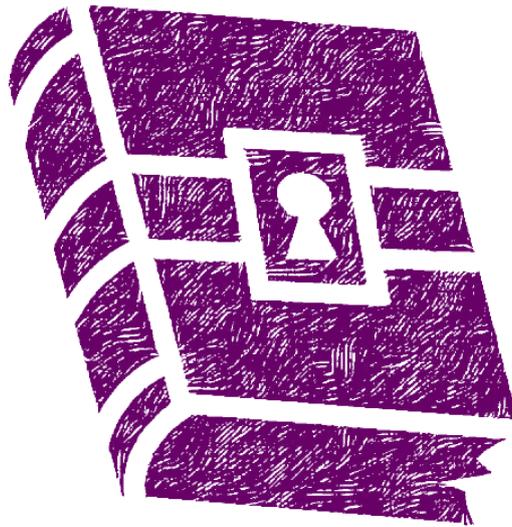


Anvil Almanac

Spring 3837E



✿ Current Imperial Concerns ✿

Summaries of the news carried to Anvil by winds from across the Empire and beyond, and including all currently known Sentinel Gate conjunctions and opportunities

✿ Much Other Useful Information! ✿

Commission opportunities, budget figures, Synod mandates, items for sale, Parlays with Eternals and their Heralds, and current Enmity and Amity status

Published by the House of Seven Mirrors

We respectfully acknowledge the hard work of the Imperial Civil Service in compiling information included within.

The House of Seven Mirrors is a political salon and publishing house originally founded by Lisabetta von Holberg to promote advances in political thought.



Empress Lisabetta is the twentieth occupant of the Throne.

Abbreviations

T - thrones cr - crowns r - rings
ww - weirwood wg - white granite mi - mithril



Military Campaign

Shrouds

Penumbra Veil cast over Otkodov, Sarvos & Madruga (ends Spring), and Feroz, Temeschwar, and Morrow (ending in Summer). Stars also absent from skies in Holberg, Zenith and the Barrens.

Raid on Beoraidh

Completely successful raid by 150 Imperial Fleets and 125 military captains, destroying the half-built fort and liberating 2,500 slaves, mostly orcs, from the gladiator colosseum. These return with Imperial forces to Skarsind. Curious coincidences imply that a Spring Eternal has aided the Imperials. Some humans experience spiritual anti-slavery epiphany during the raid, some weapons used to fight the Grendel now bear spiritual auras, and some Imperial Orcs hear the voices of their ancestors urging them to free slaves.

Ossium

6 of 7 regions.
(1 held by Thule)

Allied Imperial and Thule armies conquer rest of Ossium, inflicting high casualties upon retreating Druj forces. A peculiar conflict breaks out near the palace of Orieb: the Thule Shard of Winter army breaks away to pursue a Druj force, which is in turn attacked by a second Druj force. Whatever the reasons, the Thule are unhappy, because something they have been seeking appears to have been denied to them.

Armies: *Imperial* - Eastern Sky (steady conquest), Golden Axe (grinding advance), Golden Sun (grinding advance), Gryphon's Pride (steady conquest), Hounds of Glory (steady conquest); *Thule* - Chasm of Thunder, Dance of Binding, Banner of the Rime Hound, Shard of Winter, Talons of the Wind.

Feroz

3 of 5 regions

The Grendel navies sail from Sarvos to Feroz and take the regions of Cazar Straits and Oranseri, pillaging and enslaving many of the populace. The Asavean Temple of the Black Bull gives sanctuary and escape to a few Freeborn friends. Three-tenths of Fontargenta has fallen, and the Grendel have taken the two ilium Bourse seats of the Broken Shore Bounty and the Scorrero Nets.

Segura

6 of 7 regions

Two Imperial armies and a cohort of Knights of Glory fight the Lasambrian Jotun to a standstill in Segura. The Lasambrians retain their control of Anduzjasse, but make no further headway into Anozeseri. Autumn magic aids Freeborn refugees in avoiding the raids of the Corazon army; and the tide of penniless refugees from the two conquered regions is stemmed, avoiding a potential economic crisis.

Armies: Quiet Step (solid defence), Strong Reeds (solid defence)

Spiral

4 of 7 regions

30,000 Druj move south from Zenith into Spiral, conquering the regions of Ossuary and Screed unopposed. They take the Legacy mithril mine and then most of Apulus, which makes the town of Apulian vulnerable. The Druj scout out, but do not disrupt, the building of the Block or the repairs to the Heliopicon network. Druj cast Spring rituals near Black Plateau - *Rivers Run Red* and *Thunderous Deluge* - for an unknown purpose. Note that the Citadel Guard will not decay even if Apulus is lost, but will begin to lose strength if Urizen loses any other region.

Morrow

all regions

Morrow is reclaimed by Imperial forces, aided by Knights of Glory, and eerie giant hounds, uncontested by the fleeing Druj armies.

Armies: Citadel Guard (winter's mantle), Iron Helms (steady conquest), Towerjacks (steady conquest), Wolves of War (plunder baggage trains)

Raids into Zenith

0 of 5 regions

Over 3 months, Imperial military captains rescue thousands of civilians from the Druj, some two-thirds of those enslaved. About a thousand soldiers are amongst those rescued. The three Highborn armies and the Citadel Guard each regain 250 strength. Baleful hounds, summoned by Winter magic have aided, and many draughir who undertook this action have found their pack mentality and heroic reserves greatly strengthened.

Brocéliande

0 of 7 regions

Navarr and Dawn military units hold back the Vallorn, aided by Highborn soldiers and supplies and costly support from eternal Tharim. This prevents it from spreading into Elerael and Boar's Dell and saves the steading of Boar's Broch from being overrun.

Liathaven

0 of 7 regions

A sudden Jotun strike by the large army of the Bear who Swims, supported by Knights of Glory, has conquered nine-tenths of West Ranging. The Jotun now control 5 regions, the Vallorn 2 regions. Reclaiming Westwood from the Vallorn now requires sufficient force to defeat the Vallorn whilst also fighting off the Jotun.

Sermersuaq

0 of 6 (7) regions

Narrow Imperial victory on the frozen Atkonarq lake, as forces bolstered by 15,000 Knights of Glory reclaim four-tenths of the region of Stark. Armies who fought with Eleonaris' hosts remain confident, but with muted effect. Jotun have completed a castle in northern Stark - the Tusks of the Lion.

Armies: Black Thorns (steady conquest), Blood Cloaks (fight with honour), Drakes (steady conquest), Fire of the South (steady conquest), Fist of the Mountain (steady conquest), Green Shield (steady conquest), Red Wind Corsairs (daring raid), Summer Storm (steady conquest), The Tusks (steady conquest)

Resupplying Armies

Mournwold – Bounders (solid defence); **Necropolis** - Valiant Pegasus (tend the fallen); **Sarvos** – Granite Pillar (strategic defence), Seventh Wave (guard the gates); **Skarsind** - Winter Sun (hit and run)

Guerdon Support (Autumn 382VE)

Raid on Beoraidh, Green Shield, Hounds of Glory, Quiet Step, Strong Reeds, Wolves of War

Sentinel Gate Conjunctions

When there is a choice, it is decided by Military Council vote.

Saturday or Sunday

- I. Lansipari Head, Tanikipari, Sermersuaq - Jotun supply point.
- II. Silent Stand steading, West Ranging, Liathaven - site of many previous Jotun battles.
- III. Pillars of the Osseini, Cazar Straits, Feroz - engage Grendel heavy infantry.
- IV. Twilight Way, Ossuary, Spiral - engage Druj - subject to effects of the Black Plateau.

Force Weights

Each of the two battles must have at least 81 and at most 84 force weight.

Wintermark	41	Navarr	29	Dawn	23	Highguard	15	League	10
Marches	13	Urizen	8	Varushka	8	Brass Coast	9	Imperial Orcs	9

Sentinel Gate Minor Conjunctions

Size of each conjunction is provisional, and should be confirmed with the Civil Service on Friday evening.

Friday

6.30pm	Pinehall Meadow, Stark, Sermersuaq	Honourable combat to free 50 soldiers from Jotun imprisonment	75
7.00pm	Thoki's Camp, Stark, Sermersuaq	Free Suaq who have joined the Jotun and enable them to renew their oaths to Wintermark	75
7.15pm	Granite Isle, Optarion, Redoubt	Rescue League crew including handler of trained Mandowla destined for Imperial Menagerie	30
7.45pm	Valdez Cove, Fontargenta, Feroz	Eliminate fearsome 'sand crabs' before they join the forces attacking Feroz.	30
8.15pm	Brazen Sands Forest, Fontargenta, Feroz	Eliminate fearsome humanoid beasts known as sand crabs before they join the forces attacking Feroz.	30
8.30pm	Ponta Delgordo, Cazar Straits, Feroz	Ambush carousing Grendel mercenaries.	75
9.00pm	Lucksprings Road, Oranseri, Feroz	Rescue Highborn grey pilgrims in danger of capture by Grendel skirmishers.	75
9.30pm	Green Coast, Fontargenta, Feroz	Strike at Grendel forces, allowing Imperial orc sailors to reach safety.	75

Saturday

2.30pm	Sullen Vale, Webwood, Ossium	Destroy Druj miasma pillar causing fear and weakness.	75
3.00pm	Dourfell Chase, Hope's Rest, The Barrens	Raid to aid subsequent rescue mission in the Barrens.	75
3.30pm	Tractus Animo, Screed, Spiral	Intercept Druj ritualists and discover what they were doing at the Black Plateau.	75
5.30pm	Darkening Boughs, Vale's Lament, Brocéliande	Clear an area of Vallornspawn, cast <i>Ward of the Black Waste</i> to secure allying point. Contributes 500 strength to the defence of Broceliande.	80
6.00pm	North Weaver Wood, Boar's Dell, Brocéliande	Break a force of Vallornspawn. Contributes 500 strength to the defence of Broceliande.	80
7.45	Glade of Mir Mozga, Lestasny, Karsk	Clear ghouls from dragonbone forest so that Senator Karsk can allocate to an Imperial citizen.	25
8.00pm	Seguridade Plain, Anozeseri, Segura	Harry Jotun to protect Faraden/Segura trade routes.	75
8.15pm	Broken Thicket, Marehom, Casinea	Follow trail of thieving bandits hired by 'The Harvesters'.	25
8.30pm	Frostaxe's Camp, Suaq Font, Sermersuaq	Investigate heavily injured Jotun warband who were hunting an Artok.	50
9.00pm	Kabalai Campo, Anduzjasse, Segura	Protect Faraden caravan from Jotun raiders, potentially improving diplomatic relations.	75
9.15pm	Silent Copse, Greensward, Mournwold - OR - Cursed Glade, Ashbrook, Upwold	Protect the Singing Caves' mithril from Feni theft - OR - Protect Oakwood Monastery from Feni attack.	25

Senate Budget

The Empire spent 109% of its tax income last season

Figures for this season are usually provided by Civil Service at Senate on Friday night.

Winter: Senate Income 1812T Maintenance Costs 1968T Deficit 156T

Spring: Senate Income Maintenance Costs Deficit

The deficit is predicted to rise to over 450T next season – 25% of our tax income

Commission Slots

The Empire can build 12 commissions this season

Senate: 9

Wayleaves: 3

Note: some opportunities do not count against this limit.

Materials Supply Per Season

Source	Ilium	Mithril	Weirwood	White Granite
Bourse	23 rings +12 this season (Feroz)	182 wains	169 wains	179 wains
Other	Up to 16 (Conclave) Up to 1 (Mines of Gulhule)	Up to 15 (Gloaming Road, Mines of Gulhule)	Up to 21 (Pallas Docks)	Up to 34 (Concordium & Cavabianca Docks)

Military Strength Numbers

Our armies are outnumbered, and barbarians can resupply faster.

Imperial Strength:		112,963	Barbarian Strength:		167,900 + vallorn		
Imperial max natural resupply capacity		13,750	Barbarian max natural resupply capacity		19,500		
Season	Imp. Armies	Full Str.	Actual Str.	Barbarian Nations	Imp. Armies	Full Str.	Actual Str.
Winter 381	25 (3 lg.)	132,500	97,010	Druj	12 (2 lg.)	65,000	60,700
Spring 382	26 (3 lg.)	137,500	100,508	Grendel	4+4 navies	63,200	36,000
Summer 382	26 (3 lg.)	137,500	105,916	Jotun	15 (6 lg.)	40,000	71,200
Autumn 382	26 (3 lg.)	137,500	113,829	Vallorn	n/a	??	??
Winter 382	26 (3 lg.)	137,500	112,963				
Spring 383							
Total			112,963	Total		195,000 +vallorn	167,900 +vallorn

Empire-Wide Concerns

Varushkan Bourse seats

A coalition of Boyars led by Oksana Lyava Pinavora seeks to 'purchase' the weirwood seat of the Hunt of Alderei the Fair and will pay Senate 1,000 thrones to turn it into another Varushkan national seat. The offer lasts at least until the Hunt is no longer held by a Varushkan. The seat is next auctioned in Winter 383.

The coalition also has national eyes on the white granite seat the Night Quarry, but this relinquishment would likely require additional funds to be raised by Varushkan attendees at Anvil.

Turning the seat Imperial again afterwards, just to get the 1,000 thrones, would be treated as a severe betrayal with the appropriate Varushkan consequences.

Liberty Pact trade

Economic effects of the Liberty Pact are now being felt, as sanctions start to hit international trade with slaving nations. The Senate budget has lost 143 thrones and 4 crowns each season. The civil service have prepared a set of options that could mitigate this tax loss.

Nation	Response	Tax loss	Commissions affected
Jarm	Sanctions	49T 4cr	Prime Factor of the Pallas Docks (weirwood ministry - Redoubt) Steward of the Tassato Mana Exchange (mana ministry) Jarmish Embassy (ministry - Redoubt)
Asavea	Sanctions	46T	Asavean Embassy (ministry - Sarvos) Temple of Balo and the Black Bull (materials ministry - Feroz) Temple of the Way in Nemoria (laio to materials ministry - Nemoria) Overseer of the Cavabianca Dock (white granite ministry - Sarvos)
Thule	Sanctions	21T 2cr	Bonesetter of Torfast Trading Post (ministry - Skarsind) Broker of Treji Wayhouse (ministry - Treji) Northbound Trademaster (ministry - Temeschwar) Overseer of the Westward Road (ministry - Karov) Thule Embassy (mana ministry - Miekarova)
Faraden	None yet	21T 2cr*	Moonwater Hall (great work - Upwold) Towers of Anduz (great work - Segura) Gloaming Road ('iridescent gloaming to mithril' ministry - Segura) Faraden Embassy (ministry - Segura)
Iron Confederacy	Embargo	5T 3cr	Suranni Ambassador (ministry - Sarvos)

* tax loss will double if Faraden respond with similar trade sanctions

**Slaving
nations
- tax mitigants**

Asavea - Bay of Catazar Temples - constructing & ceding temples to Asavea would mitigate tax losses by 10T per temple. Each temple in Madruga, Sarvos, Necropolis & Redoubt would take a commission slot, although 4 commissions could be raised as a single senate motion. (30wg, 60cr, 1 season - per temple)

Asavea - Plenum support - Senate motion in support against their rebelling satrapies, with an apology for not inviting Asavea to the Liberty Pact would likely provide 10T additional taxation. Benefit would disappear at next diplomatic incident. Most effective if enacted during Spring 383.

Jarm, Imperial Lore - Declaration of Concord making Imperial Lore available to Jarm would gain the Imperial Treasury 60T per season. It would cause difficulties with the Commonwealth, although a similarly worded Declaration for them would gain a further 10T per season and maintain the Conclave's neutrality.

** The Faraden have yet to react to the Liberty Pact, If they enact sanctions against the Empire, the current losses will double to 42T 4cr.*

Faraden - conquer Reinos - If the Empire conquered the Jotun-held territory of Reinos it would restore Imperial tax losses of 21T 2cr and cause a similar tax loss to the Jotun.

Faraden - Justice - General Assembly could pass a Statement of Principle with a greater majority indicating that Justice was a quality that benefited humanity, although not a Virtue. This would reassure Faraden that Empire can negotiate, bring in 5T additional trade tax, and may lead to further mandates.

Thule - trade road - a new trade route to Otkodov would take 1 year to construct and reduce tax losses by a quarter for each season's completed work. It would also enable direct military access between Otkodov & Miekarova unless a new fortification was built in Mierada. 100wg, 200cr, 1 year.

Iron Confederacy - no current scope to mitigate the minimal tax losses. If other issues were dealt with by the Imperial Ambassador, the port of Robec be reopened to Imperial trade.

**Non-slaving
nations
- tax mitigants**

Synod - embrace trade - General Assembly could raise a statement of principle encouraging Imperial citizens to embrace trade with one of the non-slaving nations. If passed with a greater majority it would likely create mandates that would improve trade with that nation and mitigate some of the tax losses.

Sarcophan Enclaves - if either or both of enclaves proposed by the Delves were approved, more Delves traders would visit the Empire.

Commonwealth Magicians - allowing Commonwealth magicians to study Imperial ritual lore will boost trade with the Commonwealth (10T), but further damage relations with Jarm.

Sumaah - end the conflict - resolving matters with Sumaah would bring increased pilgrimages to the Empire, and mitigate some of the tax losses.

Road to Axos - new land route to Axos would improve trade, but Empire does not have a land border. Three options: go through the isolated independent enclave of Tsark; or one of the currently Druj-held territories of Sranrave or Mareave (latter route would be via the Axos-allied nation of Skoura).

Raid against Grendel pirates

Grendel pirates and privateers continue to raid Imperial shipping, such that all fleets from Tassato, Sarvos, Brass Coast, Highguard, or Urizen will suffer a 1 rank penalty to production if trading.

Fleet captains could join a coordinated attack against the Grendel pirates. A variety of outcomes are available, dependent upon the total strength of fleets:

- ❖ Less than 10,000 - the Grendel will be merely inconvenienced.
- ❖ 20,000 - Grendel harassment of Imperial shipping will cease for the foreseeable future, 12mi & 6il will be raided and go to the Imperial Fleetmaster. Grendel's international trade will be damaged.
- ❖ 30,000 - in addition, Grendel navies' rate of natural resupply will be halved and navies can only resupply at all while in a territory they control.
- ❖ 40,000 - in addition, Grendel Salt Lords cannot ignore the threat from the Empire's privateers; rites to honour the Eternal Siakha will be disrupted; every captain will receive 2 vials of Spring vis and 2 ingots of tempest jade; Imperial Fleet Master will receive an additional 6mi & 3il and a ritual text looted from worshippers.

Rewards: Participating fleets will receive roughly half normal trading/privateering rewards, and damage done to their fleets would cause an effective 2 rank penalty for 2 seasons.

Asavean Architect's legacy

Following condemnation by the Pride Assembly and a conviction for idolatry, the Asavean Architect, Almodin Oktisis has returned to Asavea. The legacy of his idolatrous works is a complex issue with many options, each with their own consequences.

Structures affected:

- ❖ Pallas Docks - weirwood ministry
- ❖ Runeforge in Redoubt
- ❖ Lorenzo's Great Game - business Great Work in Temeschwar
- ❖ Lorenzo's Legacies - three mana Great Works in Temeschwar, Tassato, and Hahnmark
- ❖ Temple of the Black Bull - materials ministry in Feroz

Synod options - Pride or General assemblies could enact one of three competing mandates:

Embargo - causes commissions and the Temple of the Black Bull to cease to function for a year, and could be re-enacted again on expiry.

Destruction of statues - causes commissions to cease to function, requiring a senate commission slot plus original building costs to restore each one. Temple of the Black Bull would be despoiled, causing a diplomatic incident with Asavea. Boosts local Pride congregation votes and provides additional dose of liao for one year.

Asavean Architect's legacy (cont.)

Outright destruction - causes commissions to cease to function, requiring a senate commission slot and twice the original building costs to restore each one. Temple of the Black Bull would be destroyed, causing a severe diplomatic incident. Boosts local Pride congregation votes and provides additional dose of liao, permanently.

Senate options - Senate could use up to 6 commission slots and a single senate motion to remodel commissions at a total cost of 92T, 4cr. Senate could also abrogate permission for the Temple of the Black Bull, with unpredictable consequences.

Dubhtraig refugees

Skywise Tulva encouraged former slaves rescued in the Dubhtraig raid to find new homes in Skarsind, but the necessary Senate motion for funding wasn't raised. Most former slaves are now scattered across the Empire. Imperial military forces are needed to help these refugees get to Skarsind, otherwise many will be forced to turn to begging or banditry to survive.

The result will vary depending on available military strength:

- ❖ 10,000 - all orc refugees from Dubhtraig will be safely escorted to new homes in Skarsind. Few are warriors or soldiers, but the influx of new citizens will have a positive effect - every Imperial Orc who owns a business, farm, forest, or herb garden will gain one rank of production for two seasons after the Summer Solstice.
- ❖ 7,500 - three quarters of the refugees will make it safely to Skarsind. The remainder will end up working as casual labourers, or begging. A few will turn to banditry, but with minimal impact on the Empire. Those who reach Skarsind will begin new lives, providing every business and farm with one rank of production for a season following the Summer Solstice.
- ❖ 5,000 - roughly half the refugees will make it safely to Skarsind - mostly those currently in the centre of the Empire. Those in the outskirts - particularly places off the beaten path like Dawn and the Marches - will likely never be found. Those who arrive will start new lives, but will be insufficient to provide any material benefits to the Imperial Orcs.
- ❖ less than 5,000 - less than a quarter of the refugees will make it safely to Skarsind. The rest will be left scattered across the Empire. Some will be able to find casual work, eventually reaching Skarsind themselves. Many will become bandits in frontier territories and cause significant problems in the coming seasons.

Winter Sun Army: If the general of the Winter Sun remains on the defensive in an Imperial territory for the coming season, and provide clear instructions in their orders encouraging help, then half the army's military strength will be committed to the search for the missing orcs. Any enchantments on the army will not affect their contribution.

Humans of the Great Forest: The humans travelling with the Great Forest Orcs have offered help. Because of legitimate suspicion regarding their predilection towards Freedom Heresy, they will only do so with a Statement of Principle passed by a greater majority of the Assembly of Nine, or a simple majority of the General Assembly. If passed, this will add 2,000 effective strength.

Irra Harah: If Conclave continues to grant amity to Irra Harah for a season, then the eternal will provide 2,000 strength in support. If Conclave removes amity but does not apply enmity Irra Harah will provide 1,000 strength. Irra Harrah cannot assist if under enmity. Irrah Harah remains committed to the death of Imperial citizens who have drawn its wrath - Zadkiel de Coeurdefer (Senator Semmerholm) and Chiara i Zayden i Riqueza (Senator Feroz).

Rewards: Guerdon could be applied.

Imperial Orcs could pass a mandate to ensure that every participating military unit would receive a reward approximately equal to half the rate of paid work. All farm, business, herb garden, forest, mine, mana site, and fleet resources owned by Imperial Orcs would suffer a one rank penalty to their production for one season.

Opportunities arising this season

Hand of Dumon liao ministry

(see *Iron Confederacy*) Empire could commission a ministry to allow the Iron Confederacy rebel group 'The Hand of Dumon', to trade liao for Winter vis. (8wg, 8ww, 32cr, 1 season, commission slot). Likely to cause diplomatic incident if discovered.

Mana for Grandmasters

The mana markets of Tassato, Sarvos & Temeschwar could be expanded to replace and improve the current Grandmaster ministries. A single senate motion can be used to expand all three exchanges (60 mi, 120cr, 1 season).

Warmage & Bursar mana ministries

A mana exchange could be built in Holberg for the Bursar or the Warmage's use, or both at increased cost. Requires senate motion combining a commission and amendment of the relevant title. Additional senate motion amending the second title would be required if both positions were to benefit. (25 mi, 50cr or 50 mi, 100cr; 1 season).

Hylje mana ministry

Hylje sealfolk suggest the creation of a floating hall on the Rikkivesi that will serve as their meeting place with the Suaq and function as a mana ministry. Their condition is that it must be assigned to a Wintermark mediator. (senate commission, 12ww, 24cr, 1 season)

Sarcophan trade opportunities

The Gjullit family propose a ministry to handle both white granite and weirwood at a new docks at Siroc on the Brass Coast. Senate commission (30ww, 20wg, 100cr, 1 season; expires Summer 383)

The Kruidenkenner propose expansion of the titles High Herbalist of Sybella, Master of the Clearing House, Vizier of the Incarnadine Satchel & Kruidenkenner Trademaster; adding purchasing capability to all these positions (senate motion, 24ww, 48cr, 1 season, expires Autumn 383). an offer to build single herb warehouses is still open but expires at the end of this season.

Johan van Basten offers one-off purchase of 100wg for 500T, to the Master of the Mint or the Sarcophan Delves Ambassador, expires Summer 383.

Sarcophan Enclaves

Sarvos - Vandesar family propose the Senate concede Alivetti Guild ruined estates in Sarvos to their consortium so that they may build an enclave; expires Summer 383.

Benefits: additional 4 rings/season ilium for the Steel Fist; the permanent opportunity for business owners to gain herbs through diversification (1T, 36r loss, 2 herbs gained); and improved profit for Imperial fleet owners trading with the Delves (1 dose each Marrowort & Imperial Roseweald).

Karsk - Diepenbeek family propose the Senate concede the ruins of Isemer in Karsk to them so that they may build a trading enclave expires Autumn 383.

Benefits include additional trading options for members of the Northern Trade Network; and a new option for military unit captains prepared to protect Sarcophan caravans in the dangerous northern Empire (12 rings, 3 Imperial Roseweald, 3 weltsilver, 2 herbs and 1 forest or mine resource).

National Concerns

Gildenheim Runeforge

A new Runeforge could be built in Runegrott, Hahnmark. Several options exist to reduce considerable costs (60mi, wg. & ww, 45T):

- ❖ **Gildenheim ruins:** Returning the ruins of earlier Skarsind runeforge means they could be transported to Runegrott. (12T, reduces cost by 30wg & 60cr).
- ❖ **Enslaved runesmiths:** Freeing runesmiths held as Thule slaves would give the Runeforge unique properties.
- ❖ **Consecrated tomb:** using true liao would provide 15ww and have unknown spiritual effects.
- ❖ **Rime Hammer:** if this legendary relic could be located, the people of Runegrott would pay the 45T construction costs. Bruin Dunning is an authority on the relevant tales and legends.
- ❖ **Icewalker quest:** Summer Eternal Barien offers indirect aid through the ritual *Challenge the Iron Duke* A year-long challenge for icewalkers could result in a brazier of burning coals taken from the Summer-Forge which will aid.

The Runesmith: the Imperial title created by the Runeforge's construction could encompass the existing non-Imperial title which advises the (equally non-Imperial Thane's Council, leading to greater prominence for the other similar advisory positions.

Marcher army billeting

Mandates: These competing mandates allow either Marcher or Imperial Armies to be billeted in Bregasland, Upwold, or Mitwold, reducing upkeep by 10T. Only one army could be billeted in a single territory. If the Breadbasket were expanded to the Mournwold, armies could be billeted there too. Additionally, the Graven Rock fort could be built in Bregasland.

Hercynia Feni

The Feni in Hercynia have disappeared. Previously they were raiding supplies of food and mana. Rumour reports a retreat into the deepest woods of northern Old Ranging.

Brocéliande Vallorn

Slow the Vallorn: The Navarr could continue to hold one or both of the regions threatened by Vallorn. It will be a significant challenge. Military units will be able to select Slow the Vallorn as a specific paid work action. Results will depend on the military strength:

- ❖ 4,000 to defend Boars Dell
- ❖ 8,000 to defend Boars Dell and Elerael
- ❖ 10,000 to preserve the Broch

Military units will receive payment in herbs from the grateful Navarr people. Dawnish military captains seeking glory receive additional rewards.

Approximately 2,500 strength already comes from aid of Highborn (at least 500), the Great Forest orcs (1,000), and from the eternal Tharim (1,000 strength assuming he retains amity).

Army Involvement: An Imperial Army could contribute a maximum of 5,000 strength. Two Imperial armies, one in each region, would just hold the Vallorn at bay at a cost of 500 casualties each.

Tharim's Aid: Tharim could add a further 2,000 force to slow the Vallorn. He requires Conclave to pass a Declaration of Concord to allow him to also feed on herb gardens and forests of Highguard, the Brass Coast, and the League. For three seasons, each herb garden would lose two random herbs and each forest would lose two resources (until the start of the Winter Solstice 383YE).

Zakalwe's Boon: Zakalwe has granted a Boon to the Grandmaster of the Rod & Shield. This gem provides a large one-time boost to casting of *Find the Best Path* (Autumn enchantment that allows an army to move quickly) and allows weltsilver to be used for crystal mana in casting it. In return, Zakalwe asks that at least one Imperial army fight to protect Brocéliande in the coming season. The gem will retain its potency until used, or until the end of the Summer Solstice.

Llofir withdraws aid: last season Llofir offered aid in the form of arcane projections, with further aid if granted amity or if Tamarbode in Reikos was ceded to it. Conclave declared Enmity, and all offers have been withdrawn.

Zenith Refugees

The Urizen national assembly could pass alternative mandates:

Encourage reclamation of Zenith: would make the Citadel Guard and any attached military units 1/10th more effective at taking territory in Zenith, but with equivalent penalty in any other territory. Effects would last for a year or until the Druj were driven from Zenith.

Encourage refugees to settle in Redoubt & Morrow: Doyen of the Spires can currently encode rituals by coordinating the efforts of the inhabitants of Morrow, Redoubt, and Spiral at a cost of 15 thrones a season. If the refugees from Zenith settled in Morrow and Redoubt then they would be in a position to support the Doyen exactly as if Zenith had been recaptured. Costs would increase to 20 thrones but speed of research would likewise improve.

Highborn sanctuary for Zenith refugees: Highguard National Assembly could also invite Zenith refugees to settle in Reikos, although it would be a significant burden to the people of Reikos.

Marcher farms

While Rivers Run Red remains interdicted, Marcher citizens may diversify their farms to take advantage of a specially-constructed Dolmen (1T, removes 30r income, 1 crystal mana production)

Urizen

Urizen National Assembly Statements of Principle of gratitude to the League, Highborn and Varushkan generals have created opportunities:

College of War: a college to study military strategy in Tassato Regario would also provide Day vis each season, to one or both of the League Generals. Both options could be achieved with a single senate motion to create the commission and amend the title.

- ❖ The *Library of Imperial Strategy* would provide 7 doses of Day vis each season to one of the League Generals (8mi, 8wg, 8ww, 48cr)
- ❖ The *Barossa School of Imperial Strategy* would provide 8 doses of Day vis each season to both League Generals (20wg, 20mi, 20ww, 120cr)

Highborn Monument: A monument to the Courage and Loyalty that calls upon the favour of Adamant of the Summer Realm. This could be consecrated with true liao to cause significant, yet unknown, spiritual effects.

Note: Because the Varushkan Iron Helms army played a large role in awakening the Black Plateau, no Varushkan opportunities have emerged.

Rescue Dawnish captives of Druj

Druj threat: A mutilated yeofolk brings a message - for every army that attacks a Druj territory, one in every ten prisoners in Dawnguard will be tortured and killed. The children of Dawn are currently safe, but if a single army enters the Mallum, "this state of affairs will come to an immediate, and irrevocable, end".

Rescue raid: Military units could join a rescue raid into the Druj-controlled Barrens. With sufficient support, the raid could also be used to strike a blow against the Druj. Needs amity with Irra Harah to be maintained as it requires the Eternal's help and Archmage of Spring acts as liaison. Outcome depends upon the military strength committed:

- ❖ 5,000 - Drycastle children will be freed.
- ❖ 7,500 - in addition, a fifth of the Dawnish captured at the fall of Drycastle will be rescued.
- ❖ 10,000 - in further addition, rescue of 1,000 orcs, cousins to the Great Forest Orcs and raiding the Eaves of Peytaht bourse resource would secure 10 wains of weirwood for the Archmage of Spring.
- ❖ 15,000 - in further addition, additional damage to the Fangs mithril mine will halve its output for the next year and free a further 1,000 orc slaves.

Rewards: Guerdon could be applied - no other material reward is proposed.

Army aid: The Winter Sun and the Seventh Wave can both assist if they give defensive orders that clearly indicate support. Half their military strength would be committed to the effort, with full strength from any attached military units. If the Winter Sun participate, they cannot also escort the Dubhtraig refugees. But will make connections with orc rebels likely to stay in the Barrens to fight the Druj. If the Seventh Wave participate, they will receive a report on the military situation in the Barrens, including details of enemy campaign armies; local fortifications; and useful strategic and tactical information.

Ossium & Varushkan Prosperity

Dourfell Chase strike: Imperial heroes could strike through the Sentinel Gate into the Barrens to support the later rescue mission. The conjunction - 75 people at 3pm Saturday - will not be subject to Druj miasma. The civil service suggests the Archmage of Spring should coordinate the strike force. Three results are achievable;

- ❖ Clearing the fort of Druj, will provide 1,000 strength.
- ❖ If no Druj escape, this provides 2,000 strength.

If a magician bearing the Spring Archmage's staff casts *Operate Portal* in the fort while invoking the name of Irra Harah, the eternal can claim the fort, shrouding it in greenery and briars similar to the effects of *Forge the Wooden Fastness*. This would provide a further 1,000 strength for the rescue but also provide Irra Harah's followers with a lasting sanctuary in the Barrens.

Ketsov human tribe: they have bonded to the Varushkan egregore but have concerns about security and economic viability and have suggested several options:

- ❖ **Fortify Ketsov:** A fortification could be built to protect against future Druj attack. (150wg, 300cr, 3 seasons, level 2 fortification).
- ❖ **Barracks:** effectively a folly, this would assist Varushka in supporting a fourth army, but is insufficient on its own. (30ww, 30mi, 120cr).
- ❖ **Trading Exchange:** this would allow for the purchase of magic weapons. A senate motion would be needed. (8wg, 8ww, 32cr) The Thule have also offered to build the exchange if the Empire is not interested.

Sand Fishers: this orc tribe cannot join Varushka, and present a complex issue. If moved from the banks of the Semmerlak, then in conjunction with a barracks, Varushka would be able to support a fourth army within a year. Options for relocation:

- ❖ **Cede Misericorde in Holberg:** this will bring 8T a season in additional taxation by the end of the year. No League citizen has ever thrived in Misericorde.
- ❖ **Cede Skarsind land:** the Sand Fishers could settle in Skarsind, but their temperament makes this unlikely to be an easy or worthwhile transition.
- ❖ **Thule:** if permission is given by the Ambassador to the Thule, the Sand Fishers will be offered sanctuary in Otkodov.

Crawling Depths: Upgrading the mines would double output to 28 wains of mithril a season (300T, 2 seasons, senate motion).

Miasma Pillars: A Dawnish mandate, if passed, will likely cause the location of a Druj miasma pillar to be found.

Conversion to the Way: A carefully composed mandate could begin to bring the people of Ossium to the Way. The civil service suggest a mandate explaining the key tenets of a single virtue as the best way to introduce the faith to people of Ossium.

Warden of the Hills and Trees A materials ministry could be built in Karsk, creating a national title. (6wg, 24cr, 1 season)

Iron Roads: This opportunity to build trade roads all across Varushka to improve Bourse resource output remains available.

Construction Opportunities

Pg	Loc.	ww	wg	mi	cr	rough size	upk	factor	type	Notes
9	Gjullit Docks	30	20		100	183	0	-	sw	White Granite & Weirwood ministry (I/N)
9	Hand of Dumon ministry	8	8		32	60	0	6/10	sw	Winter vis ministry: Iron Con. rebels
22	The House of Guerra		20		40	85		-	sw	Liao Ministry (N/I)
6	Asavean Temples			30	60	128	0	-	s	10T per temple in tax (x5)
9	<i>Kruidenkener Warehouses</i>	8			16	26	0		sw	Single Herb Ministries (TV, IR, MW, BR): more expensive; last season available.
23	Cinderpath Exchange		10		20	43		-	sw	White Granite Ministry (N): reduces auction by half ministry level
9	Kruidenkener Magazji	24			48	78	0	7/10	s	Expand High Herbalist, Clearing House & Incarnadine Satchel
10	Gildenheim Runeforge in situ	60		50	400	430	10	6/10	sw	Runeforge (N/I)
12	Barossa School of Imperial Strategy	20	20	20	120	235	0	4/10	s	16 Day vis to both League Generals
9	Warmage/Bursar Mana Ministries			25	50	107	0	4/10	s	Mana ministry for Bursar or Warmage. (x2) option to build both. Must be built in Holberg.
12	Library of Imperial Strategy	8	8	8	48	94	0	4/10	s	7 Day vis to one League General
9	Update Grandmaster Ministries			60	120	255	0	-	s	Improve rates in Grandmasters' ministries
10	Extend the Breadbasket	20	20		80	150		7/10	sw	1080 rings to Mournwold farms: Removes support additional Imperial armies
10	Graven Rock		80		160	340	10	1	s	Must build at Gravenmarch
18	Embassy to the Great Forest	50			0	300	5	9/10	s	Creates Ambassador position
22	Invisible Cord Brokerage	16			32	52		-	sw	Weirwood ministry (I/N): Reduces Public Bourse
13	Barracks of Ketsov	30		30	120	225	0	-	s	Folly: support fourth army
13	Expand Crawling Depths				0	300	0	-	s	Double mithril output
13	Iron Roads		200		400	850	0	14/10	s	35 materials each to forests, mines in Karov. Volodmartz, Miekarova; +2 to Bourse seats
22	Iron Roundtower			10	20	43	0	-	sw	Mithril Ministry (N): Reduces public bourse by 8.
13	Ketsov Trading Exchange	8	8		32	60	0	-	sw	Ministry (I) - Triumphant Blades, Knightly Redoubt.

Pg	Loc.	ww	wg	mi	cr	rough size	upk	factor	type	Notes
6	Road to Otkodov	100	200	200	0	425	0	-	sw	21T in tax increase
18	Sungold Pass sinecure	10	60	20	60	118	0	9/10	sw	20 orichalcum : (N/I)
13	Walls of Ketsov	150	300	300	18	638	18	9/10	s	Lv. 2 Fort.
13	Warden of Hills and Trees	6	6	24	45	45	0	5/10	sw	Mine and Forest ministry (N)
10	Gildenheim Runeforge & Isenbrad Tomb	45	30	60	270	529	10	8/10	sw	As above. and requires True Liao.
10	Gildenheim Runeforge in Runegrott	60	30	60	300	578	10	9/10	sw	Additional cost of 12T to move ruins: coin cost covered if Rime Hammer found.
9	Hyljehal	12	24	24	39	39	0	5/10	sw	Mana ministry
25	Ogila's Tower	16	32	16	32	68	0	5/10	sw	Autumn vis ministry (additional if more wayleaves created): Ephisis not emity
23	The Clever Magpie	6	6	6	36	71	-	-	sw	Ilium ministry (I/N): Reduces Public Bourse

Key

<i>orange italic</i>	only available this season	upk	Upkeep in Thrones
Location	national location of commission	factor	Stated as proportion of 'standard' costs. 8/10 means that opportunity is eight-tenths of usual costs.
ww	weirwood	Type: s	Can use Senate motion
wg	white granite	Type: w	Can use Wayleave
mi	mithril	Type: x	Doesn't count against commission limit of 12
cr	crowns	N or I	Creates National or Imperial title
rough size	Calculated and rounded up on the following notional price/wain: ww 3 wg 4 mi 4 Figures may be too low or high. Sole purpose is to allow for rough cost comparison.		

Foreign & Barbarian Nations

Asavea

Asavea are not Liberty Pact signatories. Relations are complicated.

- ❖ **Trade** - Imperial fleets trading with Nemoria receive a -2 rank penalty, but receive an additional measure of iridescent gloaming and an additional ingot of orichalcum.
- ❖ **Mercenaries** - Senate voted to allow Imperial mercenaries to fight on either side of the Asavean uprising. Supporting the Asavean Plenum pays 11cr +52r/additional rank of effective strength. Supporting the rebels pays 7cr +36r/additional rank of effective strength. The Throne and the Cardinal of Vigilance receive a list of citizens traveling to Asavea with military units, but it is impossible to tell which side they are fighting on.
- ❖ **Fleets** - Rebels' situation at the ports of Fort Maragladia and Timor is increasingly desperate. Nearly three dozen Imperial fleets engaged in war profiteering at Fort Maragladia (paying 10cr +40r/rank of additional effective strength); Almost no Imperial Captains aided the Timor rebels (paying 7cr +28r/rank of additional effective strength). But the Asaveans are beginning to notice the aid to the two ports.

Axos

Axos signed the Liberty Pact. The Grand Ilarchs of the Citadels have outlawed slavery, and recognised orcs as people. All former slaves are now free. Resources donated by the other Liberty Pact members have smoothed the transition from slaving to non-slaving nation status.

- ❖ Draconian new laws define and restrict the rights of Axou orcs. Their second-class citizen status provides little opportunity to improve their prosperity. Axou society varies in its level of tolerance of orcs.
- ❖ The previously hard-line Chambers of Issyk has a new Grand Illarch, installed through violent coup. He is believed to be moderate, seeking conciliation with the other Citadels, and critical of Issyk's previous involvement with the Grendel.
- ❖ A Statement of Principle from the Assembly of Nine inviting spiritual discussion has gone unnoticed by the Axou priesthood. Such invitations must be conducted through Ambassadorial channels.
- ❖ Trade with Axos is currently disrupted due to the transition. Imperial Fleets trading with Kantor receive a 2-rank penalty. The situation will improve in Summer and be back to normal by Autumn.

Commonwealth

The Commonwealth have enthusiastically adopted the Liberty Pact.

- ❖ Relations between Jarm and the Commonwealth have deteriorated rapidly.
- ❖ War between Jarm and the Commonwealth over Lantir is increasingly likely.

Faraden

Faraden are not Liberty Pact signatories.

- ❖ Anger about the sudden imposition of tariffs stems from the belief the Faraden should be exempt, as their human slaves are 'debt slaves' working out sentences for criminal activity. However, foreigners cannot pay off such debts.
- ❖ Smugglers are rumoured to be avoiding tariffs on the western borders of the Brass Coast.
- ❖ Faraden merchants are providing no metal to the public auction, nor are they purchasing all the iridescent gloaming.

Iron Confederacy (Suranni)

The Suranni are not Liberty Pact signatories.

- ❖ It is illegal to trade or gift liao via ports or across the Suranni-Imperial border. Suranni within the Empire may still legally acquire liao.
- ❖ The Silent Bell have investigated Imperial smuggling of liao to the Iron Confederacy. Cardinal of Vigilance Irada Von Temeschwar has a full report.
- ❖ The Iron Confederacy is demanding Suranni justice for Imperial citizens accused of murdering a group of their templars during the pursuit of a fugitive named Jean Valois from Arbonne to the Brass Coast. Mordecai of Zephaniah's Lament is identified as the leader. Suranni authorities demand that both Jean and the Imperial citizens are handed over.

Jarm

Jarm are not Liberty Pact signatories.

- ❖ Sanctions have increased the cost of white seed in the Empire by about a fifth.
- ❖ Any Imperial fleet trading with Vezak or Kavor has a -2 rank penalty on their production. Rigia, the eastern port, remains closed to Imperial shipping.

Sarcophan Delves

The Sarcophan Delves did not sign the Liberty Pact, but their representative at the talks was a keen supporter.

- ❖ They have made the slave trade illegal in their nation, and for their citizens.
- ❖ The Kruidenkenner herbalists guild remains keen to construct additional warehouses in the Empire and are exploring the opportunity to invest in Imperial herb markets (*see Opportunities*).

Sumaah Republic

Sumaah enthusiastically signed the Liberty Pact.

- ❖ Sumaah have embargoed trade with slaving nations.
- ❖ Sumaah are still in possession of the stolen Imperial Crown.
- ❖ The capital city Timoj is a destination for Way pilgrims across the known world.
- ❖ Sumaah Houses of Pride and Prosperity have commended Eska Crowspeaker and Ianthe of the Sons of Couros for their work on the Liberty Pact. The House of Ambition has commended the Empire as a whole for taking the lead.

Tsark

The spy network in Tsark has been discovered, probably by someone directly telling Tsark it exists.

Druj

No further diplomatic messages came from the orcs of the Mallum, until news came regarding the Drycastle captives (see above).

Great Forest Orcs

The Great Forest Orcs suggest an embassy be built in Therunin. They will contribute to the labour costs and enable it to be built with weirwood. They have told the Imperial Consul that if the embassy is not complete by Winter 383, they will go back to their ad hoc approach and communicate via the Navarr and the Senator for Therunin. (50ww, 50cr)

Grendel

The Empire have raided Beoraidh and the Grendel have invaded Feroz. Grendel pirates continue to harass merchant vessels passing through the Bay of Catazar.

Ex-Jotun thralls

Former Jotun thralls continue to live in the Mournwold relatively peacefully.

- ❖ Marchers of the Mourn are familiar with their orc neighbours, but difficulties arise when they travel further afield
- ❖ Although abiding by Imperial Law, the thralls continue to be extremely suspicious of the Magistrates
- ❖ The Imperial Consul has legal power to negotiate with the thralls, but so far they show no interest and prefer to speak with the Marchers and the Imperial Orcs.

Jotun Delegation

A Jotun delegation comes to Anvil to speak with Wintermark mediators regarding the destruction of the Meeting Place, and to observe the Imperial Orc Night of Worth.

Thule

The Thule are angered by the effects of the Liberty Pact. They will not give up a claim to Sungold Pass and no longer allow Imperial citizens to harvest ambergelt or mana crystals in Krevsaty (two resources that were spoils of war)

Grand Warlock Fijajokull and Rak Who-Speaks-For-The-Dragons-Undivided expect to meet the Ambassador in the Senate on Saturday at 7pm to discuss several topics:

- ❖ Ransom of Imperial slaves back to the empire, likely to require payment in Bourse materials.
- ❖ Dissemination of the ritual *The Immaculate Architect*, although there is some difficulty in arranging this as it is currently in the hands of a private citizen who may not attend Anvil.
- ❖ Disposition of a member of the Imperial Civil Service who has been detained by the Thule while investigating the Sungold Pass, assessing the site for a potential sinecure.



Potential Synod Mandates

Unless otherwise indicated, the Mandate wording has been drafted by the Civil Service.
 Citizens should check with the Civil Service to confirm
 which Mandates would be in competition.

Pg.	Mandate	Assemblies	Liao	Wording
23	Embrace mines and forests	Varushka	50	"The wealth of our nation lies in the hills and forests, and in the hands of those who work them. We send (named priest) with 50 doses of liao to encourage those who seek prosperity for themselves and their nation to look to the riches that lie in the mines and forests."
7	Asavean Architect's legacy	Pride or General	100, 25 or 50	<p>"The works of Almodin Oktistis are an affront to the dignity of the Empire; they denigrate our true faith and demean the pride of every citizen who learns of their existence. We send (named priest) with 100 liao to urge devout Imperial citizens to surround these structures and urge any Imperial citizen who tries to enter to turn back."</p> <p>"The works of Almodin Oktistis are an affront to the dignity of the Empire, they denigrate our true faith, and demean the pride of Imperial citizens. We send (named priest) with 25 liao to lead Imperial citizens in tearing down these idolatrous symbols of false gods."</p> <p>"The works of Almodin Oktistis are an affront to the dignity of the Empire; they denigrate our true faith and demean the Pride of Imperial citizens. We send (named priest) with 50 liao to lead Imperial citizens to destroy these statues. Let us follow the example of Ivarsgard and create a lasting covenant to show the world the fate of all false religions."</p> <p><i>All 3 mandates compete with each other</i></p>
10	Marcher Army Billeting	Marcher	75 or 100	<p>"Marchers who fight to protect the land will always find a bed and a meal is available to them for a night's rest. But those who are able and willing to work an honest day may stay a good deal longer. We send (named priest) with 75 doses of liao to encourage Marchers to share their Prosperity with those who deserve it."</p> <p><i>competes with:</i></p> <p>"Any Imperial soldier who is here to defend the land will always find a bed and a meal is available to them for a night's rest. But those who are able and willing to work as best they can may stay a while longer. We send (named priest) with 100 doses of liao to encourage Marchers to share their Prosperity with those Imperials who deserve it."</p>
23	Marcher Soldiers	Marcher	25	"Land matters above all else. Marchers should help folk returning from war to claim land of their own. We send (named priest) with 25 doses of liao to urge Marchers to aid those people looking to settle down."

Pg.	Mandate	Assemblies	Liao	Wording
23	Grey Pilgrims - Thule	Highborn	25	<p>"The Way of Virtue is the right path for all mortal beings. Our true legacy to the world is the Way, not the Empire. We send (named priest) with 25 liao to urge the Grey Pilgrims to convert every mortal being they can to the truth faith regardless of the consequences."</p> <p><i>competes with</i></p> <p>"The Way of Virtue is the faith of the Empire. The strength of our true faith is what makes the Empire powerful. We send (named priest) with 25 liao to urge the Grey Pilgrims to bring all humanity to the true faith but to leave the orcs to find their own way across the abyss."</p>
23	Grey Pilgrims - other Assemblies	General or Nine	25	<p>"The Grey Pilgrimage will help spread the Way and weed out the corruption of false beliefs in the Empire. We send (named priest) with 25 liao to spread the news that the pilgrims enjoy the support and blessing of this assembly."</p>
8	Dubhtraig Refugees	Imperial Orcs	25	<p>"The orcs freed from bondage in Dubhtraig are not yet safe. They have heard our invitation, and sought to reach us, but now they are scattered across the Empire alone and afraid. In the name of Prosperity, we send (named priest) with 25 doses of liao to urge every Imperial Orc to put their hand in their pocket to ensure that those endeavouring to bring them home to us receive the just reward for their labours."</p>
13	Druj Miasma pillar	Dawn	25	<p>"The taint of the Druj spills forth from the pillars they have constructed with their foul magic, choking the thirst for glory with fear and dread. We send (named priest) with 25 doses of liao to urge troubadours and questing knights to seek out the source of this vile corruption."</p>
13	Ossium Conversion	Virtue or General	75	<p>The civil service suggests that a mandate explaining the key tenet of a single virtue may be the best way to introduce the people of Ossium to the faith.</p>
11	Zenith Refugees	Urizen	25	<p>"No person in Urizen will rest until Zenith is freed from the vile taint of the Druj. We send (named priest) with 25 liao to urge every Urizeni to commit everything possible to the immediate liberation of Zenith."</p> <p><i>competes with</i></p> <p>"No-one knows when Zenith will be liberated, we must help those who have lost everything, until the time comes to fight back. We send (named priest) with 25 liao to urge everyone to take in the refugees and help them build a new life in Morrow and Redoubt."</p>
11	Highborn sanctuary for Zenith refugees	Highborn	25	<p>"All that is worthwhile is shared with those who deserve it. Let us open our doors to those Urizeni who have lost everything and give them a home until the day comes when they can return. We send (named priest) with 25 liao to bring those who have lost everything to Reikos where they can be given succour until the Druj menace is no more."</p>

Synod Concerns

Active Mandates

General: Seeks reconciliation with Sumaah (Jorma Steelhail)

General: Encourage slaves liberated from Dubhtraig to embrace the Way (Eska Crowspeaker)

General: Encourage slaves freed from Dubhtraig to settle in Skarsind. (Skywise Tulva)

General (and Wintermark): Citizens with congregations may easily change them to military units (Rafe, and Severi Jarlmarison)

Prosperity: Citizens will withhold white granite from the public auction until the Cinderpath Exchange is built (Edna of the Chantry).

Dawn: enhanced rewards for Dawnish citizens slowing the Vallorn in Brocéliande (Ranae de Rondell)

Highguard: Highborn citizens will withhold white granite from the public auction until the Cinderpath Exchange is built. (Raziel of the Shattered Tower).

Highguard: All human nations suffer a one-rank penalty to their congregations (Lilith of the Chantry). The only way this can end is if the Highborn National Assembly pass a statement of principle with a greater majority clearly identifying genuine faults and the steps taken to address them. If pilgrims agreed with their assembly that might create an opportunity to exempt a nation from the Highborn's exhortation.

Highguard: Congregations of Highguard will help support the defenders of Brocéliande (Hazeleponi)

Highguard: Urges Grey Pilgrims to convert foreigners to the Way (Able of the Shattered Tower). May exacerbate tensions between the Empire and the nations affected, some of whom will oppose this active attempt to proselytize their people to give up their false beliefs.

Highguard: Urges Grey Pilgrims to root out and oppose false virtues and eternal cults (Shadrach). With the grey pilgrims zealously pursuing this duty far more, such cults are likely to come to light in the coming years than have been discovered in the past.

Varushka: Slaves freed from Ossium will be individually assessed to ensure they are no wolves. (Belakov)

The Hand of Dumon

Different opinions abound on this Iron Confederacy resistance group. The Synod could choose to make various Statements of Principle:

- ❖ General Assembly could invite The Hand of Dumon to share their spiritual understanding of the Way, which would allow the civil service to collate and publish relevant information.
- ❖ The Nine or General Assembly could condemn Dumon's Hand for their heresies and urge the Empire to shun them.
- ❖ General Assembly could state that alliances with blasphemers and heretics demean the Empire.

The Nine or General Assembly could prioritise finding allies amongst non-blasphemers, either through Silent Bell investigations or through knowledge already held by Imperial Citizens.

Sumaah Compromise

Jorma Steelhail's mandate preaching spiritual equality between Sumaah and the Empire, has led to moves towards compromise and future discussion.

Sumaah House of Courage has passed with a slim greater majority a Statement of Principle pausing anti-Imperial preaching, removing penalties to congregations based in the Bay of Catazar. Their House of the Way has passed, with a slim greater majority, a Statement of Principle resolving for the next year not to recognise any Paragons or Exemplars, nor make any doctrinal changes.

If the General Assembly passes a similar Statement of Principle by Summer 383 at the absolute latest, this will likely lead to further dialogue with Sumaah. Such a judgment cannot be binding in any way, but if made and then broken, it will make reconciliation impossible.

Five issues concern the Sumaah:

- ❖ Changing doctrine without consulting them
- ❖ Lack of commitment to orthodoxy
- ❖ The precise role of Paragons and Exemplars
- ❖ Sumaah's perception of the Empire's interpretation of the virtue of Loyalty
- ❖ The role of orcs in the Way

The latter is fiercely debated. The signing of the Liberty Pact is forcing Sumaah to a point where it must reach a definitive position on the role of orcs.

Matters of Prosperity

A General Assembly mandate urges Imperial citizens to look to ways to invest in the strength of their nations. Statements of Principle that encourage citizens to put money ahead of Virtue, or encourage national sacrifice for the "greater good" are now less likely to lead to mandates.

Half the usual number of wains of weirwood and mithril are being sent to Anvil for auction, no wains of white granite or rings of ilium, and fewer metals, natural materials, crystal mana, and herb.

The Cinderpath Exchange: while this remains unbuilt, no white granite will be sent to the public auction. Several commission opportunities are now available as a result of the mandates:

- ❖ **Varushka:** The Iron Roundtower in Delve could be built as a mithril ministry, creating a national title. (10mi, 20cr, 1 season).
- ❖ **Navarr:** an Invisible Cord Brokerage ministry could collect weirwood from Navarr forests, reducing the amount in the public auction by 8 wains. The national title would be appointed through the Bourse (16ww, 32cr, 1 season).
- ❖ **Wintermark:** the Clever Magpie Trading Hall ministry would collate ilium from across the Empire so that it could be traded exclusively in Wintermark. This national title would be appointed through the Bourse. The current halving of ilium available in the public auction would become permanent. (6ww, 6mi, 6wg, 36cr, 1 season).
- ❖ **Brass Coast:** a House of Guerra liao ministry could also serve as a point of contact for abolitionists. (20wg, 40cr, 1 season). This title would likely be appointed by the Freeborn national assembly.

Frederick di Sarvos - Inquisition

During the Autumn Equinox, Frederick di Sarvos offered to design something impressive under the guidance of the Cardinal of Ambition, Viviane de Coeurdefer and duly presented proposals for four ambitious centres of learning. His Inquisition takes place at 4pm Saturday in the Glory Square and he will not work on any projects until this is resolved.



Synod Mandates

Marcher Soldiers

A mandate could allow any Marcher citizen with a military unit or a fleet to exchange the resource for a farm of equivalent level in any Marcher territory without cost.

Grey Pilgrims

Mandates concerning the Grey Pilgrims are available:

A pair of competing mandates determine the Grey Pilgrims' approach to the Thule, with the prospect of active preaching likely to worsen already-strained relationships.

The General and the Assembly of Nine could endorse the Grey Pilgrims. If they do so, the Pilgrims will be receptive to their judgements.

Embrace mines and forests

This mandate has three effects:

- ❖ Any Varushkan citizen, between Spring and the end of Summer, could exchange their personal resource for a mine or forest at no cost. Improved resources would be transferred to improved mines or forests.
- ❖ All mines and forests will see a 1 rank increase for one season, or one year if mandate includes suitably Varushkan story of the power of Prosperity.
- ❖ Increase in mine and forest material sent to the public auction.

Tearing down idolatry

Following a Statement of Principle from the Assembly of Nine condemning idolatry, a statue of Janon in Temeschwar has been destroyed by the 'Wardens of the Soul's Road' from Karsk. They have evaded justice and written to the Cardinal of Courage requesting endorsement, with the clear intent of destroying further constructions at the direction of the Nine. This is likely inherently criminal. Consultation with chief magistrate Karkovich will clarify matters.

Conclave Concerns

Phaleron's offers withdrawn

Day Eternal Phaeleron withdraws previous offers to create an Emissary and to protect the Imperial Library and asks that the previously-presented ritual *The Gift of Knowledge* should not be placed into Imperial Lore. Phaleron grants a parley and invites the entire nation of Urizen as well as Archmage Gralka.

Lashonar's Caucus with Hierro

Night Eternal Lashonar has offered the 'Caucus Forum' - a formal parley to support Imperial diplomacy. Rules are that anyone may speak freely but violence is forbidden on pain of disproportionate retribution. Archmage Elyssiathain is invited to speak with chief of Hierro clan (part of Jotun). Imperial Consul and one other also invited.

Furthermore, Archmage of Night may invoke Caucus Forum again in future for as long as Lashonar is not under enmity.

Cathan Canae's parley

Summer Eternal Cathan Canae's parley has very specific conditions for attendees:

- ❖ Three Winterfolk: one with the ear of their senators, one with the respect of their warriors and one with the voice of their magicians. Each must come from a different people: Suaq, Kallavesi and Steintr.
- ❖ One representative of Dawnish or Varushkan forces who invaded Ossium
- ❖ Archmage Luke
- ❖ One other of the Archmage's choice.

All must bring weapon & shield and any can formally renounce the protection of the parley at any time. Topics shall be conflict between Eleonaris and Jaheris, and the relationship between Cathan Canae and the Empire.

Arhallogen refuses to meet

Spring Eternal Arhallogen refuses Archmage Fabienne de Miel's plenipotentiary request. A messenger informs the Empire that "it has no interest in a public, formal meeting, neither with the Archmage alone nor with any Navarr". It does however want its emissary to confirm that Arhallogen has "received the message, understands its content, and will take the logical next step."

Sorin - no amity asked

Winter Eternal Sorin declines invitation to parley and is not interested in amity. But it will send an emissary anyway to meet with Archmage Syn Truthwalker at 6.30 pm on Friday evening in the Hall of Worlds.

Marcher offer to Silver Chalice

Conclave are asked by miners of the Mournwold to raise a Declaration of Concord to say that Imperial magicians should never use curses to slay other Imperial citizens. If it passes, every season the Grandmaster of the Silver Chalice will receive a bequest of 4 green iron, 2 weltsilver and 1 tempest jade.

Marchers & Rivers Run Red

A Mournwold representative, Shem, will seek out the Imperatrix or one of her representatives at the Imperial Offices early Friday night to look at a proposal for mitigating *Rivers of Life* through means other than casting the still-interdicted *Rivers Run Red*.

Ephesis' & Prospero's Bourse offers

Autumn Eternal Ephesis declines parley but makes several offers directly to the Empire:

- ❖ Sponsorship of Ogila's Tower in Kalpaheim - an Autumn vis ministry for the Archmage of Autumn. Requires Senate commission, 16mi & 32cr.
- ❖ For each additional Wayleave the Senate creates, she will sponsor similar vis ministries for the other Archmagi. Each one requires a separate Senate commission, 16mi & 32cr.
- ❖ If Senate makes every material Bourse seat (mi.wg, ww, il) Imperial, through relinquishment and re-allocation, then any new commission can be designed to additionally function as an Autumn vis ministry. The Imperial regio would increase the casting power of Autumn ritual power by 2 ranks per contributor instead of the usual 1 rank.

Autumn Eternal Prospero has a counter-offer:

- ❖ Make all Bourse seats national; this would have the same effect as Ephesis' offer.

All opportunities expire at the end of Winter 383YE.

Amber Lions

Estavus offers double normal reward for pure ambergelt traded using *Before the Throne of Estavus*, allowing 10 measures of ambergelt to be traded for 2 measures of Autumn vis. If Estavus receives at least 100 measures, she will send one bronze guardian to defend the Empire per 50 measures received. Each has an effective military strength of 50, can only be used for defence, and will be placed under the control of whoever provided the most ambergelt.

Song for Lashonar

Herald of Lashonar asks the High Bard to send a copy of the best piece that they hear that season at Anvil. In return, Dream-Singer will send a draught of *Lashonar's Tears* (grants additional 3 ranks of ritual lore to one casting of *Mantle of the Golden Orator*), for each piece received over the year. If the High Bard is able to send one piece of music for each season, the reward is a *Vial of Hope's Dreaming* (nature unknown).

Edric de Gauvain

Strange curse on Weirwater in Dawn affecting any citizen who has spent much time there, or whose personal resource is based there. When prompted for the name of a person, their first instinct is to answer "Edric de Gauvain".

Mists of Grimhold

A peculiar mist briefly shrouded the fortification of Grimhold in Miekarova. Reason and effects are unknown.

Kallavesi mystics

Any Kallavesi mystic is welcome to consume Goosewhisper Infusion on Friday evening at nine o'clock, and see if any ancestral spirits wish to speak to them.

Llofir in Tamarbode

Llofir has sealed Tamarbode in Reikos against Imperial citizens, because Conclave declared Enmity last season.

Kaela's Gift

Kaela's Gift is still available to those who fall into the hands of the Druj. It allows instant painless death but prevents *Whispers through the Black Gate* being cast.

Richard of Holberg

Sadogua mourns his friend, magical architect Richard of Holberg. Some of Richard's projects can still be completed - the curse-warding dolmens, and the Loom of the Heavens - as plans were shared before Richard declined into death. But no further opportunities can arise.

Eleonaris' Statue

Eleonaris grows impatient for recognition of support - a statue to be built "celebrating the alliance between the Empire and Eleonaris".

Meraud's Challenge

Meraud has delayed culmination of his challenge to Imperial magicians to judge mighty works of military magics, until Summer. This could be connected with revelation that Meraud is involved in the ritual *Lions of Phoenix Reach*, which had been deliberately hidden.

Adamant's Gate

This Semmerholm fortification is complete. Damage to the Adamant Gate cannot reduce it to below 1,000 military strength. It can be captured, but it cannot be destroyed by any non-magical means.

Parlays with Eternals

friday

8 pm	Llofir (Spring)	Hall of Worlds	Llofir's Herald seeks speech with the Archmage of Spring.
11 pm	Phaeleron (Day)	Hall of Worlds	Formal Parley. Archmage of Day and all of Urizen may attend.

Saturday

12 noon	Lashonar (Night)	Hall of Worlds	Formal Parley: 'Caucus Forum' with Hierro/Jotun. Archmage of Night, Imperial Consul and one other may attend.
2.30 pm	Cathan Canae (Summer)	Hall of Worlds	Formal Parley for six individuals with specific conditions.



Items for Sale

The Revelry

The Revelry is a rank two military unit of ex-bandits based in Misericorde, Holberg. They seek a new patron. Erika von Holberg will be coming to Anvil on Saturday and will report to whichever League egregore they find first.

friday

10 pm League Rodrigo He has invitation to a card game of 'Threadweaver' to be
camp von Mestra hosted by Prospero this Autumn, and is coming to Anvil to
teach citizens the game.

Saturday

7 pm Public Auction (Thomas Marrowdene) Deeds to the Sweetroot Bakery
(2nd rank business in Upwold)
8 pm Urizen camp Laurel of Delving Bracelet purportedly linked to
Aldemar the Lion



Civil Service Timetable

including deadlines for submissions to each Great Council

Hour	Senate	Conclave	Military Council	Synod	Bourse & Other
Friday					
6 -7			Election (6)		
7-8					Lots by 7pm
8-9	Deadline 8pm	Deadline 8pm	Muster		Public Auction
9-10		Conclave			
10-11	Senate			Vote closes 10pm	
11-12					
12-1					
Saturday					
10-11					Vote opens 10.30pm
11-12		Patrol/Battle (to 12.30)			
12-1					Senator Elections
1-2					
2-3	Deadline 2pm		MC	Vote closes 2pm	
3-4					Seat Auctions
4-5	Senate				Vote closes 4pm
5-6		Deadline 8pm			
6 -7		GM Elections		Vote closes 6pm	Lots by 6pm
7-8	Deadline 7pm	Conclave			Public Auction
8-9					
9-10	Senate				
10-11				Vote closes 10pm	
11-12					
12-1					
Sunday					
10-11					
11-12		Patrol/Battle (to 12.30)			
12-1	Deadline 12pm				Student Council Graduation
1-2			Military Council		
2-3	Senate			Vote closes 2pm	

Eternals - Amity & Enmity

Status correct at end Winter Summit 382

Any Eternal not listed as having either amity or enmity is neutral.

Eternals under Amity (extends to their <i>Heralds</i>)	Declared By	Date
Adamant	Solomon	Spring 382
Barien	Corvus Auric Horizon	Date unknown
Kaela	Palaphon Ankarien	Autumn 382
Irra Harrah	Asenath	Winter 382
Phaleron, the Celestial Library	Mari Linkforge	Summer 379
Rhianos	Solomon	Summer 381
Roshanwe	Gancius di Sarvos	Summer 380
Sadogua	Elyssian of Endsmeet	Spring 382
Tharim	Sirus Skybreaker	Summer 381
Zakalwe	Gabriel Barossa	Winter 381

Heralds under Amity (extends to their Eternal)

<i>Uk'ta the Messenger (Lashonar)</i>	Pavel	Spring 379
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Eternals under Enmity (extends to their *Heralds*)

Llofir	Solomon	Winter 383
Siakha	Rosamund Holt	Spring 381
Wendigo	Beloslava Velkovitch	Winter 306
Whisper Gallery	Gregor	Autumn 379
Yaw'nagrah	Allegra Foundhome	Winter 380
Ylenrith	Skywise Gralka	Winter 381

Collectors and Curators of Knowledge

Imperial Offices	Matters pertaining to the Imperatrix, the Great Houses of State, and Foreign Policy.
Anvil Library	The Anvil Library is a public lending library and repository of knowledge. The main location is in the centre of Anvil.
The Looking Glass	Journal of Fashion and Politics. Ask in the League.
Livia, Seer of the Gateway	Recorder of True Liao Visions, published as 'Echoes of the Labyrinth'.
Qusay i Kalamar i Guerra	Producer of 'The Thrifty Squid' - a guide to market prices at Anvil.
Tiberius of the Ankarien Magesterium	Curator of the Library of the Anvil Hospital: information on known ailments and poisons, physical and magical.

