

Chaplain Ezra Argo

Delegation: Confederated Northern City–States

Nationality: Northern Lights Confederacy

Growing up in Massada, the home of the Revisionist religion, you were taught the value of peace above all else. Your parents were both natives of the Northern Lights Confederacy and like most NorLights were devout Revisionists. However, it was the ultra-pacifistic Massadan sect of the religion which they followed, not the dominant and more militant Sorrento Revisionism, so shortly after you were born they moved out to Massada in the Badlands to raise you in a more peace-loving environment.

And so you spent your childhood years in the strange fortress atop a mesa in the Karaq Wastes, attending services regularly and listening to the First Follower's sermons. As the period known as the Judas Syndrome reached its peak you knew that your parents had made the right choice – the world was going crazy and only the path of peace made any sense. After all, many of the pilgrims you met were from the various leagues of the South, and they certainly weren't evil or dangerous or anything else which could justify going to war with them. You studied religion intently and were in training to become a monk when the CEF landed and the War of the Alliance broke out.

With Terra Novans dying in droves before the might of the Earth forces and their soulless biological automatons the GREs, you decided it was time to do some good, so you left Massada by night and hooked up with a retreating column of allied Terra Novan forces. You used what medical training you'd received to help the wounded, and prayed to the Gentle Spirit to aid them, and preached to those who would listen. And it was here you first really encountered Southerners.

In retrospect it was naive to judge a whole league based on the characteristics of the few who make religious pilgrimages to Massada – they are a definite minority, and most Southerners aren't friendly and open-minded and peace-loving like they are at all. The Southerners you met during the War of the Alliance for the most part jeered at you, and your prayers, and at the soldiers who prayed with you. They sat at the back of the crowds when you preached and snickered. They came up with dozens of insulting names for their Revisionist comrades and when you objected they called you a fanatic. This was a thousand times worse than people who'd never heard the Gentle Word – these people had heard it and laughed it off.

Reading the history of the time now you can see that even as the War was winding down and the CEF were in retreat, the South was already concentrating on how much land it could grab for itself in the newly-liberated Badlands. This is how they've always operated – they would like nothing more than to see all of Terra Nova united under one flag – theirs. They've been doing it for hundreds of cycles and nothing's changed. It's all so obvious now, you can scarcely believe you were so blind in the past.

When the War ended your pacifistic tendencies had been washed away by the blood those soulless GREs drew from your comrades at the behest of their Earther taskmasters. The CEF was gone, but the South was just as strong as ever and was now looking hungrily northward. Revisionists had never had it easy in the Southern Republic's domain, you knew that from talking to them in your youth, and the further they pushed their borders the worse the situation would get. You knew what you had to do.

You moved to Sorrento, birthplace of the Gentle Prophet Mamoud Rhodaveri, and converted to Sorrento Revisionism. The Sorrento sect is the main religion of the North and believes that peace is not achieved by meeting those who would destroy you with kisses and smiles – peace has to be fought for and is hard-won. You trained as a Sorrento Revisionist priest and enrolled in the Northern Guard, where you were assigned

to the 113th Heavy Gear regiment, the *Short Fuses* as a chaplain. Over time you rose in the ranks until you became the regimental chaplain, which is what you are today.

In T11 1929 the controversial decision was made to station a single Heavy Gear regiment at the independent city-state of Massada, given how tempting a target it made for the South. The *Blue Angels* were given the honour, and in T11 1935 the fears were proved justified – a strong Southern MILICIA force marched on Massada and was fortunately repulsed by the *Blue Angels*. The full 2nd NorLight battalion is there now, but it just goes to show you what those Southerners are like, what they're capable of and what they're willing to do. Attacking the *Sand Sharks* at Rahnguard on a holy day should have come as no surprise, but was the last straw. The South's reign of terror must end, and Terra Nova must become a world where Revisionists are free to practise their religion. When the *Short Fuses* went to war, you marched with them every step of the way.

The *Fuses* had cycled back from the front lines for repairs, reinforcements and rest after a chain of misfortunes when word of these negotiations came in, and you specifically requested to come along as part of the delegation. The rest of the group need to be reminded of what we're fighting for, because the battles fought here will be subtle and full of deceit and confusion. And above all else, another innocent Badlands town must NOT be brought into the evil empire of the Southern Republic.

About Your Delegation <

- **Senior Ranger Angelozzi:** The *Short Fuses'* duellist, Angelozzi is a good fighter but distressingly doesn't seem to believe in the righteousness of the War. Seeing as many of the members of a regiment take their cue from the duellist this is a dangerous tendency for morale. You'll have to see if you can do something about this.
- **Captain Geoghan:** The regimental intelligence officer, who judging by the casualties the regiment has been suffering could be doing a much better job. You haven't spoken much before, and are unsure of the Captain's religious leanings, being as far as you can ascertain a native of the less-religious United Mercantile Federation.

About Others You Know <

- **Rabbi Gonzales:** According to your briefing this is the religious leader for the Jerusalemite community in the town, and Jerusalemism is the main religion, so you'll have to have a chat with this person. You've never actually met, and the Rabbi almost certainly doesn't know who you are.

Resources <

You were escorted to the pick-up point by Senior Ranger Angelozzi's squad of Heavy Gears. You have no direct military authority over them, but you certainly have spiritual and moral authority over Senior Ranger Angelozzi.

Goals <

- Win the negotiations and get this town allied to the North. If that's not possible, at least keep it from falling into Southern or Earther hands.
- Promote the cause of Revisionism. This town is primarily a Jerusalemite one, but it's not far from a

popular Revisionist pilgrimage route, and if a dedicated rest-house or something for Revisionist pilgrims could be established, and maybe a prayer room, or even a church, over time the town could be converted.

- Cause problems for the Southern Republic (and Port Arthur, for that matter). If you can give aid to anyone currently under the heel of the Republican boot that'd help a lot.

Additional Player Info: Chaplain Argo <

As earnest or as fire-and-brimstone as you want him to be, Argo has come to his strongly-held beliefs the hard way, having had his youthful let's-all-be-friends attitude practically thrown back in his face during the War of the Alliance – and they're all the stronger for it. There is no doubt in his mind that the Southern Republic, with the aid of their lackeys, are the greatest threat to Terra Nova since the CEF and must be contained at all costs. There are, of course, those amongst their vassals who also want to be rid of them – several of the city-states of the Eastern Sun Emirates have been in open revolt for a number of cycles (although more against the crazy Patriarch than against the Southern Republic), the remains of the Humanist Alliance government are aiding Northern forces or rebel Emirate groups and the Mekong Dominion revealed they weren't friends of the North's at all but that it was a trap, but nevertheless word has it that plenty of the folks on the street in the Dominion want the Republic out too. Contacting these people and enlisting their help is how this war is going to be won, and a negotiation session like this is a perfect place to make contacts.

Revisionism is a purely Terra Novan faith, founded by Mamoud Khodaveri, the Gentle Prophet (after his death it split into two factions, Massadan Revisionism led by his son, and Sorrento Revisionism led by his best friend and main follower, Nathani Reiss). It preaches the usual be-nice-to-each-other stuff, and encourages conservatism in regards to stuff like how much clothing is enough. Bandy about phrases like Gentle Spirit and Gentle Word and you're on the right track.