

Echoes of the Labyrinth

Volume 5a-5d: Winter Solstice 380 YE-
Autumn Equinox 381 YE

A collection of notes on the experience of
Pure Liao Visionaries, collected by

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&

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by the direction and authority of the Council of Nine.

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Thanmir's vision in Summer 381.

Writeups and commentary by Livia Cascade.

Information contained here is incomplete; future editions of this pamphlet may
contain more information as the authors consult again with the visionaries and
their guides, particularly for the information returned to visionaries by the Civil
Service as a result of their inquiries.

These notes were taken from verbal testimonies of witnessed events, so spellings
and exact pronunciations of names should not be considered definitive.

Winter Solstice, 380 YE

Introduction

Six visionaries experienced visions induced by Pure Liao at the Solstice. Of these, four were selected by the Council of Gatekeepers, one was selected by the Throne, and one was chosen by the winner of the Bourse auction at the Autumn Equinox 380 YE.

Following their visions, the visionaries and their accompanying guides were questioned by the authors. Their stories are recorded in the following pages, in the order that the visions were received.

- * **Landon of Longridge** (the Marches), accompanied by Bedwin of Hay (the Marches)
- * **Kali Keen-Eye** (Wintermark), accompanied by Savik Summerstorm (Wintermark)
- * **Hengest Dun** (Wintermark), accompanied by Jorma Steelhail (Wintermark)
- * **Aubrietta de Gauvain** (Dawn), accompanied by Rolland Chambers (Dawn)
- * **Lisabetta Giacomi von Holberg** (the League), accompanied by Livia of Celestial Cascade (Urizen)
- * **Collwyn de Rondell** (Dawn), accompanied by Astrid Fjellreving Rezia di Tassato (the League)

Landon of Longridge (Marches)
Accompanied by Bedwin of Hay (Marches)

Landon was selected as a visionary by the winner of the Virtuous Auction.

The visionary gave his permission for these notes to be made public. The testimony was presented by the visionary with some assistance from his guide.

The visionary awoke at a wake for the general of the Navarr army, the Black Thorns. The general's name was Padraig or Podraig. The Black Thorns had been fighting the Druj, and had been expecting reinforcements from Urizen, but those reinforcements had not arrived in time, and the general had died in battle.

The people at the wake were sat down, toasting and telling stories about the general. They talked about items the general had left behind, including a pendant with many beads, one for each lover the general had had, and said that the visionary ought to add more beads to it.

Someone mentioned the general's knives, and brought up a story about protecting someone from a plaguewulf, and also defending one of the women there from their steading from the Druj. There was also a pair of the general's boots, smaller than the visionary's feet.

The people there then read out the general's will. It mentioned two women, Kim and Kira, and when their names were mentioned the person reading the will gestured at the visionary and the woman sitting to their left. (The visionary believed their past self was Kim, and that the other woman was Kira.) It was not clear from context whether the visionary was a close relative of the general, or a lover or spouse.

The will also mentioned another general, Rachel, and orders that she, Padraig and many other generals were uncomfortable with. Rachel had refused the orders, and had been swiftly revoked by the Vigilance assembly.

They finished reading the will, and at the end it said whoever had Padraig's money should share it out, and spend it on drink.

A priest came in. He was wearing simple clothes that looked to be from Wintermark or Varushka. He ordered the room cleared, and most of the others there left; it appeared that they didn't like him. The woman who had been sitting next to the visionary refused to leave until the visionary told her to, and which point she agreed.

The priest had a large scroll with him, about two feet long, with orders on it that he read out. They were orders to clear out or evacuate the Urizen spire of Helius Tertius, and burn the library there. After the priest had read the orders out, he asked the visionary if they would carry them out.

The visionary said yes, and the priest then showed them the plans to the library, which had been part of the scroll. "Nicovar Ankarien" was at the top of the plans, and the orders contained more reasoning about why the library was to be burned - apparently it was against Nicovar's plan, and he needed to remove it to improve the data.

As the priest and the visionary were reviewing the plans, the vision ended.

Landon had his soul examined by the rite of Insight before and after the vision. Before the vision, his soul was clear of any mark. After the vision, his soul bore a testimony of "Loyal Servant", with the strength of seven priests behind it.

Bedwin also had his soul examined before and after the vision. Both before and after the vision, his soul bore a dedication to Courage with the strength of a single priest.

Kali Keen-Eye (Wintermark)

Accompanied by Savik Summerstorm (Wintermark)

Kali was selected as a visionary by the Council of Gatekeepers.

The visionary has not yet given his permission for these notes to be made public. If you want to find out about his vision, please talk to Kali.

Kali's soul was examined with the rite of Insight before and after the vision. Before the vision, his soul was clear of any mark, and his soul was unchanged after the vision.

Savik's soul was also examined with the rite of Insight. Both before and after the vision, his soul had a dedication to Wisdom with the strength of a single priest.

Hengest Dun (Wintermark)

Accompanied by Jorma Steelhail (Wintermark)

Hengest was selected as a visionary by the Council of Gatekeepers.

The visionary gave his permission for these notes to be made public. The testimony was presented by the visionary and guide together.

The visionary woke up at a table. The room around appeared to be a mead hall, but there was no indication of the location or the date.

Also at the table were a Vard, and a Jotun shaman. They spoke to the visionary, telling them that they were to be trained as a shaman. From the conversation, it appeared that the visionary was a young boy, probably one of the Steinr.

Also in the room were others talking, and the guide priest went to listen to their conversation. One of them was a Jotun, part of whose name was Sigurdson, with the heroic name “Wyrmslayer”, and he was apparently the jarl of jarls of the Jotun. He was talking to Utred, apparently the thane of thanes of the Steinr.

According to their conversation, the Steinr and the Jotun had good borders that they agreed on, and were not at war. The Jotun had invited the Steinr to live with them in the year of Utred’s grandfather, and the Jarl of Jarls suggested that the Jotun, Vard and Steinr should join as one. The Vard were apparently led by someone called Katrina, but she was not at their meeting yet.

The Jarl described the Jotun as being in the centre with the Steinr on their right as a shield and the Vard on the left as a sword. He spoke about how the Steinr fell from the sky, speaking of it as a fact rather than a myth to be doubted. Historically, the Jotun had given the Steinr some land to live in, and while some of the Steinr had worried that this would make them vassals of the Jotun, the Jotun believed the Steinr to be equals. The Jarl described the Jotun, Steinr and Vard as “three tears entwined”, and the shaman at the visionary’s table also reiterated this phrase.

Then Katrina, the leader of the Vard, came into the room. She called the Jarl of Jarls, among other things, weak and a coward, and said that they should be expanding their territory. She then stabbed the Jarl of Jarls, and the Vard at the visionary’s table stabbed the Jotun shaman. Both of the Jotun, and Utred of the Steinr, were horrified by this breaking of hospitality.

The vision then changed, and the visionary was outside, possibly with it snowing around them. Utrud asked the visionary for advice, as he said that the visionary was a Stormcrow. He wanted to know whether they should go with the Vard, and what should they do? One of the things said in this conversation was that nobody would believe the Steinr didn't shiv up the Jotun.

The visionary said that they should not follow the Vard, and should find others to stand with them as three, and the vision ended.

Hengest and Jorma's souls were examined with the rite of Insight before and after the vision. There were no changes to their souls between the two.

The coven of the Spire of Auric Horizon also performed divination rituals on Hengest after the vision to gain information about his past life and corroborate the vision.

The Day divination ritual did not give a name or a date, but instead gave a story:

"An old story is told to a young child. A story of three children. Generations pass. One child goes east, one child goes west to seek his bounty, one stays to seek the skein."

The Night divination ritual gave a feeling of ancient stories shrouded by oaths, and of three siblings - one looking for greatness, one looking for heroes, one looking for oaths. Chains of blood shatter, and they go separate ways.

For more information about these rituals, please speak to Auric Horizon.

Aubrietta de Gauvain (Dawn)

Accompanied by Rolland Chambers (Dawn)

Aubrietta was selected as a visionary by the Council of Gatekeepers.

The visionary gave her permission for these notes to be made public. The testimony was presented by the visionary and guide together.

The visionary awoke in a finely appointed meeting room, with a table and benches. There was a herbalist station in one corner of the room, with bones hanging from the ceiling. The table had tankards and food on it, and there was an axe and shield arranged on the wall in one corner.

There was also a Steirn woman, who was a high-lineaged draughir, in the room. She addressed the visionary as Ilvar or Ilva. She was there to talk about the raids on Mitwold in the Marches, saying that they couldn't go on, but she couldn't be seen to back down, so the visionary had to make the concession. The woman gave her name as something that sounded like Oska or Ushka. The visionary was apparently an artisan.

Then two Marchers came in. One was an unlineaged man in fine clothes, and the other was a briar woman in a smith's clothing. With them was an orc, who they said the visionary could keep. The Marchers said they had just come from holding off Dawn and the Jotun, and would stand against raids from the visionary's people, but wanted to come to an understanding because the raids were disrupting their trade.

They said that this was also not helping their benefactor Estavus, who was helping them to build a massive forge to create items. It was not clear whether the forge was in Mitwold or not, but they said it would not be easily found by enemies. They showed the visionary a sword that the woman had made, and it appeared to be perfectly weighted. The visionary then gave them an axe that they had made, in return.

Together, the visionary and the Marchers agreed that the visionary would have access to the forge and teach the Marchers' smiths, and likewise the Marchers would teach the visionary's smiths. They also agreed that the raids would stop, and the visionary's people would take Marcher goods and deliver them to better buyers. They also agreed that a fresh start would be made, and that no conciliation would be made for previous raids or previous deaths. When they had struck the agreement, the vision ended.

Aubrietta's soul was examined with the rite of Insight before and after the vision. Both before and after the vision, there were no marks on her soul.

Rolland's soul was also examined with the rite of Insight before and after the vision. Before, his soul had a dedication to Ambition with the strength of a single priest.

After the vision, as well as the dedication, his soul appeared tense and coiled, making him fearful of what was going on around him. Talking to him to calm him eased the injury a little, and an exorcism with the strength of six priests behind it shocked his soul back into place.

The coven of the Spire of Auric Horizon also performed divination rituals on Aubrietta after the vision to gain information about her past life and corroborate the vision.

The Day divination ritual indicated that the vision was 600 to 800 years earlier, and her

past self was Ilva of Torsho, a high-lineaged draughir from Wintermark. She was a smith, wearing beautiful furs and an anvil-shaped necklace, and had an axe that she made herself that was important to her.

The Night divination ritual gave the impression of a draughir woman working at a forge on very fine detail work, and of a briar bursting in but the woman not minding because she knew she would outlive him; the only thing she would not outlive was the tiny men in the hand of the herald, which would live forever, whether they liked it or not. The word or name "Unititan" also appeared to be important.

Lisabetta Giacomi von Holberg (the League)
Accompanied by Livia of Celestial Cascade (Urizen)

Lisabetta was selected as a visionary by the Throne.

The visionary gave her permission for these notes to be made public. The testimony was presented by the visionary and guide together.

The visionary awoke standing in front of a mirror, being girded by someone who called them "sister". The room they were in was small, with the mirror taking up most of one of the narrower walls. Underneath the mirror was a table, with three candles on it to the visionary's left. On the other side of the room there was another table, with a bowl of fruit, a small pile of potions or herbs, and a wand with a greenish end. There was also a set of greaves on it.

The visionary's reflection was of a woman of five and a half feet or less, with red hair, and blue scales on her forehead, wearing some sort of black or dark grey surcoat or gambeson, with red and gold tabbed edges at the bottom. The sister was wearing a pale dress and a black hat with a jewel in front, with an orange veil at the back of the hat.

The sister said that Bedevere was waiting, and that he would do whatever the visionary asked. She asked the visionary to hold still and strapped on a breastplate and greaves, asking the visionary to hold the front of the breastplate while she strapped on the back.

While she did this, the sister asked, "Have you come to a decision?" The visionary asked if there was anything they had forgotten, and the sister said she would start from the beginning.

They were in Miaren, waiting to attack Seren in order to deal with the Vallorn. The

armies there along with theirs were from the Marches, Highguard, and the League, the last led by Giovanni, who the sister called “the King of Dawn” in a somewhat mocking tone. The visionary had to decide whether they were to attack with the other armies, or hang back and go in when the other armies were exhausted.

Once the visionary had been fully girded in armour, the sister asked if it was comfortable, and the visionary said it was. The sister described it as looking fit for the earl of the house.

There was then a voice from the visionary’s right, from behind a curtain, which the visionary assumed was Bedevere as mentioned earlier. They asked what the visionary’s orders were for the Golden Sun.

The visionary said that they would fight with the Empire, and were not going to hang back, adding that with the death of the Empress, the Empire was a fragile thing.

Bedevere said that they couldn’t transmit those orders to the army, asking how, by the virtue of Pride, could they fight alongside the Marchers? The visionary asked “Is Dawn part of the Empire?” Bedevere paused and quietly answered, “Yes. Yes.” The visionary asked again, saying that Bedevere needed to answer more clearly, and Bedevere said “Yes!”.

Then Bedevere asked why would they not, by the virtue of Ambition, go in and take the treasures of Seren for themselves, given that otherwise they would be divided among the armies. Finally, he asked, “What about the highest virtue, the virtue of Glory? People will sing of this hereafter.”

There was some more discussion, and then the visionary said, “These are my orders. You *will* obey.” Bedevere paused, then said, “As my earl commands!”. The vision faded.

Lisabetta's soul was examined with the rite of Insight before and after the vision. Before the vision, her soul was clear of any marks. After the vision, her soul showed a shade of armour around her, that looked like it would fade by the time she next slept.

Livia's soul was also examined with the rite of Insight before and after the vision. Both before and after the vision, her soul had a dedication to Wisdom with the strength of seven priests, and a testimony of "Teacher" with the strength of seven priests.

The coven of the Spire of Auric Horizon also performed divination rituals on Lisabetta after the vision to gain information about her past life and corroborate the vision.

The Day divination ritual indicated that the vision happened 300 to 400 years ago, and showed a merrow woman seeing Lisabetta as she is now, reflected in a mirror. She builds a delicate machine part with a crystal in it. Earl Nimue de Gavim (possibly "de Gauvain") contemplates it.

The Night divination ritual showed a merrow standing on a hill overlooking a forest, with war raging below. If she leads with a shield, she will be stuck behind allowing others to take what is rightfully hers. If she leads with the sword instead, she will betray those who rely on her shield for protection. There is a golden glow in the centre of the forest for the one who first gets there, with a name that sounds like Seren.

Collwyn de Rondell (Dawn)

Accompanied by Astrid Fjellrevening Rezia di Tassato (League)

Collwyn was selected as a visionary by the Council of Gatekeepers.

The visionary gave his permission for these notes to be made public. The testimony was presented by the visionary and guide together.

The visionary awoke kneeling, in a room shrouded in white linen. In front of them was a figure in white robes with a face that was entirely black apart from silver lips, and a single silver tear on one cheek.

The figure held a knife to the visionary's throat, saying "secrets without witnesses are mysteries", and said it wanted the visionary to witness a deal.

The deal was between the visionary's father, named Genghis, of clan Mogdos of Faraden - known as a magnificent Flame magician - and an Imperial agent, apparently Freeborn. The Freeborn woman was dressed in orange, with a black hat with a spike at the top in the common Faraden style.

The father had a list of six names, which he said he'd got from the Pilgrim of something (the visionary did not hear what "something" was). One was from Tassato, one from Redoubt, one from a carta somewhere, and someone called Taliana or Tahawe from the Empress's Lance Chapter. The visionary's impression was that the list was of allies in the Empire, possibly Justice followers. The father and the Freeborn appeared to be jovial and friendly, and she mocked the father's bad handwriting. In discussion, it was mentioned that the current Emperor was Ahraz.

The robed figure appeared before the two of them, stabbed the Freeborn, and told the father that two had to die. The father said that this was not the deal, and while he did so, the visionary went to the dead woman and took the letter over to a nearby table. The handwriting on it was indeed very bad.

The robed figure asked the father who should die. When the father said “No, not me”, the figure asked, “If not you, who?”, and the father said “kill Bolivar, she’s not much of a fighter”, indicating the visionary.

The figure handed the visionary the knife, and said the visionary had to choose. The visionary asked their father why he did this, and he said he didn’t know of the Whisper Cult until this happened, and that he was an information broker.

The visionary then asked their father why choose them as a sacrifice. The father said it couldn’t be him, because who would run the house, and added, “Then there’s your idiot brother, and the baby.”

The figure came closer, and the visionary asked the father what he would do next, and whether he’d make deals like this again. The visionary turned the knife on themselves, thrusting it into their chest, and saying to their father, who was now crying, “Do something decent with yourself”. Their chest started to hurt, and the vision ended.

Collwyn's soul was examined with the rite of Insight before and after the vision. Before, his soul had a dedication to Pride and a testimony of "Undauntable Knight", each with the strength of a single priest. After the vision, his soul also showed a shade of the stab wound he received in his vision, that looked like it would fade the next time he slept.

Astrid's soul was also examined with the rite of Insight. Both before and after the vision, her soul had a dedication to Pride with the strength of a single priest.

The coven of the Spire of Auric Horizon also performed divination rituals on Collwyn after the vision to gain information about his past life and corroborate the vision.

The Day divination ritual indicated the vision was of around 50 years ago, of Bolomarr of House Mondas in Faraden. She was a teenaged girl with dark hair, wearing a tunic.

The Night divination ritual showed a teenaged girl holding a knife dripping with blood as black as night. It was pulled from her back where her father has planted it. By the whim of the Whisper Gallery she is given a chance to revenge herself.

Spring Equinox, 381 YE

Introduction

Three visionaries experienced visions induced by Pure Liao at the Solstice. Of these, one was selected by the Council of Gatekeepers, one was selected by the Throne, and one was chosen by the winner of the Bourse auction at the Winter Solstice 380 YE.

Following their visions, the visionaries and their accompanying guides were questioned by the authors. Their stories are recorded in the following pages, in the order that the visions were received.

* **Adelina Barossa di Tassato Regario** (League), accompanied by Tancred de Rondell (Dawn)

* **Aureliana di Sarvos** (League), accompanied by Reichard Callan Remidos von Holmauer (League)

* **Corey Wayfarer** (Navarr), accompanied by Meredith Nighthaven (Navarr)

Adelina Barossa di Tassato Regario (League)

Accompanied by Tancred de Rondell (Dawn)

Adelina was selected as a visionary by the winner of the Virtuous Auction.

The visionary gave her permission for these notes to be made public. The testimony was presented by the visionary with some assistance from her guide.

The visionary awoke in front of an altar, with their right hand raised and their left hand down. On the altar was a bowl with antlers in. There were other tables around that had knives and horseshoes on them.

Kneeling in front of the visionary was a woman in white, with a black hood that had a short capelet and gold trim. The woman had pointed ears and cuts on her forehead where antlers would have been. (According to the visionary, she had a somewhat similar look to the late Vitoria Barossa.)

With that woman was another woman, this one with long red hair and wearing black, who had a washcloth and bowl of water and was washing the woman in white. The two of them were both dressed in Highborn clothing. The woman in white said she felt pure and cleansed, and that she felt better. She appeared to the visionary to be in shock; she seemed to be half laughing, half crying.

On the visionary's left was a Marcher man, wearing a red and blue quartered tunic. On the visionary's right was a Varushkan man wearing a fur brimmed hat. The two of them congratulated the visionary on finishing a ceremony for the virtue of Purity. (The guide noted that there didn't appear to be any liao around that might have been used in the ceremony.)

Another person, tall with floppy black hair and looking Highborn, came into the room. They initially said, "We've lost the vote", then picked up a white veil that was nearby and put it on, and continued, "We've lost, this is now Hatred."

The Marcher and the Varushkan asked the new person "how?", and the Marcher added, "How can I go back and tell my people this?" The Varushkan said, "You mean you didn't tell them the vote was happening?" to which the Marcher said, "No, because I thought we'd win".

The visionary asked how many votes they had lost by, and the person in the veil said, "a few". The visionary also asked who had voted against them, and the person said, "The

usual people". From a little more conversation, the vote had apparently been in the Highborn assembly.

Then argument broke out about what they should do next. The Varushkan said they could go to the north of Varushka, as there was a fair boyar there who would take them in. (This was very likely Alderei the Fair.) The person in the veil said that they should go underground, explaining, "I'm an Unconquered, I know how to keep you safe. This is what we do."

The Marcher said he would give his congregation to his apprentice who was always more about Loyalty than Purity, and that he would fall on his sword and be shrived in the wicker man. There were then loud arguments between the Marcher and the Varushkan, and the visionary told them to stop arguing with each other and speak to each other respectfully.

Meanwhile, the Unconquered whispered in the visionary's ear that the boyar had an army massing that could do serious damage to the Empire, and that they couldn't afford another war. The Marcher, in his arguments, had mentioned the War of the Cousins (the civil war that had happened in the Marches when households disagreed whether or not they would join the Empire).

The visionary said that they would stay with the Empire, and keep the Empire strong. In response, the Varushkan yelled, "Typical Highborn", and the Marcher left, saying he was going to the wicker man. The Varushkan said, "If you think the Vigilance assembly won't catch us out, if you think that the Virtue assemblies are stupid", to which the visionary replied, "well, yes" somewhat dismissively.

They discussed their traditions, and what they would do about them now, and the visionary said that a tradition was not a place, but that their chapter and their people kept the traditions.

The woman in white said to the visionary, "You're no longer Cardinal - how can you be so calm?" The visionary said, "I could get angry if that would help." The woman replied, "It would make me feel better", and then added, sounding frustrated, "sometimes I just want to fight them", and hurled the altar over. The vision ended shortly after this.

Adelina had her soul examined by the rite of Insight before and after the vision. Before the vision, her soul had a dedication to Loyalty with the strength of a single priest, as well as two testimonies: "Devoted Prince" with the strength of three priests, and "Inquisitor's Ally" with the strength of one priest.

After the vision, the testimonies were still present, but her dedication to Loyalty had been replaced by a dedication to Hate with the strength of a single priest. She then had herself rededicated to Loyalty.

There was an aura on her that made her want to reject compromise and suppress dissenting voices, with the strength of four priests behind it. This was treated by replacing it with the anointing of Clarity of Wisdom, again with the strength of four priests.

Tancred also had his soul examined before and after the vision. Both before and after the vision, his soul bore a dedication to Loyalty with the strength of a single priest, as well as two testimonies: "Returning Soldier" with the strength of seven priests, and "Twice Sworn" with the strength of one priest.

The coven of the Spire of Auric Horizon also performed divination rituals on Adelina after the vision to gain information about her past life and corroborate what the vision indicated.

The Day divination ritual indicated that the visionary's past self was Maude, daughter of Esther, and was Cardinal of Purity at the beginning of the Empire. She wore white robes and had stumps under her veil, as a result of being Unveiled.

The Night divination ritual showed a set of scales with red human blood in the pans, and a chock stopping the scales from moving either way. It was not clear which way they would fall when the chock was removed, as there was a storm gathering around the scales, but whichever way they fell it would alter the course of the Empire.

For more information about these rituals, please ask Auric Horizon.

The ritual itself included the visionary putting on a blank mask to symbolise taking on their past self's identity. It appears that this interacted strongly with the League hearth magic of masks, causing Adelina to alternate between remembering she was Adelina and believing she was Maude; this lasted from when she had the ritual done, shortly after her vision, for much of that evening.

Aureliana di Sarvos (League)

Accompanied by Reichard Callan Remedios von Holmauer (League)

Aureliana was selected as a visionary by the Throne.

The visionary gave her permission for these notes to be made public. The testimony was presented by the visionary with some assistance from her guide.

The visionary awoke in a room with a man who was apparently their brother. The visionary and their brother were apparently sons of an Asavean family, whose name sounded like Coreolani or Coreliani.

The brother told the visionary that their father was mad, and that he was making choices detrimental to Asavea, so they had planned an assassination about which the brother gave instructions. He also mentioned how badly the slaves were treated by their father.

After a while their father arrived, clearly drunk and apparently having come from a party. The brother asked for their father's blessing and asked for his embrace, and at that moment the visionary struck their father through the heart, which killed him.

After a period of darkness, the visionary awoke again, seated on the throne of their father and now the head of the Coreliani family, which was apparently one of the families in the Plenum of Asavea. The room was apparently in Nemoria. The brother was there as the visionary's advisor, and the two of them talked about power shifts among the families in the Plenum. Two families were mentioned, the Tarquinii and the Maeae.

There was a commotion outside the room, and someone in heavy armour came in to say that it had happened again, that the visionary's son Timon had been arrested but let go because of who he was. Outside the room, Timon shouted, "I deserve to be with my father, don't you know who I am?"

The visionary allowed Timon to enter, and Timon complained at how outrageous his arrest was, and how it was ridiculous that people wouldn't let him run the games and dedicate them to the sun god. Timon was wearing light green flowing robes. The person in heavy armour - apparently either a guard or a friend of Timon's - forced him to kneel. In conversation, the visionary was addressed as Julius Corelianus.

It emerged that Timon was a follower of the sun god, but the Plenum had cancelled the

games dedicated to the sun god because they were heretical.

The visionary told Timon that his loyalty to his family and to the Plenum should be above his personal gain, and that his family name should not absolve him of wrongdoing; that he was disgracing the family name, and ought to be reprimanded in any case. Timon seemed contrite, answering "Yes, father", and asked what he should do if he could not run the games.

The brother told the visionary that there were a number of possibilities; they could award Timon a generalship, or send him on exploratory trade. The visionary chose to award him a generalship, and Timon asked not to be sent south, as the jungles there were full of poisonous frogs. The brother mentioned that to the west were death worshippers, and to the east was the rising sun, and added, "Don't send him there, he has a thing about omens". The visionary agreed to not send Timon south.

After another period of darkness, the visionary awoke in a room alone with their brother. The brother explained that they did not have very long, and that the loyalist sun god followers were coming through Nemoria. He said that there were two groups - one with torches, and the other heading to the docks - but that the group heading to the docks were likely to pass them by.

The visionary asked who was among the loyalists, and the brother said that Tarquinius was among them, and others they knew were as well. The brother said that their family's slaves would fight for their family (the Coreliani) because of their loyalty, and because the sun god would not appeal to the slaves. He mentioned that the sun-god loyalists were trying to take over the Plenum, and had already caused destruction as they headed through Nemoria.

Then the brother went to check on their bodyguards. He said that there ought to be five, and a voice from outside said, "There are a lot fewer of them now." Timon came in, this time wearing pauldrons and a green tabard with a sun on it, with the guard or friend from before coming along with him. He said that being a general had made him a better fighter, and told the visionary that the loyalists were taking the city, and that the visionary could choose to stand with them or against them.

The guard then said that the visionary's brother had been poisoning the visionary with lies this whole time, and the brother tried to run but was brought down. Timon then told the visionary that the visionary had a choice - they could stand with the loyalists in the glory of the sun god and the family could be the glory that it should be, or the visionary could die for the Plenum.

The visionary said, "I have made it clear from the beginning where my loyalties lie", and added that if Timon's loyalty to his heretical god meant more than that to his family, he should do what he must. Timon said, "Then we do what we must", and asked his guard to kill the visionary's brother. The visionary asked, "Aren't you going to do it yourself?", and Timon then killed the brother.

Finally, Timon said, "I didn't want to have to do this." The visionary said, "You didn't", Timon stabbed them, and the vision ended.

The visionary and guide also noted that each part of the vision started with the brother saying "It's inevitable, you know", and that there seemed to be a running theme of people eating in the vision. In the first part, the advisor was eating an apple; in the second part, Timon was eating when he came in; and in the third part, the visionary was eating an apple.

Aureliana's soul was examined with the rite of Insight before and after the vision. Before the vision, her soul was clear of any mark, and her soul was unchanged after the vision.

Reichard's soul was also examined with the rite of Insight. Both before and after the vision, his soul had a dedication to Wisdom with the strength of a single priest.

The coven of the Spire of Auric Horizon also performed divination rituals on Aureliana after the vision to gain information about her past life and corroborate what the vision indicated.

The Day divination ritual indicated that the visionary's past self was Julius Coreliani, and that the vision took place around the time of the fall of Terunael.

The Night divination ritual showed what happened following the events of the vision; after Julius was murdered by his son, his daughter used him as a martyr to inspire the loyalists of Asavea to rise up against the rebellion.

Corey Wayfarer (Navarr)
Accompanied by Meredith Nighthaven (Navarr)

Corey was selected as a visionary by the Council of Gatekeepers.

The visionary gave his permission for these notes to be made public. The testimony was presented by the visionary and guide together.

The visionary awoke with woods in front of them, and their guide behind them. There were two people, a woman and a man, fighting in the woods ahead of them; the man was wielding an axe. The visionary ran towards the woods, and the man ran off. The man who ran had a blue mark on his face. According to the guide priest, he did not flee but stayed watching the others the whole time.

The woman in the woods had fallen to the floor and had an injured shoulder, which the visionary set back in its joint, and also had an arrow stuck in her chest. The visionary was aware that they would need to twist the arrow to get it out of the wound, but also knew that they did not have the skill to do so without the arrow breaking. The woman had a sword and dagger with her, while the visionary just had a sword. The woman also had large geometric markings on her face, and a lot of blood. She was wearing a dress with tablet braid along the top that looked somewhat like a Wintermark style.

The woman's name was Myfanwy, and she yelled at the visionary to run, to which the visionary replied, "I'm not leaving you, I'm getting you back on your feet." Myfanwy told the visionary, "they'll keep coming for us, he'll keep sending them", and further conversation indicated that the "he" in question was called Giovanni. She also said, "You need to carry on the work we've been doing; they got the witch."

Myfanwy then told the visionary, "you've got to go, run back to Northpines, get on with building the Empire we're building". She mentioned freedom and prosperity, and called the visionary Geraint. She also made the visionary swear an oath to continue building, to which the visionary cut their hand, cut her hand, and pressed the hands together to mingle their blood. Then the visionary took Myfanwy's dagger and ran off, saying, "I'll remember you." The vision ended when he had run a few feet into the woods.

Corey's soul was examined with the rite of Insight before and after the vision. Both before and after the vision, his soul had a dedication to Ambition with the strength of a single priest.

Meredith's soul was also examined with the rite of Insight. Both before and after the vision, her soul had a dedication to Loyalty with the strength of a single priest.

The coven of the Spire of Auric Horizon also performed divination rituals on Corey after the vision to gain information about his past life and corroborate what the vision indicated.

The Day divination ritual indicated that Corey's past life was Geraint Swallowsflight, sworn companion of Myfanwy of Hercynia, and that the vision took place in the late foundation era of the Empire.

The Night divination ritual showed that the vision took place in Emperor Giovanni's time. Its events consolidated Giovanni's rule, and fulfilled the political will of Giovanni's mother, but Geraint leaving meant that someone survived to pass Myfanwy's message on.

Summer Solstice, 381 YE

Introduction

Four visionaries experienced visions induced by Pure Liao at the Solstice. Of these, three were selected by the Council of Gatekeepers, and one was selected by the Throne.

Following their visions, the visionaries and their accompanying guides were questioned by the authors. Their stories are recorded in the following pages, in the order that the visions were received.

- * **Nihm Farkas** (Navarr), accompanied by Ranulf Pridestalker (Navarr)
- * **Thanmir Hrafnar** (Wintermark), accompanied by Aarne Ceorling (Wintermark)
- * **Garth of Renwaerd Hall** (Wintermark), accompanied by Tormont Crowstooth of Renwaerd Hall (Wintermark)
- * **Sagua i Ezmara** (Brass Coast), accompanied by Lucifario i Erigo (Brass Coast)

Nihm Farkas (Navarr)
Accompanied by Ranulf Pridestalker (Navarr)

Nihm was selected as a visionary by the Council of Gatekeepers.

The visionary gave her permission for these notes to be made public. The testimony was presented by the visionary and guide together.

When the visionary awoke, they were addressed by a name that sounded like Casimir de Rondell. With them was someone who apparently used to be from Navarr. They were to deal with the orcs of the forest about Dawnguard.

Two people entered. One was a Navarri changeling, with a red spiral on their face. The other was an orc who carried a rain stick, and introduced himself as the son of Roark, and an elder of their tribe. The orc apparently owed the visionary a favour.

The Navarri changeling said they had plans to make a striding in the forest of Peytaht, and send the trods through there. The orc was unsure if the forest would accept this, and said that the forest demanded the firstborn of anyone living in it, to feed the trees.

The three of them discussed matters more. Someone mentioned that Guntherm was the current Throne, and the orc said they did not care about Guntherm's opinion. The orc was also not asking what Navarr wanted, but what the visionary's opinion was and whether they were all right with the Navarri's proposal.

The visionary said that Dawnguard must be left alone, and Drycastle must not be attacked. The Navarri said that they'd pay the price for the Empire, and the vision ended.

Both Nihm and Ranulf had their souls examined with the rite of Insight before and after the vision. There was no change to either of their souls as a result.

The coven of the Spire of Auric Horizon also performed divination rituals on Nihm after the vision to gain information about her past life and corroborate what the vision indicated.

The Day divination ritual indicated that Nihm's past life was called Caspian de Rondell, and the vision took place during a time of turmoil for the Empire.

As a side effect of having the Day ritual cast on her, Nihm felt like she was back in the

vision; this either passed with time or was dealt with.

The Night divination ritual mentioned a steading or striding called Camstead. This could have been the place that the vision's events took place, or the striding that the Navarri changeling was planning to set up.

Thanmir Hrafnar (Wintermark)
Accompanied by Aarne Ceorling (Wintermark)

Thanmir was selected as a visionary by the Throne.

The visionary gave his permission for this account to be made public. The testimony was initially presented by the visionary on his own, then by the guide to two others, Palladius of Highwatch and Galena of Halcyon Spire.

When the visionary awoke, they were being briefed by a member of their sect, who had sent them to negotiate a truce between Dawn and Holberg. The visionary was apparently Navarri, and their name sounded something like Garrus or Gancion. The visionary was also wearing a bracer that enabled them to keep their cool in the face of anger.

The person briefing them had short black hair, wore Leaguish clothes and had three rings, all on their left hand; one had a green stone and a black band, one was plain green, and one was plain black.

They gave the visionary a leather satchel, and checked that the visionary was not carrying any weapons. Before they led the visionary into the next room, they said, "And remember, when you return to the sect, the knock has changed - three knocks, one knock, three knocks."

After the visionary had been briefed, they went into another room, and met a man wearing green with gold trim who gave his name as Marius von Holberg. The two of them greeted each other with an embrace. The visionary had apparently invited Marius there, as Marius did not know the specifics of what they were to discuss.

The room had low chairs, a bench and a table. On the table were a single lantern, two wine glasses, and a bowl.

A Dawnish noblewoman then arrived; she was a changeling wearing red, with no

apparent heraldry. It appeared from conversation that the visionary might have tricked her into coming along, as they had issued a challenge in which she had to arrive unarmed. The Dawnish noble and Marius accused each other of murder and family-stealing.

The visionary said that peace in this situation was the virtuous thing to do, as the war had gone on too long. The Dawnish noble and Marius drank, and the Dawnish noble's drink was apparently poisoned. Marius said that she had killed one of his family, and now she had to pay the price, a life for a life.

The poison was apparently one that made the victim feel hot. The visionary had two bags with antidotes in them, and was not sure which to prepare; the guide suggested one of them, which the visionary used and it appeared to work. While this was happening, another person entered the room, a man in full armour.

The Dawnish woman was surprised at the new arrival, and said, "I killed you!". Apparently the person the Dawnish noble had killed was in fact the son of the man and of Marius, and after she had killed him she and her army had allegedly put his head on a pike in front of the gates of Holberg. She did not deny that they had done this as a weapon of war, and said, "The Empire must expand", to which Marius replied "We are part of your Empire".

The visionary then berated the Dawnish noble for such cruel tactics, saying that this was not the way the Virtuous fought, and that the League had a choice to be a free people and to be their own nation. The guide suggested offering a trade - the Barrens for Holberg - and the visionary said that there could be an exchange now, but for now there should also be peace and a time for the fighting to end. The vision itself ended shortly after they said this.

Thanmir had his soul examined with the rite of Insight before and after the vision. Before, he was dedicated with Wisdom with the strength of a single priest behind it, and had a testimony of "Benevolent Thane", also with the strength of a single priest.

After the vision, his testimony was unchanged, but his Wisdom dedication had the strength of four priests behind it, and he was under the effects of something that made him want to solve his problems without violence.

Aarne also had his soul examined with the rite of Insight before and after the vision. Before the vision, he had a dedication to Vigilance, with the strength of a single priest.

After the vision, by the time he had been In sighted Aarne had drunk a Shadowcrow Infusion and thus his soul was unreadable at that point. However, when he gave his account to Palladius and Galena the next day, his soul was apparently as it was before, with only a dedication to Vigilance.

The coven of the Spire of Auric Horizon also performed divination rituals on Thanmir after the vision to gain information about his past life and corroborate what the vision indicated.

The Day divination ritual indicated that Thanmir's past self was called Gellet Whitefoot, and was a Navarri with tattoos on their face in red and white, with a satchel for potions and herbs. They were the broker for their sect. The vision took place during the reign of Empress Varkula.

The Night divination ritual indicated a dark room, small, cold and damp, with the words "peace in our time" echoing around. A war that was supposed to end did not end. It was Dawn versus Holberg; some Dawnish survived, there was a life debt involved, someone did not get a contract. There was a deal brokered, and someone Dawnish protected Thanmir's past self from other Dawnish. There was also an indication that "she survived", though not who "she" was.

Garth of Renwaerd Hall (Wintermark)

Accompanied by Tormont Crowtooth of Renwaerd Hall (Wintermark)

Garth was selected as a visionary by the Council of Gatekeepers.

The visionary gave his permission for these notes to be made public. The testimony was presented by the visionary and guide together.

The visionary woke up lying on the ground. There were two other people with them - one a woman wearing bright blue clothes, and one a man wearing a white shirt, a waistcoat, and a red-and-white tagelmust with gold edges. Both of the other people appeared unlineaged. There was rubble around the three of them, and on top of the two other people; the visionary stood up and tried to get rubble off he others. One of the others said to the visionary, "Alvar! You said you'd take us to an inspirational tomb, not drop us down a channel!" The visionary replied, "Let's go and see if the first part is true!" and the three of them brushed themselves off and went into the room next to them.

There were tables along two walls in the room. On one of them was a paper that one of the others read out, that said on one side "This is the inspirational tomb of Badir i Dur i Riqueza, Exemplar of Prosperity during the time of Teleri and Aenea the Builder".

On the other side of the paper was a list of all the items on the tables, with 17 items listed in total. These included a blue goblet, a flat-bottomed kettle, a clear crystal, a glass bowl with crystal stoppers shaped like birds, a porcelain mask that was blue and white with gold trim, and a broken white porcelain plate with gold writing on it.

When the visionary and their fellow explorers started reading through the inventory, a pile of cloth rags in the corner of the room started to move in a shambling sort of manner, and the movement made everyone skittish. There was also a purple cloth along one side of the room that moved up and down, first falling into a pile and then moving up the wall.

The visionary and the others moved over towards the table with the broken plate on, then saw a doll moving in the same corner as the pile of cloth rags. They shouted at the objects, saying that they knew that they were moving but they also knew what they were there for; the female explorer pointed her sword at things.

The visionary looked down at the floor next to the tables and found a book. On reading it, it appeared to be a notebook belonging to someone who had been in the tomb before. The writing was in charcoal, and started by saying "You found it", and continued by saying that the writer had been looking for something - the crystal of guiding light - but didn't know what it looked like, and so didn't find it.

While the visionary was reading the book, the male explorer looked in an urn on one of the tables, and said there was sand in it. He also said he felt inspired to do anything. The visionary asked if this was a literal inspirational tomb that had been consecrated, and asked the female explorer if she could test it, but she wasn't as apparently enthused as her companion.

The three of them looked to see if there was anything relevant to the "crystal of guiding light" on the tables, and saw the clear crystal. Then they also saw the smashed porcelain plate, and the three of them put it together.

The plate had several outer rims, on which the gold text was written. From outermost to innermost rims, the writing appeared to be:

Turn inland from the tower to find where
you will find where the rainbows dance
turn the glass [left?]
to get closer to what you seek

Once they had pieced together the plate, they went back to the centre of the room to discuss what to do next. The visionary suggested that "where the rainbows dance" was water, and the male explorer suggested that the tower was a lighthouse, and said, "yes, that's how the two sisters came inland, following the rainbows' waters".

Then the lights went out, they discussed what they needed to do next, and shortly afterwards the vision ended.

Garth had his soul examined with the rite of Insight before and after the vision. Both before and after, there were no marks on his soul.

Tormund also had his soul examined with the rite of Insight before and after the vision. Both before and after, his soul had a dedication to Vigilance with the strength of a single priest, and no other marks.

The coven of the Spire of Auric Horizon also performed divination rituals on Garth after the vision to gain information about his past life and corroborate the vision.

The Day divination ritual indicated that Garth's past self was a kohan during the time of Emperor Guntherm.

The Night divination ritual added that Garth's past self went back to the Red Hills coven and talked to the hakima there about the events of the vision, who told them not to tell anyone about it.

Sagua i Ezmara (Brass Coast)

Accompanied by Lucifario i Erigo (Brass Coast)

Sagua was selected as a visionary by the Council of Gatekeepers.

The visionary gave her permission for these notes to be made public. The testimony was presented by the visionary and guide together.

The visionary awoke in a room with very pale drapes around. There was a man with them who addressed them as Felipe, and who appeared - as did the visionary - to be a

hakima. The man and the visionary talked about how much to charge for rituals, and how hard it was to turn a profit, and that they would need some Estavus's Ashes. They talked about Prosperity and Ambition and leading by example, and how to inspire people in Ambition by being better yourself.

A woman entered the room, holding a contract, and said to them, "I have the ring, you have to put it in with Ephisis". The man in the room said, "Don't you ever knock?", and the visionary asked to see the contract. The visionary also had a contract with them that was a standard contract with Ephisis, to use Scales of Ephisis as an escrow service for something to be held until the break clause was invoked (the break clause was to send a specified amount of ilium along with a symbol). This contract had a note saying it had been done four times before.

From conversation, it emerged that the woman who'd entered the room had snuck onto a ship with lots of Autumn magic traps on it, and stolen a ring from a family with a coven of Autumn mages, and had pre-arranged with the visionary and the other hakima to hide the proceeds; the visionary and the other hakima had not known that this was going to be stolen goods, however. The woman's name was Jannat or Vennat i Erigo.

The woman referred to the ring as "Atun's ring", to which the visionary asked, "What, an Atun's ring?" and the woman replied, "No, *the* Atun's ring."

The visionary asked the woman if she'd broken any contracts in getting this, and the woman said she hadn't, and that she'd just broken the law. She said, "Do you think they should have this? They're very skilled, but they clearly don't know what they're doing with Eternals," and indicated that she had stolen the ring because of that distrust of family mages.

After the discussion, the visionary decided that they would do the ritual, and made up a symbol on the spot to go into the box with the ring, on a copy of the escrow contract that also indicated the amount the ring had been valued at, 43 rings of ilium. (If you want to know the symbol, please consult Sagua.)

The visionary and the other hakima cast Ephisis' Scale and put the escrow contract into the box along with the ring. Meanwhile, there were noises outside, that the woman said were lictors, but that sounded more like drumming and shouting from people rather than hissing.

There was a yell from outside of "Bring out the item or we're coming in", and then

people from outside burst into the room, and the vision ended.

Sagua's soul was examined with the rite of Insight before and after the vision. After the vision, her soul was as it was before the vision, but also appeared injured - it seemed tense and ready to strike, and she required some reassurance of who and where she was, and an exorcism with the strength of three priests behind it to settle her soul back into place.

Lucifario's soul was also examined with the rite of Insight before and after the vision, and as with Sagua, after the vision his soul appeared tense and ready to strike. Reassurance and an exorcism with the strength of two priests behind it settled his soul back into place.

The coven of the Spire of Auric Horizon also performed divination rituals on Sagua after the vision to gain information about her past life and corroborate the vision.

The Day divination ritual indicated that Sagua's vision took place during the Empire's time of renewal, around 50-150 years ago.

Autumn Equinox, 381 YE

Introduction

Four visionaries experienced visions induced by Pure Liao at the Equinox. Of these, two were selected by the Council of Gatekeepers, one was selected by the Throne, and one was the winner of the Winter 380 YE Bourse dose.

Following their visions, the visionaries and their accompanying guides were questioned by the authors. Their stories are recorded in the following pages, in the order that the visions were received.

- * **Vincent Vexille** (Dawn), accompanied by Viviane de Coeurdefer (Dawn)
- * **Grandmother Asya** (Varushka), accompanied by Curdle of the Circle of Zulgan-Tash (Varushka)
- * **Achilles of Damakan's Forge** (Urizen), accompanied by Edmundo of Endsmeet (Urizen)
- * **Lorenzo "La Volpe" Macelliao von Temeschwar** (the League), accompanied by Ozren of House Orzel (Dawn)

Vincent Vexille (Dawn)
Accompanied by Viviane de Coeurdefer (Dawn)

Vincent was selected as a visionary by the Council of Gatekeepers.

The visionary was apparently a Kallavesi mystic in the Academy of Ishal. They were named as either Sufi or Suvi.

The Academy of Ishal was presumably in the settlement of the same name in the Skymark region of Kallavesa; Ishal is known as a place where the wise go to read the future in the flight of birds and the night skies.

The Academy itself apparently had a fire at its heart that was both a physical object, and a symbol of the knowledge of the Kallavesi.

There were two other Kallavesi mystics there with the visionary, along with a Freeborn general and his adjutant. The general was called Marcel i Guerra, and was the general of the Burning Falcon, and his adjutant was Safi i Erigo, a highly lineaged cambion.

The general had come to ask for advice on where to send his army - he could either defend the Academy, or he had another option (which the visionary did not want to tell us in the interview). The two other mystics gave different answers to each other, and the visionary had the casting decision, and said that they should defend the Academy.

The general said that they would live or die by his decision. The visionary said that they would not let their sacrifice be forgotten, and the vision ended.

Vincent had his soul examined with the rite of Insight before and after the vision. Both before and after the vision, his soul was free of any marks.

Viviane also had her soul examined with the rite of Insight before and after the vision. Both before and after the vision, her soul bore a dedication to Ambition with the strength of a single priest behind it.

The Burning Falcon was a Freeborn army mostly made up of kohan that according to historical records, were slaughtered during an invasion of Hahnmark in 247 YE when they fought to the last to prevent a force three times their size from claiming the Academy of Ishal. This dates the vision itself to close to this time, likely within a few months.

Grandmother Asya (Varushka)

Accompanied by Curdle of the Circle of Zulgan-Tash (Varushka)

Asya was selected as a visionary by the Council of Gatekeepers.

The visionary gave her permission for these notes to be made public. The testimony was presented by the visionary with some help from the guide.

The visionary awoke holding something; they looked down and saw a green lightstone in their hands. With them was a person in blue robes that looked Urizeni, who called the visionary Arbiter, and said that they would call in someone else whose name sounded like Felipe.

Felipe entered and said, "I bet you're wondering why I've called this meeting, Arbiter," to which the visionary replied in the affirmative.

Felipe then said he'd come with an offer from Alderei the Fair to the Sentinels of Urizen. The person in the blue robes, along with another person who'd arrived, were both Sentinels.

The visionary asked why Felipe thought he could trust Alderei the Fair, given that he was a capricious creature, prone to revenge against those who had fought against him, including the Sentinels. Both sentinels turned and looked at the visionary as if the visionary had been ill, and one said, "Arbiter, have you been buying into that Highborn propaganda? You know that's not the truth."

The visionary then asked what the proposal was. Felipe said that the Sentinels who were fighting in Varushka did not wish to keep fighting Alderei, and had instead sent someone forward so that they could allow access to the Sentinel Gate to Alderei's forces; in this way Alderei's forces could strike at Anvil and end the war once and for all, and Urizen would have its freedom and not be pushed into the Empire.

At that point, the sentinel who had not spoken up turned to Felipe and said, almost losing control, "He knows about the Sentinel Gate?!", to which Felipe said, "Yes," and stood proudly, and reminded the sentinel to maintain his poise. It seemed that they had been keeping the Sentinel Gate a secret from the Empire as well as from Alderei.

The sentinel who lost his poise was either Vilius or Finius; the visionary said that it didn't look like he agreed with Felipe. When he started speaking, he seemed a little bored, and the only time he seemed to defend his ideas was when he said that Urizen

would lose a lot of pride if they joined the Empire, but they would always have their Sentinel Gate so they could travel throughout the Empire. This was the only positive aspect he seemed to see in the possibility of joining the Empire.

They then started to talk about the Sentinel Gate and something that sounded like the Eye of the Mourn or Morn. From context, it seemed that at the time the Sentinels had a strong connection with the Sentinel Gate, and were possibly almost considered its guardians.

The sentinels asked the visionary to make a decision on whether to support Alderei or not, which seemed to be why the visionary had been asked to be there. The visionary asked them to give a moment, while the others discussed. After a struggle with the decision, the visionary decided that they should support Alderei.

Finius said, "I understand, but I don't agree." The visionary said that his objections were noted, and the vision ended shortly after.

Asya had her soul examined with the rite of Insight before and after the vision. Both before and after, her soul had a dedication to Pride with the strength of a single priest behind it, and the testimonies "Beloved Sister" and "Wise One", each with the strength of a single priest behind them.

Curdle also had his soul examined with the rite of Insight before and after the vision. His soul was unchanged by the vision.

The coven of the Spire of Auric Horizon also performed divination rituals on Asya after the vision to gain information about her past life and corroborate the vision.

The Day divination ritual indicated that Asya's past self was Casiel of the Eyes of Morrow, and was the Arbiter of that spire during the Foundation era of the Empire.

The Night divination ritual showed a fair hand clothed in Urizen silk, but with Varushkan steel underneath, extending towards the heights of Morrow. While Asya watched the hand reach out, she saw the sign of the Wanderer overhead, and knew that an ancient secret was uncovered. A massive weight had been added to the scales on the side of Pride. Vibrations from the weight placed in the scales could be seen passing through the Net, not just in space but through the Net also forward in time.

Achilles of Damakan's Forge (Urizen)
Accompanied by Edmundo of Endsmeet (Urizen)

Achilles was selected as a visionary by the Throne.

The visionary gave his permission for these notes to be made public. The testimony was presented by the visionary and guide together.

When the visionary awoke, they were in a room with three other people. One of them was a naga woman with red scales, who was sat on a throne, and from conversation was apparently a princess of the Iron Confederacy. The two other people appeared from conversation to be generals; one of them wore white and had antlers, and was a general of the Empire, and the other wore red and yellow clothing and was a general of the Iron Confederacy; they were apparently a cousin of the princess. One of those there mentioned that they'd travelled a long way to this meeting, and it had been a treacherous journey.

The two generals were talking about tactics for destroying orcs, and spoke of the Lasambrians, the Grendel, and of having destroyed the Druj in Dawn (implied from conversation to be part of the Empire). The Imperial general mentioned that at the time the Empire had 22 regions or territories (the visionary was not clear which).

The Imperial general was in command of 3000 troops; the general from the Iron Confederacy apparently commanded around three times that, possibly as multiple armies. The general from the Iron Confederacy also mentioned that someone whose name sounded like Suleman was backing them.

The Imperial general started talking about human destiny, and the other general said "don't talk to me about human destiny". Their discussion became heated, and then the visionary and the princess ordered the generals out. When the generals were gone, the visionary sat down with the princess to negotiate.

The visionary had apparently written a letter to the Iron Confederacy asking them to become part of the Empire, but when they had arrived there the suggested approach had been reversed, and the princess wanted the Empire to amalgamate into the Iron Confederacy. She said that the Iron Confederacy would not kneel, and said that in order to join the visionary and their wife would need to marry into the royal family of the Iron Confederacy.

In response, the visionary said they would consider this, as it would join their two

nations together. The princess then said that the visionary would have to give up the Way, as the Iron Confederacy would not allow its practice and its people would not choose to follow it; being caught practising it would be heresy. The visionary asked for land in which the Way could be practiced, or for land where those who would follow it could go to, but the princess would not allow it. The visionary also suggested hiding followers of the Way so that they could practice it in secret, and the princess seemed to be all right with that suggestion but said that if they were caught, it would be trouble.

The visionary finally said that the deal would not be happening, as they weren't going to give up the Way. They asked if there was a way for the Empire and the Iron Confederacy to fight side by side, and the vision ended.

Achilles had his soul examined with the rite of Insight before and after the vision. Both before and after, his soul was free of any marks.

Edmundo also had his soul examined with the rite of Insight before and after the vision. Before the vision, his soul had a dedication to Prosperity with the strength of a single priest. After the vision, as well as the dedication, his soul appeared to be flickering like a candle, and he felt as if his soul had caught on fire when Achilles touched him.

The coven of the Spire of Auric Horizon also performed divination rituals on Achilles after the vision to gain information about his past life and corroborate the vision.

The Day divination ritual indicated that Achilles' past self was Rodric Cervis of Dawn, called "the Lame", the last king of Dawn.

The Night divination ritual showed a man empowered by age who leans against his staff with his dogs. With his hounds, he speaks words, but ambition does not mean achievement. The horse and the dragon do not unite, but they part with mutual respect, with no war.

Lorenzo Macelliao von Temeschwar (the League)

Accompanied by Ozren of House Orzel (Dawn)

Lorenzo was the winner of the Virtuous Auction at the Winter 380 YE summit, and selected himself as a visionary.

The visionary has not yet given his permission for this account to be made public. If you wish to know more about his vision, please speak to Lorenzo.