)N -> S

<b>Nuzyael 16</b>	Sunrise 6:41	Sunset 17:19	High: 45	Low: 30
Moon Phase	Full Moon	Religious Festivities	Peoni - Greater Sapelah	
0:00	33'(Very Cold)	Clear		1 (Light)N -> S
4:00	32'(Freezing)	Clear		3 (Gale) N -> S
8:00	35'(Very Cold)	Clear		2 (Steady) N -> S
12:00	45'(Cold)	Cloudy		3 (Gale) NE->SW
16:00	42'(Cold)	Clear		2 (Steady) N -> S
20:00	38'(Very Cold)	Cloudy	Fog	1 (Light)N -> S

<b>Nuzyael 17</b>	Sunrise 6:40	Sunset 17:20	High: 40	Low: 27
Moon Phase	Full Moon	Religious Festivities	Peoni - Greater Sapelah	
0:00	30'(Freezing)	Cloudy	Fog	1 (Light)N -> S
4:00	28'(Freezing)	Cloudy	Fog	0 (Calm) N -> S
8:00	34'(Very Cold)	Clear		2 (Steady) N -> S
12:00	36'(Very Cold)	Cloudy	Fog	2 (Steady) N -> S
16:00	39'(Very Cold)	Clear		2 (Steady) N -> S
20:00	38'(Very Cold)	Clear		1 (Light)N -> S

<b>Nuzyael 18</b>	Sunrise 6:39	Sunset 17:21	High: 55	Low: 30
Moon Phase	Waning Gibbous	Religious Festivities	Peoni - Saint's Day: Brant	
0:00	30'(Freezing)	Cloudy	Fog	1 (Light)N -> S
4:00	34'(Very Cold)	Cloudy		1 (Light)NE->SW
8:00	41'(Cold)	Cloudy		3 (Gale) NE->SW
12:00	52'(Chilly)	Clear	Fog	0 (Calm) SE->NW
16:00	54'(Cool)	Clear	Fog	0 (Calm) SE->NW
20:00	52'(Chilly)	Clear	Fog	2 (Steady) SE->NW

<b>Nuzyael 19</b>	Sunrise 6:37	Sunset 17:23	High: 61	Low: 44
Moon Phase	Waning Gibbous	Religious Festivities	None	
0:00	47'(Chilly)	Clear	Fog	1 (Light)SE->NW
4:00	46'(Chilly)	Clear	Fog	2 (Steady) SE->NW
8:00	55'(Cool)	Clear	Fog	1 (Light)S -> N
12:00	60'(Nice)	Clear	Fog	1 (Light)S -> N
16:00	59'(Cool)	Cloudy	T-Storm	0 (Calm) SW->NE
20:00	57'(Cool)	Cloudy	T-Storm	0 (Calm) SW->NE

<b>Nuzyael 20</b>	Sunrise 6:36	Sunset 17:24	High: 59	Low: 48
Moon Phase	Waning Gibbous	Religious Festivities	Peoni - Lesser Sapelah (lay mass)	
0:00	51'(Chilly)	Cloudy	T-Storm	0 (Calm) SW->NE
4:00	50'(Chilly)	Cloudy	T-Storm	0 (Calm) SW->NE
8:00	53'(Cool)	Cloudy	T-Storm	0 (Calm) SW->NE
12:00	57'(Cool)	Cloudy	T-Storm	1 (Light)SW->NE
16:00	58'(Cool)	Cloudy	T-Storm	0 (Calm) SW->NE
20:00	56'(Cool)	Cloudy	T-Storm	0 (Calm) SW->NE

## RELIGIOUS HOLIDAYS

The Hârníc calendar is filled with religious holidays that, while important, are not attended as regularly as holy days on Earth. Festivities differ from country to country, but the actual days of celebration do not.

Any holiday defined as a lay mass requires the presence of the laity. Usually services are provided for legionnaires over at least two watches to assure everyone who wishes can attend.

## PEONI

### Lesser Sapelah (Nuzyael 12, 20th)

The lay service in Cinar is held either in the largest building in town or, in good weather, in the town square nearest the well. All are welcome. The *Ebasethe* will open the service by telling the story of *Laryn*, Patron Saint of Pilots, Seamen and Shipwrights.<sup>1</sup>

Born 320 BT in *Emelrene*. Third *Belsirase* of *Ffresyaleon*, Laryn was a wise woman who dwelt on the coast. Like all of her people, she tried to make a living from the sea, but

1. Taken from the Book of Peonian saints available off the Peonian web site.



instead of trying to overcome it, she strove to make peace with it. There are many tales of her adventures and virtues. She spoke with the waves, winds, and tides. Some stories tell of great riddle contests in which she bargained with them. In return for her simple rites, fish came eagerly to her nets. She learned the ways of wood and ships, and she sailed by both night and day, learning the wisdom of the stars. She even sailed to the sky and as far as the moon. She is said to sail still, guiding those at sea. She is the patron saint of pilots, seamen, and shipwrights.

Even though Cinar has no pilots, seamen or shipwrights, she lived with the sea as the people of Cinar live with the river.

Prayers for a bountiful harvest from the river in the coming year are followed by singing prayer-songs which ask for peaceful times ahead. As the group breaks up the Ebasethe takes time to visit with each villager at least briefly and makes appointments to visit those who need more of his time later in the day.

### Greater Sapelah (Nuzyael 14-18th)

This purification rite is for the Ebasethe and his *esolani*. In Cinar the Ebasethe usually travels to Themeson to celebrate, but this year he has decided to remain at home. The first day of the Greater Sapelah is spent in cleaning the temple and places of prayer. While help is appreciated, the Ebasethe must work as hard as anyone else in the menial duty.

The second day is spent in fasting, prayer and work outside the places of prayer. The Ebasethe will help repair villager's homes, till the gardens of the elderly and chop wood for the coming months. Many huts need repair after the Themeson invasion, and the Ebasethe has set aside most of the day to help where he can.

On the third day the Ebasethe must spend at least 16 hours in prayer and meditation.

The fourth and fifth day are known as the Turning. This 2 day ritual involves laundering a new set of robes. The old robe, which the Ebasethe has worn since the beginning of winter, is "burned" and he bathes in the stream. When he emerges a villager hands him the new robes and helps him dress against the chill. The "burned" robe is then repaired, laundered and put away until next season. Most of the village will turn out to watch the ritual as the river is very cold and the spring robe the Ebasethe has to put on is not very thick.

### Saint's Day (Nuzyael 18th)

This lay service is held around the town well. All are welcome. The Ebasethe will open the service by telling the story of Brant, Patron Saint of Millers, prophet and martyr.<sup>1</sup>

Born 212 TR in *Trierzon*. Died 234 TR in *Trierzon*. Brant was a humble prophet in *Trierzon* in the third century. His words brought peace to many who listened, and he performed numerous miraculous deeds. Taken captive one night by a band of evil wizards, he was tortured to death, finally being ground to death beneath a millstone in one of their vile rituals to attain eternal life at the expense of others. Peoni did not harm these men and women for their acts, but she did withdraw from them her benevolent protection. Frustrated and plagued by myriad minor ailments, these madmen finally took their own lives. The site of the execution of Brant become a place of healing and bounty. Brant is the patron saint of millers.

At the end of the story, especially if Triberties Linari Primus Horrik Barral is present, the Ebasethe will stress how the town greatly needs a miller and that it would ease everyone's long suffering if one could be granted a license before the next harvest.

## MORGATH

### Degrees of Nyardath (Nuzyael 13th)

Few know the details of such a ritual. It is believed to contain at least one human sacrifice and it is assumed to also involve raising the dead. It is known that each day of *Morgath* relates to one of the 13 degrees of *Nyrdath*, the steps on the path of forever which is the way Necromancers become immortal.

## LARANI

### Soratir (Nuzyael 15th)

Vigil, canted prayer and mediation are the normal way the Soratir are celebrated. Sacrifice, in the form of coin or promised labour are other ways. Since only four knights of Larani are in Cinar, they intend to spend the morning in prayer and the afternoon in joust. They have "sacrificed" their right to participate and instead will act as moderators and judges. Their suffering for their goddess, they hope, will be well received by the heavens if not by the participants and the spectators.

1. Taken from the Book of Peonian saints available off the Peonian web site.

## SIEM

### Night of High Perspective (Nuzyael 15th)

Siem has no temples, although rumor says they worship trees, pretty flowers and lakes. Most assume such a holy days relates to their love of star gazing.

## NAMING THE NEWSLETTER

The following titles were proposed for this newsletter. Don't forget to vote - you'll be stuck with it for a while, so it should be something you like. I reserve the right to veto.

- Doom Patrol
- Manus Maximus
- Pax Tharda
- Schilla and Charibdis
- Pax Themeson
- Game of Senators
- Blood of Heroes
- Hand of heroes
- The Magnificent 5
- The Munificent 5
- The Magnificent Manus
- Phillipus of Coranan
- Manus Impossible
- Primus' Headache
- Phillipus' heroes
- Phillipus' Angels
- Green and Yellow Adder
- Sib on the Go
- Sib Chronicles
- The X (ten) Files
- Law and order
- Alexandria's Guide
- Legendary Earnings
- Once Upon A Time In Tharda
- Fistful of Denari
- For A Few Denari More
- Re-Loot
- 230 Funerals and 1 Wedding
- Phillipus' RSP

## NEWSLETTER UPDATE

I was two games late in giving out the newsletter as I never quite managed to finish it.

Marie does a *Wonderful* job of logging my games. Unfortunately she doesn't have time to decompress her notes into a more readable form and by the time she does get to expanding her notes, any help I can provide as to the order of events or details (like names) would be great; but by

then I've forgotten the details too. What follows are the things I remember from the game written after the fact (usually the next day). I suspect some things may be wrong or out of order; but it's better than nothing.

Now, with Marie on hiatus to give birth - these write ups become even more important. As wonderful as Marie is, it would be quite unreasonable to expect her to document games she does not attend; although someday, if anyone can do it - I'm sure it will be she. (HHO1/2K)

Here then are the summations of the next two games.

## APRIL 20TH, 2002

The following is a recap and details the dates of the 13th through the 16th of Nuzyael, 719.

The party enjoyed time at the joust and partook of the Peonian festivities.

Unfortunately I neither took notes nor made any after the game. Fun was had, betting was plentiful and money was made. Need I say more?

## MAY 4TH, 2002

The following is a recap and details the dates of the 17th through the 21st of Nuzyael, 719.

## 17TH - 20TH OF NUZYAEL

The legionnaires, fresh from their holiday, were back to the daily drudge. In their spare time,

- Caius visited with his father, Thor.
- Corneilus began working on the puzzle box he has been tasked to build.
- Johnson began studying how to make twisted fasteners out of metal (screws).
- Fennelisa kept busy with regular work.
- Antonius filled his free time with practice.

The only bright spot among the drudgery was that the medallions of merit were handed out. These medallions, made of brass, are inscribed with information about where the individual served and when. On the back is a list of achievements. One medallion is offered to each legionnaire who serves full time for the cost of 5d each. Officially the cost covers the engraving.

Since the legion was in a war (the invasion and capture of Themeson), the 719 medallion can be silvered.<sup>1</sup> The cost of such is 30d per medallion. The party all readily paid for

---

1. The edge is covered in a thin coating of silver.

their medallions and signed up to have next year's medallion's silvered.

## 20TH OF NUZYAEL

The order to leave Cinar has come at last. After the tenacus voted and paid along with the rest of Fobin I; it was agreed the legion would head south and serve the coming six months in Themeson.

Unfortunately it rained all day and the legion barely made it to the nearest southern manor, Spirane, in time for an early lunch. The next way stop, the village of Rouhardy took until the ides of fourth watch<sup>1</sup>. The legion agreed to press on and the made Lymory at dark.

The villagers of Lymory offered the use of their livestock barns, which were emptied by the invasion. At least it was dry. Slaves started boiling water immediately as the Milities Linari took turns trudging out into the cold, wet night to push the last of the wagons onto the village common. Even with double-teaming, the wagons were so mired that it was back-breaking work.

## 21ST OF NUZYAEL

It stopped raining sometime during the night. As the party awoke a theft of food from the commissary wagon was reported. Mitch, the Milities Fabrica of Fobin I:I:I tracked the thief over 50 yards in one direction only to realize he'd been duped. The thief had backtracked. Unfortunately the tracks petered out some 150 yards in the opposite direction. Neither magical sight<sup>2</sup> nor taint-vision<sup>3</sup> could follow the trail.

Corneilus had a psychometric vision of a big, heavy man jumping down from the wagon and running east. He saw it amidst the lighting flashes and his meditation was interrupted before he could see the face of the thief.

Just then a woman began to scream in an absolute sense of loss. As the party arrived they learned her baby was missing. A 4 month old child with blue eyes and blond hair, answering to the name of Bramina, who was sickly for the past two days. The father, Blarus said she'd been difficult to deal with, but that last night the fever broke and they all got a well-deserved night's rest.

The shutters at the back of the house were open and taint-vision saw the place as crawling with living taint.<sup>4</sup>

The trail was followed, but again petered out. The two trails, that from the commissary wagon and that from the hut were perfectly in line with each other. The party followed the line to the center of a cops of trees.

There they found the rain-soaked remains of an empty bag of grain and a circle of salt. Corneilus had a psychometric vision of something coming in and something going out of the circle.

Aki, the river falcon/familiar of Corneilus, flew along the track between the two paths for about 25' before disappearing. While Corneilus did not sense a loss, as if Aki were dead, he could no longer feel her presence. It was as if he were suddenly struck dumb.

The party deliberated on what this could mean and what they should do about it. Aki returned a few minutes later, exhausted. A stable Barasi point seemed to be positioned 25' to the west of the party, along the track. No one wanted to go near it, especially when Aki returned looking so very tired.

Eventually Antonius prayed over his questing. It gave no definitive answers save that the child was important. Fennelisa was able to sense that the child was neither absent from this plane nor dead, but she could not use that ephemeral sense that allows her to speak with animals and feel the emotions of others to locate the child.

After fetching Phillipus and Horrik Barral, a plan was hatched. Horrik gave Antonius a ring and said: Think of me and I will send backup. He suggested Antonius wear it on a thong until needed as it did take some training to not think of someone. Phillipus freed the party from duty for the day.

Antonius' horse, Becaria, gladly tracked the child and a man north. They tracked for 2 hours before encountering a mage who tried to cast a fireball at them. The fireball hit Becaria's front shoulder and the horse fell. Caius, and Fennelisa charged the mage. Johnson and Corneilus dove for cover and Antonius bent to tend to his horse.

Caius shield-bashed the mage into a tree. The mage threw a blue ring and hit Caius' shield and stuck. The shield

- 
1. Approximately 15:00h.
  2. An ability mages have to see auras through the psionics of Sensitivity.
  3. An ability paladins have to see the world in colors relating to their religion. In Antonius' case, taint is either there (black) or not (white).

4. Yes this is as bad as it sounds. Taint usually is created by a being with a soul (aura stat). It can be found on objects or places, but fades after the creator leaves the object/place. Living taint corrupts by its very touch. It is created only by the most reviled beings to the Kotan faith. It is depicted as a creeping blackness with evil intent.

began to vibrate so violently, Caius cast off the shield and then punched the mage in the head, rendering him senseless. He picked up the blue ring. It was hot and hurt to touch until he placed it on his finger. The grass beneath his shield had begun to smoke and the shield, beneath its shield cover, was destroyed.

Just then Antonius and Fennelisa heard a babe crying. They followed the noise and Corneilus noticed a spell around the babe begin to fade. The babe was red-faced and had been crying for some time. It was famished.

They fed the babe a tiny bit of divine food and some water. The babe chewed for a long time, but settled down quickly.

Meanwhile Caius and Johnson stood with the mage. After being bound, the mage remained quiet and friendly.

Antonius and Fennelisa then noticed two Shades in the clearing with them. Fennelisa sensed they were unwillingly linked to the babe. She managed to sever one link and began working on the other. Antonius remembered a ritual used against Shades and other creatures afflicted with the Shadow of Brukrai - a prayer song of Peoni. He began to sing it and, as others heard it - they too joined in. The more they sung the more the Shades seem to fade away, screeching in pain.

Once they were gone, thunder rumbled in the distance. The mage, who had sung the prayer song along with the party, was certain that thunder heralded his death. The mage was not just a necromancer, but a willing servant of Morgath. He told the party nothing of value and, sure enough, was struck twice by lightning. He was still alive, although charred and dying, when Caius put him out of his misery.

The necromancer had 5 rings: Blue, Yellow, Orange, Green and Black. Only the Blue and the Black were new to the party.

The party went further north still. About an hour later they found another clearing in which an invisible being was pacing and leaving burning footsteps. The being was known as "the scribe" and proclaimed himself there to trade an answer for the child. He was willing to answer any question so long as he was traded an equivalent in information. He claimed to know everything that was ever spoken or done in this world or any other; but he could not know the hearts and minds of the mortal coil.

The Save-K'norians of the party, Johnson and Corneilus, were skeptical and kept their questions to a minimum.

They learned that the question was from Morgath. He wanted to know how to control the Bukrai device, the source of the shadow.

The answer was that the device had to be accepted. Once accepted and absorbed into Morgath it would - effectively, go away. It was only because Morgath was fighting the insanity of the device that Morgath himself was going insane.

The party then learned there were two distinct camps of Morgathians. The first were the keepers of the dead. They prayed for order, keeping the dead separated from the living and performing all that was necessary to appease the dead. They were strong believers in freedom and sought to replace hierarchical order with an order designed from a person's own abilities.

The other camp was bent on personal power and consigned themselves to Morgath in return for 13 lives. It was the Bukrai device that was causing Morgath to give divine power to mortals, making them at least partially immortal.

Antonius had many questions about the device and the shadow. He learned that no, the shadow could not be touched and the toucher remain uninflected; but that the shadow and the device were aware and seemed to infect only those they wanted to at the time; which usually was everyone with which they came in contact.

They also learned the babe was important. Save Knor wanted the babe removed from the world for the chaos it might cause as it comes of age. It is an avatar. To what god or purpose, however, is as yet unknown.

Eventually the party limped home. They returned the child to her parents, who were very grateful. The mother, Elise, is an apiest. She made honey cakes for all those who searched for her missing daughter. The father, Blarus, is a woodward who offered his services to the party.

This made Corneilus very happy as he has to make a puzzle box and he does not know how to carve wood.

Horrik Barral cleared his command tent and, after hearing the party's story; offered to take Blarus and his family with the legion as boned workers. It was the simplest way to move the family without raising suspicion and protect the babe. Antonius instructed Elise to use the prayer-song as a lullaby and teach it to the child at the earliest possible time.