

# THE MYSTIC QUILL

*Printed for the Moon of March in the Year of 1013*

## Words To Live By

*By Chaplin Divinicus*

Everyday day when you awake, become like the sun. For this will allow all darkness to be dispelled. No matter what happens, live confidently with the conviction that you, yourself are the "sun." Of course, in life there are sunny days and cloudy days. But even on cloudy days, the sun is still the sun. Even when you are suffering, it is vital that you strive to keep the sun shining brightly in your heart.

## Bug Soldiers Raid Caravans

*By Adler Edict*

Merchants traveling to and from crossroads to the south have reported raids by wild men wearing odd armor. One of the survivors of an aforementioned raid stated "It looked they was wearing giant bug pieces like it was armor." The merchant said that the raiders were incredibly tough shrugging off even the hardest of blows from the caravan guards. The crossroads town guards suggest taking a different route out of town until the threat is dealt with.

## Knightly Virtues

### Fortitude and Sloth:

Whereas Temperance is the strength that upholds these virtues, Fortitude is the armor of them. Fortitude is often thought of as physical endurance and this is one aspect of it. However it also is the ability to persevere against all challenges and trials that will find their way into the knight's path on their journey to righteousness. Fortitude is tenacity of the mind, body and soul. The sub-virtues of Fortitude are Diligence, Righteousness, and Persistence.

### Diligence:

Diligence is a sub-virtue attributed to a zealous and careful nature in one's actions and work. This is Wisdom applied to Fortitude. Looking for the most effective use of one's energy. Vigilance in guarding against laziness, and the ability to put one's full intent and focus in one's deeds. A knight who cultivates the virtue of Diligence will find themselves blessed as their deeds and actions will carefully measured leaving them with plenty of spirit left to take on whatever comes between them and their path to honor.

### Righteousness:

Righteousness is a sub-virtue that is personified in one's ethics. A Righteous knight will always find the strength to do what is just and right regardless of the consequences to themselves. Nothing

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will shake them from pursuing what is best. A Righteous knight will be gifted with a clear conscience. Confident that their path will not be measured in their achievements in the eyes of man, but in the scales of justice that upon all men and women are judged. They will be able to look upon themselves free of the yoke of shame and guilt.

*Persistence:*

*Persistence is a sub-virtue that enables a knight to continue on well after motivation has waned. Persistence is what gets a knight up on a cold and chill morning and off to train regardless of how they feel. Persistence is what keeps a knight ever moving forward no matter how dauntless or tedious the task. The gift of Persistence is that often times when endeavoring in a long and difficult task the knight loses sight of their goals and finds themselves seeking distraction that can lead to failure, however a knight who has cultivated Persistence will find themselves victorious when others have long since given up.*

*The pillar of Fortitude is opposed by the deadly vice of Sloth:*

*Sloth is the vice that seeks to destroy a knight through laziness and complacency. A knight who is afflicted with this vice will find themselves procrastinating in much needed work until the consequences are unavoidable. They will neglect their training and then find themselves at the mercy of their enemies when they fall to exhaustion.*

*They will find themselves unable to pursue their dreams as well as their responsibilities and inevitably will be doomed to failure at any task they are called on to perform. Sloth also takes it's toll on the health of a knight. Sloth works hand in hand with Gluttony to lie in wait inside a knight and kill him from within as dead as any killed with sword or bow. But even a knight who is physically active can be a victim of Sloth through apathy. Unable to effectively utilize their talents as the state of their spirit is as paralyzing as finding one's self crippled in the body.*

## *Quill Circulation and Interest*

*From the Editor*

*As many of you know, the Mystic Quill relies heavily on its staff of traveling writers and investigators to keep the readers and subscribers of the Mystic Quill entertained and informed. The Mystic Quill also, but not as heavily, relies on adventurous subscribers with a penchant for letters to lend a hand where needed.*

*For all those who actually read the Quill and who would like to contribute, you can do so by submitting your writings, whether crucial or whimsical, to a Quill runner, or by asking any inn keeper in Novashan, who will hold things for our runners. You WILL be compensated. For all those who have contributed in the past that are NOT part of our*

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staff, your compensation will be paid in the spring..

*A Mad Column*

We would also like to congratulate our new accountant, Lorenzo Salerio, replacing the accounting staff we lost during the famine.

*By: Rick Limes*

To those members of our staff who we have not heard from over the winter or before hand, please get in contact with us. If something happened, or you are dead, we understand. If not, we cannot help but to seek punishment for your laziness and disregard for the safety, concern, or informed status of our readers.

*When Amos is sailing his ship,*

*He's the captain, so give him no lip.*

*He's got cabin boys,*

*But he's rough with his toys,*

*So he takes two or three on each trip.*

We look forward to providing you with an informed, entertaining and provocative periodical in the coming year, and hope you will join us in rebuilding and returning our fair lands to a sense of normalcy.

*Now Krager is not one to boast,*

*That he's racked up far more kills than most.*

*One night he was talking,*

*With Locksley while walking,*

*Got whacked and spent time as a ghost.*

Thank You,

*Renny Quinn*

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To allow as many cars as possible to fit, please make an effort to park completely perpendicular to the driveway in the parking lot.

## *Sign-outs*

The deadline for filling out your Sign-out and Item Creation Forms remains 15 days after the end of each event. The K1 Staff members need the time between day 16 and the start of the following event to update character sheets, email responses, write modules, print tags, and brief NPCs. The online sign-out form will likely go through some format and question changes this year.

## *Player Banks*

Players may make one withdrawal from and one deposit to their Player Bank every event. Eligible players may also make one withdrawal from and one deposit to group or unit funds every event.

The Econ Marshal, Ed Roberts, will have additional information about coin and tags in the upcoming months, so stay tuned

## *Enchanting Materials*

Raw materials for enchantment-grade and demi-enchantment grade items can no longer be purchased in Town. This includes enchantment-grade steel, silver, and gold.

## *Various GM Rulings*

Left alone at zero Body Points: If your PC has been dropped to zero BP and has been left where

## *OOC Section*

### *Parking*

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no PCs or NPCs can see you, after ten minutes of playing unconscious you may crawl/ stumble away from where you were dropped until encountering another PC or NPC, at which point you fall unconscious again.

**Healing overnight:** All PCs that got some sleep or spent the night unconscious heal one BP at dawn unless under the effects of something that prevents healing.

## *Many thanks to our contributing writers:*

Therle Dregansky	Joseph Lang
Jason Heinrich	Jeremy Law
Craig Jarvis	Grace Martin
Neil Kiernan	

## *A Suggestion*

Please make sure to put the seat covers down in the port-a-johns, I will significantly cut down on the odor and with the hot weather that would be a good thing.

## *Feedback*

If you have any questions, comments or concerns, please visit [www.kanar.org](http://www.kanar.org) and participate in the discussion on the Forums, or email the Boardmembers and Staff listed on the Contacts page. We are available almost all of the time.

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Theme Marshal: Darcey Schafer

## *Thoughts from the GM*

I'm on a crusade. I have an intense and deep loathing of plastic milk jugs, 2-liters, plastic (or aluminum) pop bottles, plastic water bottles, and plastic