

# THE LUNATIC

Monthly Journal of the Academy of Midgard

Lore | Creatures | Geographies

## Investigation in Payon Cave ➤ *Lif*

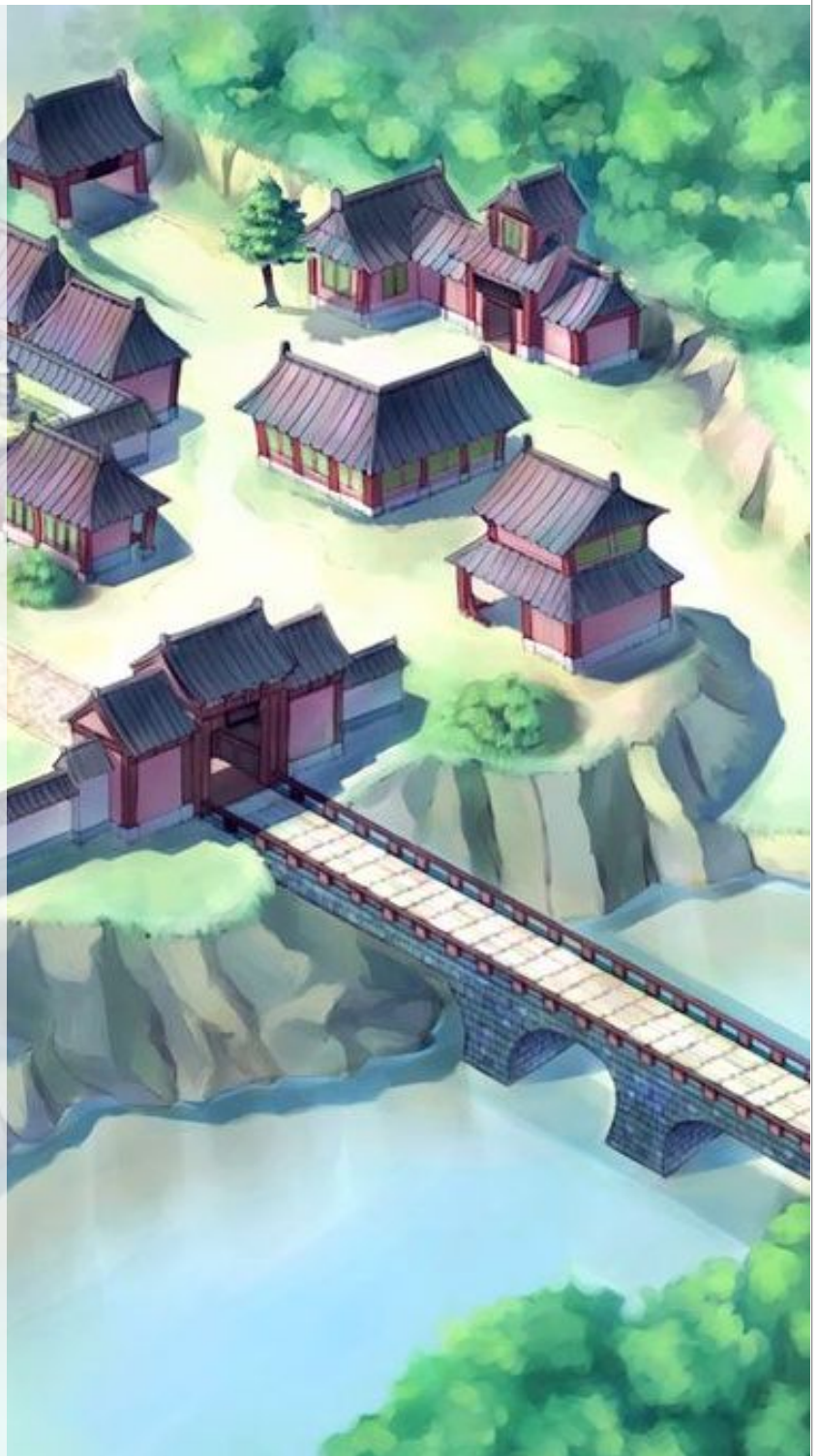
"Almost every Payon resident who kindly discussed the matter with me agreed that the fate of the undead inhabiting the cave is horrifying but tragic, and it ties closely with the destiny of the town itself..."

## A Travel Back Into Ancient Payon ➤ *Emil Mandelbaum*

"The dim darkness I perceive when stepping into the first level probably helps the bat-like Familiars surprising me with their attempt in pushing their tiny teeth into my skin, leeching for blood..."

## Social Behaviors of the Wolves ➤ *Chiia Berry*

"Research shows that existing resources and family structure are the main factors determinant in wolves' social lives..."

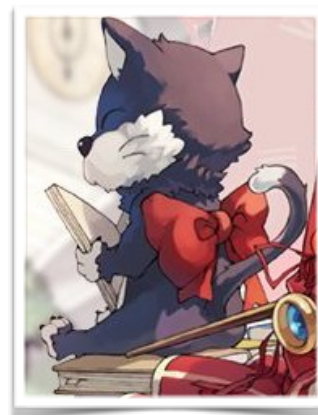


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## Editor's Note — *W. Mocha de la Frappé*

As *The Academy of Midgard*, we are proud of publishing the first issue of our journal. The theme of this month is **Payon**. You can see why we chose it in her affective text through which Miss Honeysuckle honored us.



The structure of the journal is formed roughly by three main sections: *Lore*, *geographies* and *creatures*. In the lore section, you will read Lif's article on the thrilling mystery of the war weary "victims of the cave". In the geography section, Prof. Emil Mandelbaum guides us through the Payon Cave on a breath-taking journey. In the creatures section, Chiia Berry examines how the wolves are socialized with explorers and also among themselves and makes us witnesses to quite unknown aspects of different kinds of wolves.

The issue continues with Luthiel Merle's investigative and stunning notes on the biochemical nature of sticky mucus which is a kind of fluid produced by many Payonian creatures. Merle's article is followed by a fantastically appetizing herb stuffed wild spore recipe written by Shank Cross-Cut, an expert in gastronomy. Finally, we are having the epilogue with a vivacious interview with Luthiel Merle.

As the Academy of Midgard Press, we wish you good reads!





## Greetings From The Councilhead

*Dear Readers of The Lunatic,*

*About half a year ago, I got instructed to found an institution that aims to find some understanding about our world that we know as Midgard. I was asked to unite people with inspiration, creativity, and passion, to unveil the secrets of this land, and of course to bring some insights to other people. After some time, I was able to gather a few people with this profile to finally open the Academy of Midgard. Many application interviews were held, not everyone was able to stand my critical gaze and the difficult questions - many failed, some successfully prevailed. As a group of Students, Explorers, and Researchers we started to investigate what we each personally cared for, observing carefully during expeditions, making up theories and discussing them critically. Never had I thought that we will succeed in such a short time to publish the first issue of our journal - The Lunatic.*

*Due to some beginner-friendly expedition led by honorable Explorer Cerulione into the Payon Forests, some of us started to deepen on that topic. Especially some students had the opportunity to try themselves out*

*in writing papers about certain creatures. I am still impressed by the quality of writing they delivered. Some of these writings can be found in this issue.*

*However, although Payon is well known and often visited by most adventurers, we do not know much about its tragic history. Payon's past seems to be interwoven with the powerful forces of demons and the gods. It seems as if stories of betrayal, lies, and misunderstanding led to attacking waves of monsters, causing destruction and thus a history of the need to rebuild the village over and over again. Creatures such as Munak, Bongun and Sohee, Dokebi, Horong or even the demon Moonlight Flower show us glimpses of this ancient history. We are just at the beginning of our research. Altogether, even though much of the happenings lie long behind us, still today the village in the forests has to bear with its past due to the restlessness of the dead in the Payon Cave - Zombies and ghostly Spirits are haunting this place and are finding no peace.*

*Nevertheless, this is not the only notable thing to say about Payon. Since the village has such a long and eventful history it was able to develop a distinctive culture. Spirituality plays a huge role in the citizens' life. The*





people seem to live in harmony with the forest, train the young to become Archers, Fighters such as Teakwons or even Hunters. One remarkable thing is also that the village aims to attain self-sufficiency. Therefore, they do not rely on wares by other towns. It shall also be noted that Payon has a lovely tea culture. Often, I take place at the wooden tables outside to drink a cup of delightful green herb tea. I am sure that I will read this issue of *The Lunatic* exactly at that place, sometimes looking up, enjoying the atmosphere of traditional wooden buildings surrounded by lush green forests and breathing the fresh mountain air after a sip of tea.

*I wish a great time reading through the writings of this Journal!*

Additionally, I also want to thank every person that contributed to this Journal Issue sincerely, especially White Mocha de la Frappe - the Editor of *The Lunatic*.

Kind regards,

Councilhead Honeysuckle





## Remodeling - Payon



## Investigation on Payon Cave

— Lif

For my research on sohee I consulted to the opinions of Payon people, who inherit knowledge of the past orally from generation to generation. Almost every Payon resident who kindly discussed the matter with me agreed that the fate of the undead inhabiting the cave is horrifying but tragic, and it ties closely with the destiny of the town itself.

Due to the thick forests and high hills surrounding it, Payon remained isolated from the rest of the Rune-Midgard through much of its history, which led to its current distinct culture. In the past, when the interactions and relationships between Payon and the rest of the continent were not as intense as they are today, Payon people lived in poverty and they did not have enough funds to hold proper funerals to bury their dead. Instead, they had to leave the corpses in the cave, which became an obstacle for the spirit of the dead to pass on to the afterlife. Thus, the undead were generated inside the forest.



But not all of the cave inhabitants became undead through this way. Since the initial undead used to be fellow citizens of Payon, some people wanted to help them reach peace by exorcising them. Thus an influx of warriors into the cave took place.



Some of these brave warriors could not handle violence in the cave and they turned undead themselves. As the Chief of Payon says, "they became victims of the cave." The Archer Village was founded precisely for this reason—to end the sufferings of the cave inhabitants and protect the town-folk from their outpourings. Even today, there are close personal connections between the cave inhabitants and Payon folk. One touching example of this is the case of the pub lady, who says her grandfather was such a warrior who turned into undead

and was released from his pain by the bravery of the Payon Chief. She is grateful to the Chief for this act even to this day.



This person was not the only man the Chief released from undead. In his youth he was very dedicated to end the suffering of his folk, in cave and in town. After Payon put an end to its isolation and relations with Prontera became



warmer, King Tristan III launched a campaign to end the tragedy of the cave, in cooperation with the Payon Chief. This was also the time when Payon was flooded with foreigners and its culture opened to the rest of the continent. Today, the Kaffra ladies, the palace and town guards, and many other individuals are coming from outside of Payon. This mixture of cultures proved to be very fruitful, but some questions are in the air about the exact nature of the relationship between the Payon Chief and his new foreign assistants.

Some citizens find the Chief's recent solitude in the Central Palace strange. Most citizens are forbidden to enter the palace, but the Chief holds meeting with the foreign assistants and has become more secretive than he used to be. Also, when an adventurer wants to enter the palace (I am also a stranger to Payon, which may be an enhancing factor in my admittance to the palace), extreme security measures are taken. The visitors are completely unarmed (they even wanted to take off my ribbon, undershirt and panty >:'O!!! –but i slapped them very well and they took their dirty hands off!). This is a regulation that is not applied even in Prontera Palace, so something may be odd, and may require further investigation.

*PS. Also, a rarely known fact is that Payon seems to boast various fortune-tellers, who reside in the Palace grounds. One of them specializes in Poring fortune-tellings –a note for Lu ♡*



# A Travel Back into the Ancient Payon

—*Emil Mandelbaum*

The following article contains my observations and thoughts during my Payon Cave expedition. Its purpose is to give an overview of the dungeon and some inspirational insights for further research and expeditions.



When entering the well known Payon Cave - located north of Payon near the Archer Village - a pungent smell of decomposing bodies with oddly fresh wet minerality is what hits my nose immediately. The dim darkness I perceive when stepping into the first level probably helps the bat-like Familiars surprising me with their attempt in pushing their tiny teeth into my skin, leeching for blood.

After some seconds of *familiarization* (a bard's bad pun) I can see through the blue darkness, recognizing the Spores, Boas, Zombies and Skeletons most of us know, since many of us spent their early training hours in this first level of the Payon Cave. Although this first level is not considered challenging for most adventurers, the pure amass of Zombies and Familiars can easily overwhelm rookies.

The question that needs be raised of course is why are there so many Zombies and Skeletons in here? It is well known that the villagers of Payon buried the dead in this cave. But why did they become undead?

The **second level** of the Payon Cave offers a somewhat calmer atmosphere. Apart from notably stronger Skeleton Soldiers there are mainly peaceful Martin's and Smokies. They might like the cooling wet air in the cave. The smell of decomposition is not present in here anymore. Rather peculiar are the bewitched pans and ladles being guided by a fried egg, called Magnolia - it becomes reasonable that some sort of odd magic must be involved. In books Magnolia is known for being the ghost of an eaten Peco Peco Egg. Why does it occur here? Do they have something to do with the Eggyra also present in this level? Further research is needed concerning this topic. It may be noted that ghosts and spirits are no rarity around Payon in general.

Through the twisted passages of the Cave I reach the **third level** that is filled with some Skeletons, plenty of Magnolias, Munak and Bongun. The latter are surely creatures of history. Their clothing seems



like old imperial school uniforms. Since the bodies of Munak and Bongun do not seem decomposed at all something has to be different. If it is due to their history or spirituality is a topic for another article.

Fantastic in this place is the little pond filled with Hydra. These creatures dwell in many caves when water is involved - better don't step too close, or you will regret it. Next to it is a small ruin of a tiny house. The first sign of the far down lying traces of a long past civilization - also known as forgotten Payon.

After walking through the long floors, one reaches the **fourth level** (given the person has either enough constitution or flywings). The atmosphere and structure of the dungeon is very different here. There are no twisted passages anymore but bigger open areas, formed by some ancient buildings. Ghostly creatures well known as Sohee scour the area. Their cries give me shivers. Many stories are told about this ghost of a young girl. One is that the girl died in



young age while never being loved honestly by a man or another one that she committed suicide in fear of being raped to protect her chastity. One might draw conclusions from her behaviour when fighting with her as well: after a while Sohee often just vanishes, as if she committed suicide again. For further thoughts on Sohee see also Lif's inspiring paper on Sohee that can be found in the Academy Library.



While walking and fighting through forgotten Payon I again ask myself why all these creatures are here, that are related to the history of ancient Payon. Why don't they find peace? When entering into the last level of the Payon Cave I find an explanation.



*Entrance to the fifth level of the Payon Cave*

The **fifth level** of the Payon Cave seems like a huge plaza surrounded by some ancient buildings and masonry. Immediately after entering you sense the ghostly atmosphere. Horongs - often described as the ghosts of the long-passed - haunt this place along with Nine Tailed Foxes. These demonish creatures are known for their trickery. Sometimes they possess human beings. One example is the possession of Amatsu's current Lord's Mother, that was haunted by the ghost of a Nine Tailed Fox.



When you reach the center of the plaza you see a buddha statue, similar to the one standing in Archer Village. Around this statue one can usually find a foxlike girl called Moonlight Flower. She roams the fifth level of the Payon cave and is carrying a huge bell - an exceptional strong creature. Through my wanders I heard some rumours about this demon. Although I am unsure about the truth, I am certain that a tragic story lies behind Moonlight Flowers restlessness. It is assumed that she lived in ancient Payon and was hated and feared by the villagers due to her huge red eyes and foxlike look. After loosing her one and only friend she was caged by the villagers. As imprisoned Moonlight Flower



screamed in grief and fear a demon fox rescued her by killing all the villagers. But that wasn't what Moonlight Flower wanted. She wanted to not be hated anymore and she wanted her lost one and only friend back. Therefore, the demon fox decided to gift her the golden bell she is since then carrying. With the ringing sound of her golden bell she is able to let the dead arise again and follow her command – she wasn't hated and rejected anymore by the villagers.



Especially this one last thing I heard explains a lot regarding the creatures of Payon Cave. Assuming that this legend contains some truth, I draw the conclusion that the buried corpses were awoken by the ringing of Moonlight Flowers golden bell. Also, the spirits and ghosts scouring through forgotten Payon (and maybe Payon Forest in general?) may be restless due to the golden bells sound.

With this thought I want to close my article. I thank everyone being patient enough to read through my exploration notes and speculations.

# Social Behaviors of the Wolves

— *Chiia Berry*

This paper will include the related discussion about wolves' interactions with the explorers and also each other. It examines three kinds of wolves: Payon wolves, desert wolves and baby desert wolves. It will conclude that existing resources<sup>1</sup> and family structure are the main factors determinant in wolves' social lives.

## *Lynch Culture and Family Structure*

Until now, Payon wolves have been known for being assist creatures. After some strong clashes against them, now it is revealed that they are grown up within a lynch culture rather than assisting each other.

- ♦ ***Observation on the group of wolves killed by an ordinary sword:*** If an explorer attacks a wolf by means of an ordinary sword, the wolf attacks her back. Then, the other wolves around rushes towards the explorer and all wolves start to attack her.
- ♦ ***Observation on the group of wolves killed by a stunner:*** If a wolf gets stunned and continues to be attacked by an explorer, the other wolves around do not care although they are aware that their friend is about to be killed.



Artist: Myoung Jin Lee

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<sup>1</sup> Pointed out by Lif during a casual discussion. Grateful to her for the additional observations.





are not attacked. Thus, family structure emerges as an important factor determining social behaviors.

### *Resources and Herd Behavior*

As Lif pointed out, resources constitute another important factor in wolves' lives. Severe conditions desert presents are almost the opposite of fruitful forests of Payon in terms of resources necessary for guaranteeing food security. This difference brings about a cut-throat-competition among the desert wolves. Eventually, they cannot form a pack as Payon wolves do, but they are all lone wolves.

Using different variables, we revealed that Payon wolves do not take an action to protect their friends, rather they are tended to kill explorers who are already under threat.

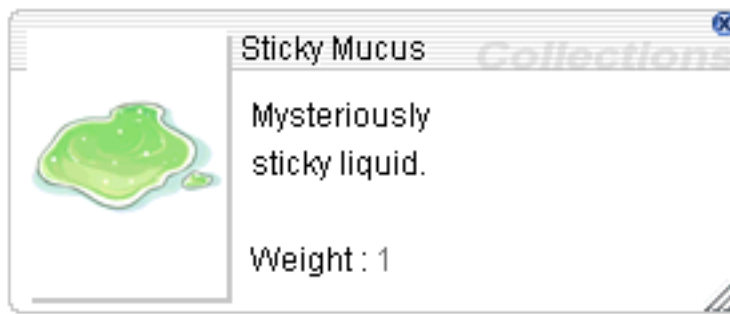
As for desert wolves, we have observed that the reason why they enact aggressive behaviors against explorers is because they have babies and they want to protect them. On the other hand, because Payon wolves do not have babies, feeling of security is higher for them. Therefore, they are not aggressive as long as they



On the other hand, Payon wolves' risk of malnutrition is relatively much lower. Thus, their communal spirit is stronger and they can come together under the leadership of Vagabond. Competitiveness also increases the strength of desert wolves. Under the harsh conditions of the Sograt Desert, they are able to improve their fighting skills through their burning furs. Compared to them, we observed, Payon wolves remain more peaceful.







## Sticky Mucus: A General Study Notes for Beginners

— *Luthiel Merle*

*Edited by Lang Merle. This article is a students preparation paper for upcoming Poporing Interdisciplinary Study.*

Sticky Mucus is a large class of complex biological fluid secreted by many different kind of living and undead beings. In living being, it acts notably as a barrier against particles foreign to the body (toxins, pathogens, etc) while allowing passages of selected nutrients and gases. In undead being, its function is unclear although it may simply be waste byproduct of the chemical process of rotting.

### Sources and Examples

Sticky Mucus can be obtained from a large number of different sources. Each mucus from different sources do not exhibit exactly similar properties nor hazard risk, and hence further studies and appropriate personal protection equipment are needed before handling any. Known sources of sticky mucus (non exhaustive list)

- ◆ Undead beings (zombies, orc zombies, ghouls)
- ◆ Poring Family (poring, poporing, marin)
- ◆ Marine creatures (plankton, marina, hydra)
- ◆ Insects (pupa, andre, deniro, ant's egg, thief bug egg, piere)
- ◆ Others: zenorc, ancient worm, hode

### Fluid-Mechanic Behaviour of Sticky Mucus

Sticky mucus can be classified as viscous liquid exhibiting non-newtonian gel property. Its viscosity changes depending on the rate of shear stress applied to the body of liquid. Unlike newtonian liquids, sticky mucus does not exhibit linear relationship between viscosity and shear stress. Depending on its origin, sticky mucus can act as dilatant (viscosity increase when shear stress is applied) or pseudoplastic (opposite: viscosity decrease when shear stress is applied).

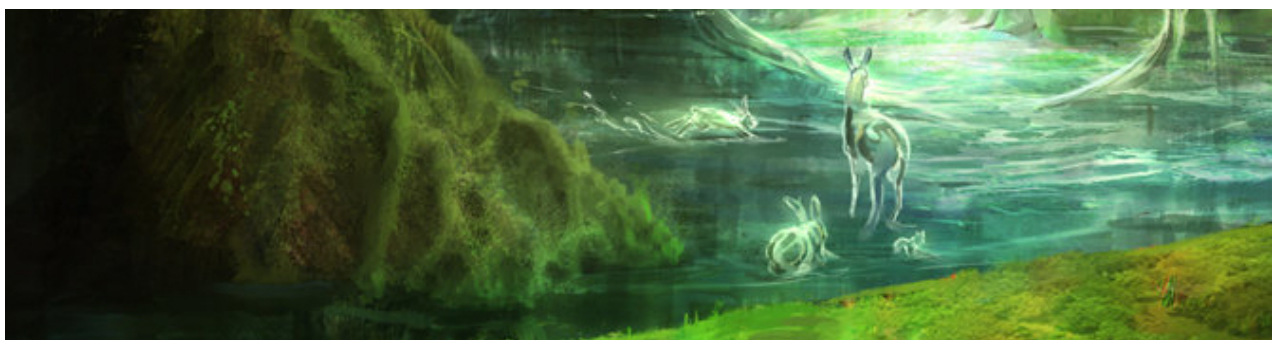
Some also exhibits time-dependent property of dilatant and pseudoplasticity (respectively rheopectic sticky mucus and thixotropic sticky mucus). Sticky mucus obtained from undead beings are known to be rheopectic, while most of those obtained from living being exhibits thixotropic behaviors under stress.

### *Stickiness: a matter of wetting the surface*

In general, the « stickiness » of a liquid depends on the type of surface the fluid is placed on. If it is placed on surface with higher surface energy than the liquid's surface tension then the liquid will not stick (more precisely, « wet ») the surface. In this case the contact angle between the liquid and the surface will be less than 90 degrees. On the contrary, if the surface has high rugosity then it will be easier for the liquid to wet the surface. Most sticky liquids have very high surface tension, however since it is not a homogenous gel it may still maintain its viscosity while wetting most surface. Indeed, it is more of a very complex structure of biopolymer.

### *Non-homogeneous composition of Sticky Mucus*

The complex structure of biopolymer forming sticky mucus allows many particles as well as bacteria to be well retained within the liquid itself. This may present danger to health. For studying sticky mucus, appropriate personal safety equipment is needed, such as crystal goggles, laboratory coat and dragon-skin gloves.





# HERB STUFFED WILD SPORE

BY: SHANK CROSS-CUT

Main Ingredient:

SPORE



## YOU WILL NEED:



Cooking Oil



Green Herb



Potato



Black Mushroom

1. Separate the cap from the stem and carefully remove the teeth and horns.

2. Dice the potatoes, green herbs and black mushrooms.. Mix together and lightly fry in oil.

3. Stuff the cap with the filling and bake in a wood-fired oven until golden brown..

## NOTES:

Spores can be found all over Payon, but only the red ones will do! The purple Spores are highly toxic. Potatoes, Green Herbs and Black Mushrooms can all easily be gathered from the surrounding forests. pay\_fild01 is perfect for foraging. While Spores are technically mushrooms, their texture is as thick and fleshy as meat. It tastes like meat too!



## A Happy Conversation with Luthiel Merle!

*In this issue, we interviewed with Luthiel Merle, a young member of the church and the ex-researcher of the Academy of Midgard.*

**W. Mocha:** Hello Luthiel! Thank you for making this interview possible~ I want to ask you first about your relationship with the academy. How did you meet with it? Also how and why did you leave?

**Luthiel:** *(blinks)* Oh... First I came across this scary lady called Miss Honey Suckle, who was shouting on the top of her voice on the streets of Prontera announcing the coming of an Academy of Midgard. Miss Suckle said that she was about to found a place of knowledge and an Academy sounds really interesting! I always wonder whether they have knowledge about Poring...



Although, back then, my motivation was to be able to find my brother who has been reported missing during an expedition to Niffleheim. My sister and I had been wanting to gather more information about that world in order to be able to penetrate it. However the task is difficult for two person, and an Academy would probably be a great help to our quest. But then, Miss Suckle is a very strict lady and somehow I end up crying to sleep with my Poring Tartiflette... Oh please do not write that down! *(blushes)*

**W. Mocha:** Oh... That's interesting. So, you left because Miss Honeysuckle was scary? *(writes everything down)*

**Luthiel:** She was! She still is! My sister found out about this and decides *she* wants to apply instead, if one of us has to endure Miss Suckle it would be her! I would be more helpful without the scanner stares she has... And she scares Tartiflette a little bit too.

**W. Mocha:** *(Blinks)* Hmm... Then, probably you are not considering to re-join academy one day?

**Luthiel:** My sister says that she mellows a lot lately, just like a

cinnamon bun whose core is soft and fluffy while glazed at the outside... I will think about this surely.

**W. Mocha:** *(smiles and wonders what is scary about Hunbun)* That's nice to hear! I hope Tartiflette is happy now too... okay... so, although you are not an official part of the academy right now, you still contribute to its library. What are your areas of interest?

**Luthiel:** Oh, now that my brother is found I can read all I want about Porings! And of course, Poporing, Drops, Mastering, Marin, Santa Poring, Metaling... So many of them, lovely isn't it? Also, Ghoststrings. Such interesting creature, do you think that Ghoststring's wings function the same way with Angeling's? I also wonder who made that little warm hats for Santa Poring since it is so cute and must help the little Porings to stay warm in winter. I would love to thank them with all my heart...

**W. Mocha:** Those are great questions :0 You should certainly go back to academy someday ^^ What was your inspiration in



writing the sticky mucus paper, I wonder?

**Luthiel:** Oh, there are some Poporing that has cold lately and they always have runny nose... I wonder if I can help them more by studying the mucus.

**W. Mocha:** (Eww...) I-i see... You sounds like a great caregiver ^^; okay! Let's move to the more intimate topics now. I was told before this interview too that your brother is back and you three are fortunately together again! Soo, what kind of a feeling is being the youngest of the family?

**Luthiel:** Hmmm should there be a special feeling to it? Oh probably I always wonder about the time before I was born, when my family was still living in Aldebaran. My sister used to tell me many adventures my brother and her had around Aldebaran and I always wish I was there with them.

**W. Mocha:** Oh I see :) Do you have a role model in the family?

**Luthiel:** Role model? Not really, why?

**W. Mocha:** You know, sometimes little sisters/brothers imagine being like their elder brothers or sisters or parents when they grow up. You don't have such feelings?



**Luthiel:** Not really. My parents always say each of us will grow and follow different path, and that it is alright. No one should feel trying to be someone else. Each of us will find our own way when the time come, and that trying to be someone or something else is useless.

W. Mocha: Oooh you sometimes talk so wisely :o

**Luthiel:** It was Papa who used to say that. Not me! (*grins*)

**W. Mocha:** Hehe :) Ok~ this may be a bit private but, are you single?

**Luthiel:** (*nods*)



**W. Mocha:** What kind of a person you would have a crush on?

**Luthiel:** Hmmmm... I'm not sure. Probably I will know when I meet them.

**W. Mocha:** Have you ever dated with someone, if you can give an example through them? You can always say so when you don't want to answer~

**Luthiel:** Hmm... No I have not had the chance to meet the person yet!

**W. Mocha:** I see. Soo... As far as I heard about you, you are a very calm and sweet person. But, what does make you angry the most, I wonder?

**Luthiel:** Hmm... I really dislikes unkindness, especially thoughtlessness. Sometime I wonder if people forget creatures are Odin's creations too. And that they are not less than us.

**W. Mocha:** Oh I'm happy you think that way too! Is this answer related to why you become a priestess?

**Luthiel:** I suppose so. I always want to heal and protect, not kill and destroy.

**W. Mocha:** What job would you choose if you couldn't be a priest?  
Luthiel: Hmmm...

**W. Mocha:** *(watches her own polished nails in the meanwhile)*

**Luthiel:** I would love to be a school teacher, or a professional musician and play the violin. Music speaks a lot to me.

**W. Mocha:** Sounds good! Now, I have a couple of weird questions and we will be done~

**Luthiel:** *(blinks, holds Tartiflette closer)*

**W. Mocha:** What advice you would give to your younger self? ^^

**Luthiel:** Please hug Papa more often.

**W. Mocha:** Aww... *(sighs)* and what city you would be if you were a city in Midgard?

**Luthiel:** Lutie of course!

**W. Mocha:** Hehe I knew it~ What would be a good theme song for your personality you think?

**Luthiel:** March with Irish Whistle! *[chosen among the RO BGM]*

**W. Mocha:** Thanks a lot Lu! Do you have a message for wild roses? \*\_\*

**Luthiel:** Please do not forget to look up to the sky, down to earth, around you, and smell the roses.

**W. Mocha:** <3 Lastly, Do you have a message for the readers?

**Luthiel:** Please do not forget to look up to the sky, down to earth, around you, and smell the roses.





**W. Mocha:** Same one? :V

**Luthiel:** I feel like Wild Roses are people too and some of them are actually readers no?

**W. Mocha:** *(Eeh? How does she know?)*

**Luthiel:** Tartiflette reads the Midgardian Post everyday. *(blinks innocently)*

**W. Mocha:** Oh.. that's so wise of Tartiflette ;;; Oki doki! Have a great day Lu!

**Luthiel:** Thank you! Have a great day and a great tea for you too!

**W. Mocha:** Thaanks~ meow

**Luthiel:** *(nods)*





*Academy of Midgard's gates are open to  
every applicants for the positions of  
student, explorer, researcher, professor and  
council-assistant*

# Academy of Midgard



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