

# Timeline for Palarandi events.

Day Facts	Month/ Year	S E E	Milsy	Einlanders / AoJ	J o B	Notes
165 11.87 <b>12</b>	Keruvil (05) 1174				#1 – Trogan has been in BS for over a month now	
166 11.89 <b>13</b>	Keruvil (05) 1174				#1 – Trogan descends on Gro's part of the valley and demands tax	
167 11.91 <b>14</b>	Keruvil (05) 1174				#1 – Gro preps trip to Tranidor “fetch money for tax payment”	
168 11.92 <b>15</b>	Keruvil (05) 1174					
169 11.94 <b>16</b>	Keruvil (05) 1174					
170 11.95 <b>17</b>	Keruvil (05) 1174					
171 11.97 <b>18</b>	Keruvil (05) 1174					
172 11.98 <b>19</b>	Keruvil (05) 1174					
173 11.99 <b>20</b>	Keruvil (05) 1174					
174 12.01 <b>21</b>	Keruvil (05) 1174				#1 – Gro and family depart to Tranidor with Griz and Boxklee	

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175 12.02 <b>22</b>	Keruvil (05) 1174					
176 12.03 <b>23</b>	Keruvil (05) 1174	#1. Garia is found by Tanon's caravan.				
177 12.04 <b>24</b>	Keruvil (05) 1174	#2. The caravan travels to the Lookout.				
178 12.05 <b>25</b>	Keruvil (05) 1174	#3 The caravan presses on to the roadhouse at Moxgo Junction				
179 12.06 <b>26</b>	Keruvil (05) 1174	#3, #4. The caravan travels to Palarand and Garia goes to the palace. Garia recovers her memory. She is allocated the Lilac Room and some clothes.				
180 12.07 <b>27</b>	Keruvil (05) 1174	#4, #5, #6. Morlan interrogates Garia. Garia insults him and is accompanied by Keren the next time.				
181 12.08 <b>28</b>	Keruvil (05) 1174	#7, #8. Garia convinces Morlan. Robanar offers her sanctuary. Yod requests a state dinner. An attempt is made to abduct Garia at night.				
182 12.09 <b>29</b>	Keruvil (05) 1174	#9. Garia talks to Terys and is introduced to Gerdas. Morlan goes missing.				

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183 12.1 <b>30</b>	Keruvil (05) 1174	#10. A body is discovered. Robanar proposes a council to control her knowledge.				
184 12.11 <b>31</b>	Keruvil (05) 1174	#11, #12, #13. Garia designs a fork and gets her hair cut. Terys gives Garia authorization pass. Smal party examines Morlan's body. Garia goes to the tower and views the night sky.				
185 12.11 <b>1</b>	Lemilat (06) 1174	#14, #15. First visit to the training field and forks are introduced. Garia battles Yolda and fails.				
186 12.12 <b>2</b>	Lemilat (06) 1174	#16. Yolda gets sacked by Terys. Garia goes to the tower again with Gerdas.				
187 12.12 <b>3</b>	Lemilat (06) 1174	#17, #18. Garia starts exercising. The Council of the Two Worlds meets. Telescopes; numbers; microscopes; health and float glass.				
188 12.13 <b>4</b>	Lemilat (06) 1174	#19, #20. Merizel arrives. Typewriters, printing, alcohol, surgical techniques. Word reaches Palarand that Yod has invaded Ferenis. Maps of The Valley.				
189 12.13 <b>5</b>	Lemilat (06) 1174	#21. M. sees G. exercising. G asks Rosilda for proper tunic, gets short-tempered.				

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190 12.14 <b>6</b>	Lemilat (06) 1174	#22. G's first Call of Kalikan. Rests. Tries fitting of tunic mock-up.				
191 12.14 <b>7</b>	Lemilat (06) 1174	G Call day 2.				
192 12.14 <b>8</b>	Lemilat (06) 1174	G Call day 3. Learns about the bells used for timekeeping.				
193 12.15 <b>9</b>	Lemilat (06) 1174	#23. G Call day 4. Learns Anmar day is 25h 11m. Takes M to the salon. Semaphores. Coal, coke. Steam engines.				
194 12.15 <b>10</b>	Lemilat (06) 1174	#24, 25. G wears Training tunic. Guard approves. Visits paper workshop in afternoon. Blast furnaces, canals. Jarwin arrives.				
195 12.15 <b>11</b>	Lemilat (06) 1174	#26, #27. G provokes Jarwin. Duel. G wins, hand and shoulder injured, reconciles things with Merry. Guard wants instruction. Soldiers, militia, police.				<b>Longest Day</b>
196 12.15 <b>12</b>	Lemilat (06) 1174	#28. G meets 6 instructors. Gets new gowns, describes bras.				
197 12.15 <b>13</b>	Lemilat (06) 1174	#29. Teacher. Prisms, spectra. The Great Convocation. Magic, religion. The Maker. Morlan's Workshop mentioned.				

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198 12.15 <b>14</b>	Lemilat (06) 1174	#30. G, M & K visit workshop, plan cleaning job. Suitable attire for K.				
199 12.15 <b>15</b>	Lemilat (06) 1174	#30, #31. First workshop cleaning session. Discovers Antikythera Device.				
200 12.15 <b>16</b>	Lemilat (06) 1174	#31. Keren gets surprised while cleaning.				
201 12.14 <b>17</b>	Lemilat (06) 1174	#31. G & M get Harvest Festival gowns. Overalls/boiler suits.				
202 12.14 <b>18</b>	Lemilat (06) 1174					
203 12.14 <b>19</b>	Lemilat (06) 1174	#32, 33, 34. The other teen nobles arrive. G swears allegiance to Palarand and Robanar. Is made a noble but presently without a title.				
204 12.13 <b>20</b>	Lemilat (06) 1174	#34.				
205 12.13 <b>21</b>	Lemilat (06) 1174					
206 12.12 <b>22</b>	Lemilat (06) 1174	#35. Harvest Festival. G. becomes Baroness Blackstone. Attack at the Festival. Grakh, then ptuvil fly over.				

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207 12.12 <b>23</b>	Lemilat (06) 1174	#36. Marlin asks for Garia's hand in marriage.			#1 – Gro departs Tranidor bound for BS	
208 12.11 <b>24</b>	Lemilat (06) 1174	#37. Demonstration of steam engine to the older nobles.			#1 – Gro camps in burnt-out roadhouse, still smelling of fire	
209 12.11 <b>25</b>	Lemilat (06) 1174	#38. Gilbanar, Vivenne, Terinar and Korizet return home.			#1 – Gro returns to BS alone, apart from the driver, Grout.	
210 12.1 <b>26</b>	Lemilat (06) 1174	#39. Very 1 <sup>st</sup> Rains. Lightning rods. Prasard, Stebenar and Willan depart.			#1 – Grout is murdered and his wagon purloined.	
211 12.09 <b>27</b>	Lemilat (06) 1174					
212 12.08 <b>28</b>	Lemilat (06) 1174					
213 12.07 <b>29</b>	Lemilat (06) 1174				#1 – Brakkis attempts to rape Gro, rescued by GB. Eppris.	
214 12.06 <b>30</b>	Lemilat (06) 1174					
215 12.05 <b>31</b>	Lemilat (06) 1174				#1 – Rains start in earnest up in the mountains	
216 12.04 <b>1</b>	Choth (07) 1174					

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217 12.03 <b>2</b>	Choth (07) 1174					
218 12.02 <b>3</b>	Choth (07) 1174	#40. New recruits to guards.  2 <sup>nd</sup> Call, 3 days early. G inspects bra sample. Meets Fulvin. Thermometers. Barometers.				
219 12.01 <b>4</b>	Choth (07) 1174					
220 11.99 <b>5</b>	Choth (07) 1174					
221 11.98 <b>6</b>	Choth (07) 1174					
222 11.97 <b>7</b>	Choth (07) 1174					
223 11.95 <b>8</b>	Choth (07) 1174	#41. Request to ride a frayen. G meets Snep.				
224 11.94 <b>9</b>	Choth (07) 1174					
225 11.92 <b>10</b>	Choth (07) 1174					

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Day Facts	Month/ Year	S E E	Milsy	Einlanders / AoJ	J o B	Notes
226 11.91 <b>11</b>	Choth (07) 1174					
227 11.89 <b>12</b>	Choth (07) 1174					
228 11.87 <b>13</b>	Choth (07) 1174					
229 11.86 <b>14</b>	Choth (07) 1174	#42. Garia meets Haflin. Quarterstaffs, swords. G gets permission to ride.				
230 11.84 <b>15</b>	Choth (07) 1174					
231 11.82 <b>16</b>	Choth (07) 1174					
232 11.8 <b>17</b>	Choth (07) 1174					
233 11.78 <b>18</b>	Choth (07) 1174					
234 11.76 <b>19</b>	Choth (07) 1174	#43. New saddle design. Electricity. Motors, generators. Buzzers, bells. Arc welding. Seven weeks to Coming of Age.				



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Day Facts	Month/ Year	S E E	Milsy	Einlanders / AoJ	J o B	Notes
235 11.74 <b>20</b>	Choth (07) 1174					
236 11.72 <b>21</b>	Choth (07) 1174					
237 11.7 <b>22</b>	Choth (07) 1174					
238 11.68 <b>23</b>	Choth (07) 1174					
239 11.65 <b>24</b>	Choth (07) 1174					
240 11.63 <b>25</b>	Choth (07) 1174					
241 11.61 <b>26</b>	Choth (07) 1174	#44. G visits paper making factory, then is made Guilds-woman. Visits print works and tries typewriter. Riding outfit.				
242 11.59 <b>27</b>	Choth (07) 1174	#45. G rides for the King, gets permission to ride in public. G falls in love with K.				
243 11.56 <b>28</b>	Choth (07) 1174	#46. Refugees from Ferenis. Frayen care. Stott. D'Kenik and swords. Reports of another Earth person held by Yod.				

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Day Facts	Month/ Year	S E E	Milsy	Einlanders / AoJ	J o B	Notes
244 11.54 <b>29</b>	Choth (07) 1174					
245 11.51 <b>30</b>	Choth (07) 1174					
246 11.49 <b>31</b>	Choth (07) 1174					
247 11.46 <b>1</b>	Worduman (08) 1174					
248 11.44 <b>2</b>	Worduman (08) 1174	(G 3rd Call of Kalikan, one day early.)				
249 11.41 <b>3</b>	Worduman (08) 1174					
250 11.38 <b>4</b>	Worduman (08) 1174					
251 11.36 <b>5</b>	Worduman (08) 1174					
252 11.33 <b>6</b>	Worduman (08) 1174					
253 11.3 <b>7</b>	Worduman (08) 1174					

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Day Facts	Month/ Year	S E E	Milsy	Einlanders / AoJ	J o B	Notes
254 11.27 <b>8</b>	Worduman (08) 1174					
255 11.24 <b>9</b>	Worduman (08) 1174					
256 11.21 <b>10</b>	Worduman (08) 1174					
257 11.19 <b>11</b>	Worduman (08) 1174					
258 11.16 <b>12</b>	Worduman (08) 1174					
259 11.13 <b>13</b>	Worduman (08) 1174					
260 11.1 <b>14</b>	Worduman (08) 1174					
261 11.07 <b>15</b>	Worduman (08) 1174					
262 11.03 <b>16</b>	Worduman (08) 1174	<i><b><u>Weather relenting</u></b></i>				

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263 11 17	Worduman (08) 1174	#47. First ride outside on Snep. First two swords delivered and G trains with them. Danisa asks about female guards.				
264 10.97 18	Worduman (08) 1174	#48. G tries knife-throwing. Demonstrations of electricity. Feteran now Commander.				
265 10.94 19	Worduman (08) 1174					
266 10.91 20	Worduman (08) 1174					
267 10.88 21	Worduman (08) 1174					
268 10.84 22	Worduman (08) 1174	#49, 50. Coming of Age. Guards fight. Palace Guard parade. G gets troops. D'Kenik joins BS, D'Janik discharged. G meets nobles.				
269 10.81 23	Worduman (08) 1174				#1 – Rains mostly cease up in the mountains	
270 10.78 24	Worduman (08) 1174					
271 10.75 25	Worduman (08) 1174					

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Day Facts	Month/ Year	S E E	Milsy	Einlanders / AoJ	J o B	Notes
272 10.71 <b>26</b>	Worduman (08) 1174				#1 – Return of Griz, Boxklee and Surekha with Shemel	
273 10.68 <b>27</b>	Worduman (08) 1174				#1 – Shemel departure	
274 10.65 <b>28</b>	Worduman (08) 1174	#51. First four women join Guard. Convocation of Questors.				
275 10.61 <b>29</b>	Worduman (08) 1174					
276 10.58 <b>30</b>	Worduman (08) 1174				#1 – Shemel's wagon returns to BS in hands of Bildo	
277 10.54 <b>31</b>	Worduman (08) 1174				#1 – Women's meeting	
278 10.51 <b>1</b>	Ozmelat (09) 1174	Fourth Call, 1 day early.			#1 – Unconscious Shemel	
279 10.48 <b>2</b>	Ozmelat (09) 1174	#52. First day of journey to Dekarran.			#1 – Shemel seen by Healer.	
280 10.45 <b>3</b>	Ozmelat (09) 1174	#52. Insects. Pakh. Overnight at South Slip. Meeting Visselen, Sindenna and the twins.				
281 10.42 <b>4</b>	Ozmelat (09) 1174	#52, #53. Crossing the Sirrel. Meeting the other nobles again.			#1 – Shemel recovers consciousness	

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Day Facts	Month/ Year	S E E	Milsy	Einlanders / AoJ	J o B	Notes
282 10.39 <b>5</b>	Ozmelat (09) 1174	#54. Saddles. Women riding. Women's meeting, clothing.				
283 10.36 <b>6</b>	Ozmelat (09) 1174				#1 – Shemel hides as woman	
284 10.33 <b>7</b>	Ozmelat (09) 1174					
285 10.3 <b>8</b>	Ozmelat (09) 1174					
286 10.27 <b>9</b>	Ozmelat (09) 1174					
287 10.23 <b>10</b>	Ozmelat (09) 1174					
288 10.2 <b>11</b>	Ozmelat (09) 1174					
289 10.17 <b>12</b>	Ozmelat (09) 1174					
290 10.13 <b>13</b>	Ozmelat (09) 1174	#54. On top of the King's Tower. Telescopes.				
291 10.09 <b>14</b>	Ozmelat (09) 1174	#55. Bleskin's parade and present. Dancing. Merizel's Dajan. Musical notation. Body contact.				

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292 10.05 <b>15</b>	Ozmelat (09) 1174	#55. Musical scales. Garia and Jenet attacked by four men.				
293 10.01 <b>16</b>	Ozmelat (09) 1174	#56. Robanar proposes a double goes south. Milsy. Garia moves rooms. Secret passages. Cunning plans.	WMD #1.			<b>Autumnal Equinox</b>
294 9.97 <b>17</b>	Ozmelat (09) 1174	#57. Debriefing after the fight.  Fikt. Meeting with Tanon. Council meeting.	WMD #1.			<b>Autumnal Equinox</b>
295 9.93 <b>18</b>	Ozmelat (09) 1174	#57, 58. Wigs. Meeting Guildmaster Horran of the miners. Death of Taranna. Jenet. Garia grounded.	WMD #2.			
296 9.89 <b>19</b>	Ozmelat (09) 1174	#58, 59. Bleskin, Feteran. Keren kisses Garia. Taranna's funeral. Tanon's plan.	WMD #2.			
297 9.85 <b>20</b>	Ozmelat (09) 1174	#59. Splitting up of instructors. Briefing the armsmen and substitutes. Dancing.	WMD #2.			
298 9.81 <b>21</b>	Ozmelat (09) 1174	#59. Keren and Bleskin depart for north.	WMD #2.			
299 9.77 <b>22</b>	Ozmelat (09) 1174	#59. Norvelen, Shenna, Stebenar and Willen depart. Milsy smuggled out of the castle.	WMD #2.			

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300 9.73 <b>23</b>	Ozmelat (09) 1174	#59. Royal party departs and recrosses Sirrel. Garia and Merizel swop places with Milsy. Sukhana.	WMD #3.			
301 9.69 <b>24</b>	Ozmelat (09) 1174	#59, 60. D'Janik. Garia and Merizel head back to the ferry north, Tanon's warehouse.	WMD #3. Milsy joins the royal party. 1st day of travel south.			
302 9.65 <b>25</b>	Ozmelat (09) 1174	#60. A day spent hiding in the warehouse. Jenet joins them.	WMD #3. 2 <sup>nd</sup> day of travel south. Arrival at Ppalace. Fulvin and Tarvan. WMD #4. Explanation by guildsmen. Evening meal. 1st night in Palace.			
303 9.61 <b>26</b>	Ozmelat (09) 1174	#60. Journey from Dekarran to Teldor.	WMD #4. Breakfast. WMD #5. Unable to read. Fulvin and Tarvan offer to help. Examination of Gary's clothing. Rosilda provides more clothing for Milsy.			
304 9.57 <b>27</b>	Ozmelat (09) 1174	#61, 62. Party leaves Teldor after lunch, looking for Keren. Lunch at Haligo. G meets K at Toomer's Gully. SECRET OUT.	WMD #6. Tarvan begins teaching Milsy and Bursila to read.			
305 9.53 <b>28</b>	Ozmelat (09) 1174	#62. Parties combine. G greets Snep. Holville.	WMD #6. Tarvan introduces reeds and ink.			
306 9.49 <b>29</b>	Ozmelat (09) 1174	#63. Wagon problems. G and M ride their frayen. First night in Tranidor. Suspicion of sabotage.				



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307 9.45 <b>30</b>	Ozmelat (09) 1174	#64. Meeting with Moriswin of the Miners' Guild. Bezan and Yarling. 2nd night in Tranidor.				
308 9.41 <b>31</b>	Ozmelat (09) 1174	#65. The road to Blackstone. Chivan roadstone. Call of Kalikan begins. Camp in the forest. Bathing at the falls.	WMD #6. M and B go on first exploration around palace.			
309 9.38 <b>1</b>	Avilat (10) 1174	#66, 67. Arrival at Blackstone. Confrontation with Trogan. Fight. Release of hostages. Night at the Bell Inn. The Valley Messenger Service.	WMD #7. Milsy and Bursila get lost, end up serving Terys at dinner.			
310 9.35 <b>2</b>	Avilat (10) 1174	#67, 68. Search for the remaining four bandits. Looking for evidence in the Steward's house and the Ptuvil's Claw. Sethan.	WMD #8. First day in the laboratory. Tarvan indicates personal interest in Milsy.			
311 9.32 <b>3</b>	Avilat (10) 1174	#69. The men move into the Ptuvil's Claw and burn all the pots. Sukhana proposes becoming manager. Garia is introduced to her people.	WMD #9. Milsy and Tarvan see the Great Clock. Milsy gets grand idea.			
312 9.29 <b>4</b>	Avilat (10) 1174	#70, #71. Day of the Trial. Sethan sentenced. Juddas, Brakkis and Trogan condemned. All hanged.	WMD #10. Parrel takes Milsy and Tarvan to Clock-makers' Guild where her idea is explained. Tarvan writes to Garia and the idea of secondary clocks is raised.	WP backlook – <i>Visund</i> escapes from Einnland	#1 – Gro attends trial but leaves, overcome with guilt; Shemel declares love for her.	

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313 9.26 <b>5</b>	Avilat (10) 1174	#72. Jaxen sets off for Tranidor to begin shuttle service. Ride along the vale. The aqueduct. Brifilis. Deputation of townswomen.	WMD #11. Korben checks Milsy's reading. Visits to the Salon and the Wardrobe.			#1 – Surekha sent to Griz so Gro and Shemel have time alone through the night
314 9.23 <b>6</b>	Avilat (10) 1174	#73. Exercising in the courtyard. Potential armsmen recruits. Local officials to be appointed. A frayen for Sookie, Tixi. Showing clothing to the local women. Tenth frayen?	WMD #12. Milsy meets Gerdas who requests 24 hour clock with a dial. Also Danisa and Heldra. Clock dismantled. Milsy makes arrangement with Tarvan.			
315 9.2 <b>7</b>	Avilat (10) 1174	#74. Briswin and Tedenis. The Census. Lanilla and Jasinet. G visits Mesulkin.	WMD #13. Milsy officially made Journeywoman with Guild badge #2.			
316 9.17 <b>8</b>	Avilat (10) 1174		WMD #13. Visit to a glassworks. Twin clocks started together for the first time.			
317 9.14 <b>9</b>	Avilat (10) 1174			WP backlook - Sudden storm means captain, family and lieutenant washed overboard		
318 9.11 <b>10</b>	Avilat (10) 1174	#74, 75. Census results. Sookie's first ride. Jaxen returns with Bleskin and Feteran.	WMD #13. Making ready for the Clockmakers to return.			
319 9.08 <b>11</b>	Avilat (10) 1174	#75. Gifts from Palarand. Coke oven, steam engine, telescope, paper, typewriter, glass mirror.	Tarvan's letter reaches Blackstone. Garia's letter reaches the palace. WMD #13. Time differences noted between twin clocks and the Great Clock. Dining in public for the first time.			

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320 9.05 <b>12</b>	Avilat (10) 1174	#76. Tixi tries her new saddle. Senidet. Setting up the Messenger Agent. Gifts and letters opened. Demonstration of the steam engine. Yarling confesses. G argues with K.	WMD #14. Milsy gains eight new members of her escort detachment. 'Ready room' found. End of after-lunch naps. Double-dial clock commission.			
321 9.02 <b>13</b>	Avilat (10) 1174	#77. G and K ride out and discuss the VMBs and their plans.	WMD #15. Talk of wiring the palace. Wall-mounted clocks. The Clockmakers are enlightened.			
322 8.99 <b>14</b>	Avilat (10) 1174	#78. Day trip to the Stone Sea.	WMD #16. T and M visit the experimental furnaces near PC. Milsy gets ideas about goggles and ways of continuously feeding the furnaces with something like a chain pump. Coil springs for clocks.			
323 8.96 <b>15</b>	Avilat (10) 1174	#79. Jasinet's injuries. Her mother and father in court, fined. Fikt.				
324 8.93 <b>16</b>	Avilat (10) 1174					
325 8.9 <b>17</b>	Avilat (10) 1174					
326 8.87 <b>18</b>	Avilat (10) 1174			WP backlook – New Storm hits		
327 8.84 <b>19</b>	Avilat (10) 1174			WP backlook – still storm tossed		

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328 8.81 <b>20</b>	Avilat (10) 1174			WP backlook – after days fighting storm, make crashing landfall		
329 8.78 <b>21</b>	Avilat (10) 1174		WMD #17. T and M go to Pakh Lane to seek Fulvin, who has vanished from palace. Discover zipper parts, buckles factory, etc.	WP backlook – Recover from crash. Send praam. No port found. Patched repairs to <i>Visund</i> , could be refloated		
330 8.75 <b>22</b>	Avilat (10) 1174			WP backlook – Day 2. Villagers provide food. Eriana, Gullbrand, Lars, maids (= E5 group) move		
331 8.72 <b>23</b>	Avilat (10) 1174					
332 8.69 <b>24</b>	Avilat (10) 1174					
333 8.66 <b>25</b>	Avilat (10) 1174					
334 8.63 <b>26</b>	Avilat (10) 1174					
335 8.6 <b>27</b>	Avilat (10) 1174		Letter re Fulvin's activities leaves PC.	WP backlook – move the <i>Visund</i> to near the fishing port		
336 8.57 <b>28</b>	Avilat (10) 1174		WMD #18. Dual clocks running on bench. Milsy builds goggles for herself and Bursila. Gerdas explains orbit of Anmar, seasons, etc and introduces her to algebra.			

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Day Facts	Month/ Year	S E E	Milsy	Einlanders / AoJ	J o B	Notes
337 8.55 <b>29</b>	Avilat (10) 1174	#80. G and co ride as far as the dam and the lake. Questors Rindal (botanist) and Jerrit (geologist) arrive. Stage coaches.			WP backlook – Eriana 5 group and a quarter of the crew leave to Simbek	
338 8.52 <b>30</b>	Avilat (10) 1174	#81. Call of Kalikan. First planning meeting. Zoning. Water treatment works. Railroads. Conveyor belts. Plotters meet.				
339 8.49 <b>31</b>	Avilat (10) 1174					
340 8.46 <b>1</b>	Bretherin (11) 1174					
341 8.43 <b>2</b>	Bretherin (11) 1174					
342 8.4 <b>3</b>	Bretherin (11) 1174					
343 8.38 <b>4</b>	Bretherin (11) 1174	#82. G and party ride up the Vale. 2 farmhouses, Brethen, Brandar. G orders 2nd farmhouse be abandoned. Ride to head of Vale.	WMD #19. Milsy demonstrates dual clocks to Bayorn and Laikin, is proposed for full Guildswoman status.		WP backlook – another (lesser) storm rolls in	
344 8.36 <b>5</b>	Bretherin (11) 1174	#83, #84. Battle on the moor. Party overnights at 2 <sup>nd</sup> farmhouse.			WP backlook – calm period	

# Timeline for Palarandi events.

Day Facts	Month/ Year	S E E	Milsy	Einlanders / AoJ	J o B	Notes
345 8.34 <b>6</b>	Bretherin (11) 1174	#85, #86. Party returns to Blackstone.				
346 8.32 <b>7</b>	Bretherin (11) 1174	#87. Garia writes letter to King detailing battle.			#4 – The three visits, culminating in M and M to dinner.	
347 8.29 <b>8</b>	Bretherin (11) 1174	#88.  Letter leaves Blackstone first light; arr Brayview at dusk.  Letter concerning Fulvin's activities arrives at Blackstone.	WMD #20. Tarvan and Milsy climb High Tower to examine lightning rod installation. Later, experiments with coal gas flames. Approval of promotion to Guildswoman.		#4 – Papa returns	
348 8.26 <b>9</b>	Bretherin (11) 1174	Letter departs Brayview in the morning; Tranidor noon; roadhouse at dusk.				
349 8.23 <b>10</b>	Bretherin (11) 1174	Letter dep roadhouse morning; arr Haligo at dusk.				
350 8.21 <b>11</b>	Bretherin (11) 1174	Letter dep Haligo morning; arr Teldor after dark.		WP backlook - Greater storm damages the <i>Visund</i> slightly		
351 8.19 <b>12</b>	Bretherin (11) 1174	Letter dep Teldor morning; arr South Slip late afternoon.				
352 8.17 <b>13</b>	Bretherin (11) 1174	Letter dep. South Slip morning; arr palace at dusk.	WMD #21. First dual clock installation nears completion.			

# Timeline for Palarandi events.

Day Facts	Month/ Year	S E E	Milsy	Einlanders / AoJ	J o B	Notes
353 8.15 <b>14</b>	Bretherin (11) 1174	Robanar makes decree ordering Keren and Garia back to the Palace. Decree arr roadhouse on way to South Slip.	WMD #21. Dual clock ready and started. Much disturbance in palace after Garia's letter arrives.			
354 8.13 <b>15</b>	Bretherin (11) 1174	Decree dep roadhouse first light; arr Teldor late aft.				
355 8.11 <b>16</b>	Bretherin (11) 1174	Decree dep Teldor first light; arr Haligo dusk.				
356 8.09 <b>17</b>	Bretherin (11) 1174	#89. Baroness's court; Guild meeting. Decree dep Haligo first light; arr roadhouse dusk.				
357 8.07 <b>18</b>	Bretherin (11) 1174	#90. Garia describes truss designs. Decree dep roadhouse first light; arr Tranidor after lunch. Trosanar organizes party to collect K+G.				
358 8.05 <b>19</b>	Bretherin (11) 1174	#90. Decree+party dep Tranidor first light; arr Forest Roadhouse late afternoon.	WMD #22. Boiler explosion. Hurdin writes to Garia.			
359 8.03 <b>20</b>	Bretherin (11) 1174	#90. Garia tests truss designs. Decree + party dep Forest Roadhouse first light; reach Blackstone late aft.		AoJ #1. Joth City taken by forces of Yod. Marilyn Baker discovered at roadside by retreating Jothans.	#5 – Women's Circle	

# Timeline for Palarandi events.

Day Facts	Month/ Year	S E E	Milsy	Einlanders / AoJ	J o B	Notes
360 8.01 <b>21</b>	Bretherin (11) 1174	#91. Last Town Assembly before G departs. Fedren made Sheriff.		WP backlook – E5 group leaves Simbek  AoJ #1. Maralin at Falden's mansion.		
361 7.99 <b>22</b>	Bretherin (11) 1174	#91. K+G leave Blackstone. Arrive Forest Roadhouse late aft.		WP backlook – E5 group overnight at roadhouse east of GV, by ferry across Crescent Lake. Message reaches <i>Visund</i> to report E5 group have now moved from Simbek.	Michen+Morden move house assisted by J & Co. (mentioned as a back-look)	
362 7.97 <b>23</b>	Bretherin (11) 1174	#92, #93. G and party dep Forest Roadhouse; arr Tranidor dusk. Trouble at castle.	WMD #23, 24. Fulvin disappears again, Milsy finds him, meets Eriana arriving at palace. Later, shows Eriana facilities in suite.	WP lookback – Eriana 5 group cross Lake and reach Palace	#7, #8. Swayga announced as step-to-be.	
363 7.96 <b>24</b>	Bretherin (11) 1174	#94. G Call begins. Party leave Tranidor mid morning. Roadhouse overnight.	WMD 25. More embarrassments and confusion for Eriana.	AoJ #1. Maralin mucks out. Wheel-barrows. Memory back. AoJ #2. Maralin struggles with new body.	#9, #10, #11. Julina 1st day of freedom, Papa departs.	
364 7.95 <b>25</b>	Bretherin (11) 1174	#95, #96. G arr Holville morning. New town, bathes in brothel. K arrests Mandel, Tilmar. Makes Halkor a Baron. G has night in Brothel. G Call day 2.		AoJ #2. Nightmares. Benny.	#12, #13. Julina 2nd day of freedom. Salon room inspection.	
365 7.94 <b>26</b>	Bretherin (11) 1174	#97. Dep Holville mid morning, lunch Toomer's Gully, arr Haligo castle late aft. G Call day 3.	WMD #26. Hurdin's letter to Garia arrives at Holville. News of Joth invasion reaches palace.		#14, #15. J Call day 1. First day of saddle, orders riding clothes. Building team arrive. Suril, Haka and Haris.	



# Timeline for Palarandi events.

Day Facts	Month/ Year	S E E	Milsy	Einlanders / AoJ	J o B	Notes
366 7.93 <b>27</b>	Bretherin (11) 1174	#97. G leaves Haligo after lunch. Arr Teldor late aft. G Call day 4.	Tarvan departs palace to travel north to Teldor. Spends night at roadhouse.	AoJ #3. Called to muster.  Galdarin. Castle.	#16. J Call day 2.  Day 4 of freedom. Suril interview.	
367 7.92 <b>28</b>	Bretherin (11) 1174	G in Teldor all day.	Tarvan departs roadhouse and arrives South Slip early evening to await ferry north.	AoJ #3. Square bashing. Measured for uniform.	#17. J Call day 3. Measuring women. Nastiness late at night.	
368 7.91 <b>29</b>	Bretherin (11) 1174	#98. G dep Teldor after breakfast, arr Dek late aft. Hear of Joth invasion.	Tarvan crosses Sirrel, goes north to arrive at Teldor late evening.		#18, #19. J Call day 4.  Clear Haka hut. Pocular arrives. Hot water design. Grid lock. Priorities.	
369 7.9 <b>30</b>	Bretherin (11) 1174	#99. G & Co all day in Dek. Lands message north of Teldor.			#20. Julina first ride. Letter posted to Merry. Papa returns.	
370 7.89 <b>31</b>	Bretherin (11) 1174	#100. G crosses Sirrel, caravan attacked; battle. Lands messenger reaches Tranidor at dusk.	WMD #27. News of unusual happenings reach palace during day. Milsy investigates alarm systems.		#21. J rides to Loop Road bridge with Papa. Plan for Salon trial run in 2 days. Swayga's fish farm idea.	
371 7.88 <b>1</b>	Zuberak (12) 1174	#101, #102. G talks to the VMBs. At roadhouse between battle site and city. Slow journey home, arr at palace mid aft, discovers Eriana.	WMD #28. Palace in uproar; Milsy still goes to Coke plant inauguration.	AoJ #3. Uniform arrives. Crossbows. Swords.	#22. Lands message to BS. Battle mess dep Dek; arr Haligo. J rides to dam. Deputies. Suril rides. Wife beater arrested. Pomma paints pic of J. Fish farm suggested.	
372 7.87 <b>2</b>	Zuberak (12) 1174	#103. Debriefing men. Merizel gets Tandra as maid. G meets Milsy, learns Einnland's past. Funerals of dead in battle.		AoJ #3. Swords. Rest of gear. First payday, which M. gives to Renita.	#23, #24. Battle messenger arr Tranidor. J attends Bleskin's meeting announcing new lands. M's solution re road surfacing.	

# Timeline for Palarandi events.

Day Facts	Month/ Year	S E E	Milsy	Einlanders / AoJ	J o B	Notes
373 7.86 <b>3</b>	Zuberak (12) 1174	#104. Yod residence burns down. G confesses to Terys. Senidet meets Milsy. City precautions. Eriana exposed.	WMD #29. Post-battle debrief, Milsy learns of guns. First designs of a gas holder. Yod Residency burns. Senidet joins in.	AoJ #4. Maralin morning stiffy. Men march to country between Galdarin and Joth for advanced training.	#24. Wife beater's trial. Divorce petition. Kordulen and Y depart for coal prospecting. Battle message reaches BS dusk. 1 <sup>st</sup> 4 fish into fish farm.	
374 7.85 <b>4</b>	Zuberak (12) 1174	#105. Sleet. G, E and Merizel spend morning in wardrobe. R reveals test nature, gives G+K his blessing.	WMD #30. Milsy introduces Senidet around. Rumours zoom of Keren and Eriana being engaged. Senidet knows better and is torn.		#25. Walden leaves for Tranidor. Neerkel branded. Crockery arrives for Salon. War announced.	
375 7.84 <b>5</b>	Zuberak (12) 1174	#106. R announces betrothal. BS armsmen merged. Meet Milsy. US Quarter found in city tavern. News of retaken Sheldane.			#25, #26. J goes up the Vale.	
376 7.83 <b>6</b>	Zuberak (12) 1174	#107. G, K and E spend morning in dojo. Robanar commands K as embassy to Valley states.			#26. J 1 <sup>st</sup> full day in Vale. Dam lake stone quarry investigated.  K & Y return to town.	
377 7.82 <b>7</b>	Zuberak (12) 1174	#108. K dep Palace (dawn) to Moxgo Junct roadhouse dusk. G teaches E meditation. Railroad definitions.		AoJ #4. Out in the country. Mock attack by another troop.	#27. J second full day in Vale.	
378 7.81 <b>8</b>	Zuberak (12) 1174	K dep Moxgo Junction roadhouse dawn, arr Brikant Castle lunch.		AoJ #4. The Sirrel. Attack by a Yod patrol. Pursuit, hiding.	#27. J returns from Vale, sees all changes inc terminus for shuttle. "I shot the Sheriff."	
379 7.8 <b>9</b>	Zuberak (12) 1174	K dep Brikant dawn, crosses Sirrel, arr roadhouse mid pm.		AoJ #4. Maralin finally gets back to safety and the mansion.	#28. J learns all changes. Tai Chi. Horran arrives. Impromptu meal.	

# Timeline for Palarandi events.

Day Facts	Month/ Year	S E E	Milsy	Einlanders / AoJ	J o B	Notes
					Added major stocks to fish farm.	
380 7.8 10	Zuberak (12) 1174	K dep roadhouse dawn, arr Brugan after lunch.		AoJ #5. Maralin talks to Capt Jarbon, promoted to Sarjant. Discussion about camouflage, making uniforms for the 5.	#29. #30. #31. Spooky eyes. Tai Chi. Ride with all to dam lake quarry. See weather closing in. Roofing. Dinner with pictures.	
381 7.79 11	Zuberak (12) 1174	K dep Brugan dawn, arr Virgulend dusk. K's 1st letter to G ex-Brugan		AoJ #5. The five make a patrol near the south-east gate of Joth.	#31. Dinner with Deegrum as guest.	
382 7.78 12	Zuberak (12) 1174	K spends day in Virgulend.		AoJ #5. Another day spent observing the enemy.	#32. Julina's Birthday. Horran departs BS, goes direct to Brayview.	
383 7.78 13	Zuberak (12) 1174	#109. K dep Virgulend after breakfast, arr Smordan at dusk. K's 1st letter arrives at the palace. 2nd Letter leaves Virgulend. G learns of Bardanar's proposal.		AoJ #5. The five make their way back to their farmhouse 'base'.	#33. Journey to Tranidor. Travel through the Forest. Overnight in Brayview.	
384 7.77 14	Zuberak (12) 1174	#110. Eriana, Gullbrand and Lars go to Haflin to be tested. Demonstration of G's abilities. G looks for a room to do meditation in. Nursery. Garia's idea to attack the fortress. K talks in Smordan.		AoJ #5. At the castle.  Jarbon asks them to go out again. He writes to Duke Wallesan concerning guns.	#33. Finish journey to Tranidor. Arrive at Epp's house just as dark is falling. ... #34. Evening at Epp's, Shemel, Termerik and Mohini	

# Timeline for Palarandi events.

Day Facts	Month/ Year	S E E	Milsy	Einlanders / AoJ	J o B	Notes
385 7.77 15	Zuberak (12) 1174	#111. Meeting Tanon, Jaxen to talk of route to fortress. Supplies and frayen. G to Lanilla, speaks to Yod prisoners. Robanar agrees to meet. G visits Wardrobe. K writes 3rd letter, leaves Smordan secretly for Thorn, arrives at dusk.		WP backlook - Gullbrand leaves Palace to go to Plif, reaches Kandovor at dusk. ... AoJ #5. The second patrol begins. The group find a new lookout near the south gate. Jarbon's letter reaches Thorn.	#34. First day – exploring Tranidor. Epp semaphore to BLAM for Griz, Boxklee and Surekha to come to TRA. They scramble onto noon shuttle, overnight Forest Roadhouse.	
386 7.76 16	Zuberak (12) 1174	K talks with Duke Wallesan of Joth. He learns that someone else has used the word 'gun'.		WP backlook - Gullbrand leaves Kandovor and reaches Simbek.  AoJ #5. The five spend the day in a burned-out barn.	#35. Meeting at Nest of Skwod, visit to Bormio's, Semaphore to BS about hand mirror. Surekha party overnight Brayview. ...  #36 starts at the evening meal.	
387 7.76 17	Zuberak (12) 1174	#112. K's 2nd letter reaches palace. Last ever meeting of the combined Guilds of Palarand. K leaves Thorn at dawn, arrives Forguland late afternoon.		WP backlook - Gullbrand leaves Simbek to travel to fishing village, arrives dusk.  AoJ #5. The five return to the barn, where they find Jarbon waiting. M. returns to the castle.	#36. Row with Bormio and Mowlia, Trosanar returns from Dekarran. Berdon's group of TVs. ... #37. Hand-mirror licence granted to Tapio. Griz, Boxklee, Surekha arrive. Bormio demands licence. Final teacher interviews.	
388 7.76 18	Zuberak (12) 1174	K talks with leaders of Forguland and Ferenis.		AoJ #6. Jarbon and Maralin travel to Thorn and meet Wallesan.	#38. Suril and Haka time alone, Wender scheme proposed to Rohid and Ruckem, Beam lantern prov agree, riding wear collected, Brathan encounter, saddles delayed, Semaphore reply, deal with Tapio done re Beam Lantern.	

# Timeline for Palarandi events.

Day Facts	Month/ Year	S E E	Milsy	Einlanders / AoJ	J o B	Notes
389 7.76 <b>19</b>	Zuberak (12) 1174	K leaves Forguland, returns to Thorn, discovers Maralin.		AoJ.#6. Maralin meets Keren, learns about the situation.	#39. Gifts for staff. Count's proclamation gives start of Wender service. Leave Trani late morning. Extra three frayen and saddles. Overnight at Brayview.	
390 7.75 <b>20</b>	Zuberak (12) 1174	K leaves Thorn, reaches Smordan late afternoon.		WP #1 - Gullbrand leaves village with party, arrives Simbek.	#39. Inspect Bezlet. Inspect fort. Overnight at Forest Roadhouse.	
391 7.75 <b>21</b>	Zuberak (12) 1174	#112. G gets semaphore message direct from Blackstone.  Moving midnight ceremony.  K at Smordan for NYE.			#40. Arrive in Blackstone late afternoon. Changes again, bed of Loop Road completed, bridge cleared, Dam Lake Quarry Road bed and slope done and surfaced, Em-style.  NYE celebrations.	Midwinter's Night:  Last day of 1174.