

# The City of Eternal Noon

The City of Eternal Noon, located at the substellar point of Hearthside, is the center of religious government of The Bright Way. However, it didn't start out that way. It is famous for its hospitality, offering free lodging and food for a week (12 days) to any traveler. Their not luxury accommodations, just a small area to store ones impedimenta and a quiet place to pass ones torpor period, but the facilities are clean and well cared-for. The story behind this legendary hospitality is an interesting one.

There once lived a simple man renown for his sanctity, a holy fool, one could say. He touched the lives of many with his straightforward faith. Word began to spread that miracles were wrought in his presence, and his fame grew all the more. He was supported vigorously by the local overseer (a clerical office roughly equivalent to a bishop), and pilgrims flocked from all over Hearthside, and even from the homeworld, to see this living saint. Over time, the nearly barren desert that was the substellar point of Hearthside became a thriving holy city.

However, upon the overseer's retirement, the miracles that had accompanied the fool mysteriously stopped. The new overseer had always been skeptical of the miraculous phenomena that followed in the man's wake, although she did not believe the man himself was to blame. He was lacking in understanding, and never used the signs to draw attention to himself. The same could not be said for the old overseer. She had spent a great deal of effort promoting the fool as a wonder worker, and the new overseer thought it rather convenient that her predecessor had also profited immensely by buying this worthless track of land, and then raking in the profits as the city grew.

Upon the old overseer's death, the new overseer uncovered evidence that her predecessor had forged the miracles attributed to the fool. Shocked at her predecessor's actions, the new overseer had the old overseer's bones removed from display and buried in the desert, already a harsh condemnation, but there is even a legend that she personally crushed her skull before burying it, which is just about the worst thing you can do to a yinrih's remains.

But what of the fool? What about this new thriving city? Was it all built on a lie? Well, the miracles may have been fake, but the man was genuinely holy, in an innocent childlike way. A great many men and women, holy in their own right, claimed this man as their inspiration. While many were scandalized by the revelation, the new overseer didn't want to see the man punished for the sins of his patroness, and she didn't want to let this outpouring of faith go to waste. She also didn't want to be seen profiting from these wicked deeds, so she established the rule that any traveler, pilgrim or not, would have a place to stay in the city without cost. Over time, limits had to be established, as free room and board for anyone for as long as they want is a pretty unsustainable proposition, but the spirit of the rule remains.

The city remained a strong religious center throughout the Time of Decadence, and was the stronghold of the pious dissolutionists, those who wished to rid the Bright Way of its corporate monopolies and return it to its original mission of seeking other sophonts. After the War of

Dissolution, when the Bright Way was expelled from its former seat of power on Yih, Hearthside, and specifically The City of Eternal Noon, became the de facto new center of religious government.

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