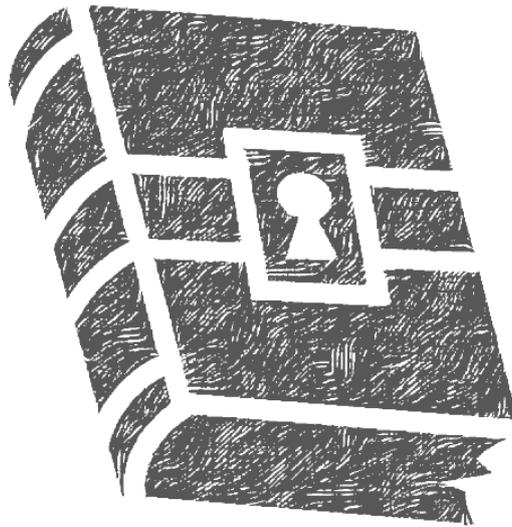


Anvil Almanac

Winter 3827E



✧ 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 over Otkodov, Sarvos, Madruga, Feroz, Temeschwar, and Morrow. Stars absent from skies in Holberg, Zenith and the Barrens.

Dubhtraig Raid

Imperial citizens' raid against Dubhtraig is a complete success. Fleets of 37,000 effective strength carrying military units 40,000 strong, inflict significant damage to shipyard, mines and the palace of Salt Lord Suriad. Grendel cannot commission another navy or raise a new army for at least a year. Around 1500-2000 slaves are freed: 200 human, the rest orcs.

Ossium

*4 of 7 regions
(1 held by Thule)*

The Empire consolidates its previous gains in Galath Fields and the Bittershore, and adds the regions of Webwood and Echofel, to gain control of Ossium. The Thule join as allies, fielding 30,000 troops. Aid also comes from multiple hosts of Eleonaris. Imperial armies lose 1,000 soldiers - the same again for the Thule. The Druj lose many more.

Thule armies conquer the region of Bonewood, and a Thule warband delivers 150 Imperial ex-slaves of the Druj to Ivarsgard in Karsk.

Senate can assign Ossium to an Imperial nations Local representatives (Ketsov humans and various orcs) will be coming to Anvil to negotiate.

Armies: Eastern Sky (overwhelming assault), Golden Axe (grinding advance), Golden Sun (grinding advance), Gryphon's Pride (push the line), Hounds of Glory (triumphant charge)

Sermersuaq

1 of 6 (7) regions

Imperial armies defeat the Jotun, aided by *Knights of Glory, Clarity of the Master Strategist*. But costing 3,000 Imperial lives against Jotun's perhaps 2,000. The Empire has conquered 9/10 of the region of Sealtoq. The Jotun still control Atalaq settlement and the rest of the territory, except the Silver Peaks which were ceded to the Thule.

Some Winterfolk have joined the Jotun, appalled at the Empire's use of 'dark magics' to raise the dead to fight in Sermersuaq last season.

Jotun Queen of Kallsea, is furious over Imperial desecration of of a place of truce between the Jotun and the Winterfolk.

Military Captains who fought with the Bloodcloaks, Fist of the Mountains, Green Shields and Tusks feel confident from influence of Summer Magic.

Armies: Black Thorns (steady conquest), Bloodcloaks (overwhelming assault), Bounders (steady conquest), Fire of the South (steady conquest), Fist of the Mountains (overwhelming assault), Green Shield (triumphant charge), Red Wind Corsairs (daring raid), Tusks (overwhelming assault), Winter Sun (steady conquest)

Mournwold

All regions

The Drakes army have destroyed a Feni settlement hidden in a chamber of the Winter Realm in Alderly Woods. A supernatural creature gives the few remaining Feni magical sanctuary. The Drakes and their General are cursed. More information can be gained by casting *Wisdom of the Balanced Blade* upon General Will Talbot.

The Quiet Step and Strong Reeds escort the (different) Feni of the Woods-That-Fell tribe through to Liathaven.

Armies: Drakes (overwhelming assault), Quiet Step (solid defence), Strong Reeds (solid defence)

Morrow

3 of 5 regions

Druj still hold Zenith

Imperial forces have turned back the Druj advance, regaining Operus and making significant gains into Caeli. Imperial forces are aided by *Rivers of Life*, and *Knights of Glory*. Day Eternal Phaeleron's transformation of the Canterspire citadel into potent magical refuge.

An unknown source has cursed Morrow, Redoubt & Spiral with *Naeve's Twisting Blight*. This would cause the Citadel Guard army to lose strength, if it wasn't offset by aid from the Marches' Breadbasket.

Armies: Bounders (steady conquest), Citadel Guard (steady conquest), Iron Helms (steady conquest), Northern Eagle (steady conquest), Towerjacks (steady conquest), Wolves of War (grinding advance)

Segura

6 of 7 regions

Southern Jotun orcs have conquered the Anduzjasse region and invaded the Anozserei region. These former Hierro, Corazón and Escuta Deep Bloods fight under the Lasambrian firebird banner. They offer Freeborn citizens a choice: remain as taxpaying Lasambrian subjects, or go into exile with nothing they own. The Lasambrians do not enslave, and insist on the Seven Virtues. Faraden traders are forbidden to trade, and Iron Confederacy traders must flee Anduzjasse or die.

Lasambrians demand both Segura and Feroz in return for negotiating peace with southern Jotun. Otherwise invasion will spread to entire Brass Coast, and the Marches.

Resupplying Armies

Astolat - Granite Pillar (solid defence), Summer Storm (solid defence)

Casinea - Seventh Wave (guard the gates), Valiant Pegasus (solid defence)

Guerdon Support (Autumn 382Y€)

No Imperial armies received the guerdon in Autumn.

Sentinel Gate Conjunctions

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

Saturday or Sunday

- I. Splinterthorn Woods, Near Weald, Ossium - vitally significant for the continued conquest of Ossium.
- II. Arbiter's Green, Caeli, Morrow - to protect farms, orchards and stores which support the Citadel Guard.
- III. Sobral Stand Forest, Sobral Grasses, Segura - to engage a force of Lasambrian Jotun warriors and raiders.

Sunday only

- I. Atalaq Tasanko, Sealtoq, Sermersuaq - expanse of grasses by the gates of Suaq capital, held by the Jotun Queen.

Force Weights

Each of the two battles must have at least 70 and at most 74 force weight sent on it. 'Force Weight' represents rough size of fighting force of Anvil heroes.

Wintermark	37	Navarr	25	Dawn	19	Highguard	15	League	9
Marches	11	Urizen	8	Varushka	6	Brass Coast	7	Imperial Orcs	7

Sentinel Gate Minor Conjunctions

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

Friday

6.10pm	Highborn Rest Wayfort, Vale's Lament, Brocéliande	Recover Navarr military captains who engaged the vallorn in Brocéliande.	30
6.30pm	Depths of Lament, Vale's Lament, Brocéliande	Strike against vallorn husks and the heralds of Yaw'nagrah accompanying them	60
8.00pm	Fang Tree, Webwood, Ossium	Destroy Druj miasma pillar.	50
8.30pm	Meadow of Sighs, Caeli, Morrow	Rescue captives of the Druj.	50
9.00pm	Dark Bark Glade, Webwood, Ossium	Rescue captured scouts.	50
9.30pm	Derontian Field, Caeli, Morrow	Rescue captives of the Druj.	50
9.15	Rookwood Estate, Murderdale, The Barrens	Raid the Rookwood estates; capture wanted members of House Martel	50

Saturday

3.30	Cascade Pass, Caeli, Morrow	Fight a fearsome beast (Oduli) of the Druj	45
4.00	Blood Spike Glade, Bonewood, Ossium	Ambush Druj Ritualists	45
6.00	Orieni Villa, Cazar Straits, Feroz	Prevent Grendel raiders disrupting ilium seat.	40
6.30	Glass Point Cove, Uccelini, Sarvos	Prevent Grendel slaves looting mana sinecure.	40
8.00	Wither Oak, Bonewood, Ossium	Loot Druj supply wagons	35
8.30	Warden's Reach, Bonewood, Ossium	Loot Druj supply wagons	35
9.00	Fangmoor Dwell, Galath Fields, Ossium	Slay a Druj beast (Oduli)	35
21.30	Scarred Bay, Bittershore, Ossium	Destroy a Druj miasma pillar	35

Senate Budget

The Empire spent 110% of its tax income last season

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

Autumn: Senate Income 1940T	Maintenance Costs 2138T	Deficit 198T
Winter: Senate Income	Maintenance Costs	Deficit

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	35 rings	204 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:		113,829	Barbarian Strength:		166,700 + 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	65,000
Spring 382	26 (3 lg.)	137,500	100,508	Grendel	4+4 navies	63,200	63,200
Summer 382	26 (3 lg.)	137,500	105,916	Jotun	15 (6 lg.)	40,000	40,000
Autumn 382	26 (3 lg.)	137,500	113,829	Vallorn	n/a	??	??
Winter 382							
Total			113,829	Total		195,000 +vallorn	166,700 +vallorn

Empire-Wide Concerns

Assignment of Ossium

Any Senator could raise a motion for Ossium to be assigned to an Imperial nation. None has a definitive claim, and there is no need for territories to be contiguous.

- ❖ Two **known peoples** dwell there: the Sand Fishers cruelly subjugated orcs, and the Ketsov (minority Varushkan-descended humans).
- ❖ Other as yet **unknown peoples** also likely dwell there.

Indigenous peoples have four choices:

- ❖ Take the Egregore bond and become Imperial Citizens of the nation.
- ❖ Emigrate to a new Imperial nation. This will be easier if National statements of principle invite them.
- ❖ Stay in Ossium as foreigners.
- ❖ Stay in Ossium as barbarians, and thus enemies of the Empire.

Relinquishment later (ie switching Ossium to a new nation) would probably lead to revolt or rebellion, as advised by the Civil Service.

Ossium - arguments for and against each Nation

Wise readers will realise that arguments are inherently incomplete.

Brass Coast - *For* could bring joy in life to Sand Fishers, experience converting orcs to the Way, good long-term economic prospects. *Against* not much in common with people or land.

Dawn - *For* linked by magical bridge, opportunities for glorious questing, could eventually raise fifth army. *Against* lowest economic benefit.

Highguard - *For* geographically similar to Reikos, quickest to convert peoples to the Way. *Against* poor cultural fit, Highguard cannot afford to lose yet more people because of vallorn pilgrimage.

Imperial Orcs - *For* second territory for Imperial Orcs. *Against* Imperial Orcs radically different to Sand Fishers, low income for Empire.

The League - *For* shares border with Holberg, Ketsov not too dissimilar to League, highest long term income boost for Empire. *Against* much expensive investment needed to yield benefits.

Marches - *For* geographically similar to Bregasland, Mournfolk used to living alongside orcs, could eventually raise fifth army, good long-term economic prospects. *Against* farming very challenging.

Navarr - *For* equipped to deal with dark forests, new trods likely to be important, Navarr good at helping people 'find their place', people settling elsewhere likely to be trouble-free.

Urizen - *For* Ketsov temperament not too dissimilar from Urizeni, stabilises the Citadel Guard. *Against* difficult to connect Heliopticon network, local population likely to decrease, lowest economic benefit.

Varushka - *For* shares a border with Karsk, Ketsov seem Varushkan in origin, experienced dealing with dark powers, could eventually raise fourth army, excellent long-term economic gains.

Wintermark - *For* geographically similar to Kallavesa, used to living as a diverse people, opportunities for heroic adventure, possible resettlement from Sermersuaq. *Against* on bad terms with Thule neighbours.

Liberated Slaves

Ex-slaves from Dubhtraig need a home. They can be settled in Skarsind (20T), Brass Coast (no cost), or the League (15T for Temeschwar or Holberg, no cost for others) determined by Synod national mandate and potentially Senate disbursement motion. Synod could also enact a mandate to convert them to The Way.

Raid on Beorath

Summer Eternal Rhianos has created an opportunity to raid the Grendel slave-port of Beorath. Success would liberate many orc gladiators and destroy a nearly-built fort.

Fleets and military units must go in equal proportions - over 25% excess either way will not contribute to effective strength. Basic units provide 100 effective strength, and upgraded units proportionally more.

Outcomes:

- ❖ Up to 10,000 - free 1,000 slaves, damage Grendel economy & Fundindelf mithril mine for a year.
- ❖ Up to 15,000 - as above - freeing 1,500 slaves and delaying fort completion by two seasons.
- ❖ Up to 20,000 - As above, rescuing 2,000 slaves, destroying fort, destroying local Coliseum, and preventing the Grendel from raising an army from the territory of Maraeve until it is rebuilt.
- ❖ Over 20,000 - Destroy fort and coliseum & rescue over 2,000 slaves - and enable Imperial Orcs to raise third army if they have second suitable territory.

Golden Voyage ritual (adds 6 ranks of effective strength to a fleet) is aided by Rhianos this season. Those promising to raid Beorath have magnitude reduced by 2 (to 16), and to include additional targets reduced by 4 (to 10). Failing to fulfil the promise will likely bring down Rhianos' wrath.

The Winter Sun army can help if the General gives the order, adding 3,000 strength.

The Guerdon could be apportioned to this raid.

The Asavean Question

The Plenum (Asavean government) wants to quickly put down the insurrection in two northern provinces. It claims that it is not a slave rebellion and will actually make things worse for Asavean slaves. The uprising is part funded by Sumaah, their enemy. The Plenum want to employ Imperial military captains as mercenaries. Names of any who accept will be reported to the Cardinal of Vigilance and the Imperatrix. It is currently illegal to fight against Asaveans, because s they have foreigner status.

Aiding the rebels: The insurrectionists have appealed to the Empire, seeking 50-100 wains of mithril or weirwood to arm themselves. Any Imperial citizen can contribute, but a substantive impact needs at least 50 wains in total. Other goods and money could be offered, but would provide moral, not material, support.

Fleet Captains may undertake war profiteering at Maragladia, earning 12cr or trade in herbs and medicines at Timor earning 7cr (extra in each case for upgraded fleets). But if more than 6 fleets trade with Maragladia, the Plenum will find out and are likely to create diplomatic problems.

Senate have options:

- I. Declare war on the rebels, makes trade with them illegal. Grants military captains opportunity to suppress the uprising (paid work: 11cr minimum for basic fleet).
- II. Declare war on Asavea, makes trade with Nemoria illegal. Grants military captains opportunity to support the uprising (paid work: 7cr minimum for basic fleet)
- III. Embargo on the rebels, makes trade with them illegal.
- IV. Change the law, to allow military captains choice to fight on either side.
- V. Do nothing.

Only a minimum 5,000 effective Imperial strength will make any substantive difference to support or suppression. Aiding the Plenum will improve relations with Asavea, but worsen them with Sumaah - aiding the rebels will have the opposite effect. Allowing intervention on both sides will likely not have a significant effect either way.

Opportunities arising this season

Four Universities

Architect Frederick di Sarvos has drawn up plans for four grand centres of learning, instead of taking up the Cardinal of Ambition's idea for 10 national colleges. The four opportunities are to expand **Holberg University** (creates extra commission slot); or to renovate **Diora University in Sarvos** (Autumn College of Magic); or to rebuild the **Lepidean Library in Bastion** (produces True Liao); or to create a new **Shipbuilding School in Siroc** (can build navies with special qualities).

Only one can be commissioned. The Imperial Senate must decide which - or the bearer of an Imperial Wayleave could announce one. This commission does not count against the Empire's limit.

Work does not have to begin until Winter 383YE. White granite can be supplied up to two seasons later than the weirwood, mithril and labour costs. If work begins, Frederick is more likely to announce a further opportunity.

Zemress Seminary

Exemplar Zemress's fabled ship, the 'Kraken's Bane', has been consecrated to Prosperity with true liao. It is an Inspirational Tomb but could be turned into a teaching seminary. This opportunity lasts until Summer 383YE. Sumaah has offered to fund either 15 wains of weirwood or white granite. The Empire would need to provide the other 15 wains, plus 15 wains of mithril. The 45 crown labour costs would be paid by the Zemress islanders. If completed, the Sumaah would provide copies of all their writings on Zemress. Sumaah's aid requires a commitment that the seminary would always be open to them, regardless of relations with the Empire.

Kruidenkenner Warehouses

The Sarcophan Kruidenkenner guild wants to build more warehouses in Dawn, the Marches, Wintermark and the League, to follow the one already in Karsk. Each warehouses is a ministry for herbs. where the price per herb gets cheaper with bigger purchases. Each warehouse can trade a single type of herb from the following list - True Vervain, Bladeroot, Imperial Roseweald, or Marrowort - and each must be different. This opportunity remains until the end of the Spring Equinox 383YE.

Liathaven & Brocéliande

Liathaven - Vallorn

West Ranging - the Vallorn in Liathaven is weak due to the casting of *Wither the Seed*. The Empire controls one region, West Ranging. The Jotun control four regions, and the other two contain the Vallorn. Westwood could be cleared of Vallorn, but this must happen entirely before the start of the Summer Solstice 383YE or it will grow back. This campaign requires Imperial armies. Due to vallorn miasma, army casualties would be doubled, and any military unit assigned in support will suffer the loss of 40 points of effective strength for the next six months.

Boons - Winter Eternal Surut will grant boons to aid against the Vallorn if he receives grant of Amity and is allowed to consume by fire an entire Marcher forest: Birchland, Tower March or Alderly Woods.

Trods - Liathaven has been severed from the trod network. Restoration needs a ritual to be performed at a regio in either Westwood or Liath's Heart.

The Feni

Liathaven - in accordance with Imperial treaty allowing occupation for thirty years, half of the Feni of the Woods-that-Fell have passed into Jotun-controlled Liaven's Glen (along with the fugitives from Alderly). As long as they refrain from raiding, Imperial citizens must leave them in peace. Provisions are in place for them to ask for help if needed, rather than take it by force.

Hercynia - the other half of the Feni of the Woods-that-Fell are raiding mana sites in Hercynia. They are legally foreigners, so any action would require the Senate to declare them barbarians (or the Imperatrix to declare war). Action would require a single Imperial army, which would likely take no more than 50 casualties.

Brocéliande - Vallorn

The vallorn of Brocéliande stirs, aided by Spring Eternal Yaw'nagrah, threatening Boar's Dell and Elerael regions, and the Broch stading.

- ❖ Military units can choose to *Slow the vallorn* as a specific paid work action and receive payment in herbs from the grateful Navarr living here.
- ❖ Military strength of 2000 will be enough to defend Boar's Dell.
- ❖ 4000 will be enough to defend Boars Dell and Elerael.
- ❖ 5000 will be enough to preserve the Broch.
- ❖ An Imperial army would contribute strength of 2000, but suffer 200 casualties, and cannot be used to rescue the Broch which is too deep within the vallorn.

Dawn and Highguard national assemblies could offer support to their Brocéliande neighbours.

- ❖ Dawn mandate enables significant rewards for any Dawnish military unit taking the *Slow the Vallorn* action
- ❖ Highguard mandate adds 20 strength to the *Slow the Vallorn* opportunity for each Highborn congregation either in Reikos and Casinea, or all of Highguard, and reduces congregation strength by 1 liao and 2 votes.

Spring Eternal Llofir offers assistance:

- ❖ Two arcane projections are available for Conclave to Endow, that allow herb gardens to produce mushroom soldiers.
- ❖ If Llofir is granted Amity, it will offer direct assistance to fight.
- ❖ If Senate cedes Tamarbode region to Llofir, it will send more substantial assistance and provide a herb garden arcane projection suitable to be codified and added to Imperial lore.

Winter Eternal Tharim, Bound King of the Thrice-cursed Court, offers assistance:

- ❖ He could send his powerful servitors (effective strength 1,000), but only if Conclave passes a Declaration of Concord allowing him to feast on the forests and herb gardens of Miaren, Therunin, and Hercynia for the next year. Each would lose two random herbs or resources.
- ❖ Any Navarr vate fighting in Brocéliande or Liathaven during the Summit can consume a dose of Heart's Blood to restore all spent mana at the expense of a 'minor curse'.

The orcs of the Great Forest tribe could be called on for assistance:

- ❖ They would contribute a force of 1,000 strength.
- ❖ The orcs are concerned about lack of progress made on the (now lapsed) Therunin weirwood fort. Unless it is re-commissioned, the Great Forest orcs are unlikely to aid in any future Vallorn war.

Abandonment - the Navarr could abandon Brocéliande now, with the intention of coming back in future.

- ❖ The vallorn's urge to expand will increase, and require more effort to resist each season
- ❖ If it entirely fills the territory, personal resources of Imperial citizens living there will be halved.
- ❖ If the vallorn can be kept at bay until the start of the Autumn Equinox 383YE, the urge to expand will probably die down again.

Evacuation - the Navarr assembly could call for the people of Brocéliande to abandon the territory, saving lives, reducing tax losses from Brocéliande and increasing taxation in the destination territories.

Marcher & Wintermark Concerns

Marcher Armies

Opportunities for Marcher armies. Quality changes only possible at this Summit.

Bounders (25 mi/ww) Army could become *Watchful*. New offensive order *Harry the Flanks*, casualties suffered decrease by 3/10, territory capture decrease by 1/5. New defensive order *Watch the Passes*, territory defence increase by 2/5 against enemy trying for beachhead, gains knowledge of spy networks & criminal activity.

Strong Reeds (25 mi/ww) Army could become *Secretive*. New offensive order *Grinding Advance*. New defensive order *Lay Low* when in Marcher region or Imperial controlled forested, mountainous or marshy region, no casualties suffered or inflicted, no contribution to defence, but removes enemy's 'undefended territory' advantage.

Shoulder to Shoulder (no cost, no action needed) New defensive order for all Marcher armies, territory capture decrease 1/5; casualties suffered decrease by 1/10 for each Marcher army beyond the first.

Drakes (125 mi/ww, no labour cost) Army can be enlarged. Needs Senate commission slot. Opportunity lasts 1 year.

Wintermark - Krampus

Krampus (Wintermark beast of misfortune) will visit the Wintermark camp on Friday night - an auspicious time to gather visions using Goosewhisper Infusion.

Urizen Concerns

Urizen - Morrow evacuation

Morrow can be evacuated, but fleeing citizens would need protection from the Druj. Only four out of five citizens can be saved, whatever is done, because of the terrain. Citizens could be evacuated to Redoubt, Bastion or Necropolis.

❖ **An Imperial army** at 5000 strength would evacuate the maximum 80% of the population. Lower-strength army will protect fewer evacuees. *Clarity of the Master Strategist* could assist. Army would take casualties normally if fighting occurred in the territory, but would not aid defence.

❖ **Military units** could also assist, similarly requiring a strength of 5000. No income would be received unless included in the Guerdon.

Economic Impact - effects vary in size based on the proportion of the population successfully evacuated, and include:

- ❖ Proportionate loss in Morrow's taxation
- ❖ Gain of half that amount in taxation to the destination territory
- ❖ No change to overall costs of supporting Morrow population (35T last season) as costs would move proportionately to destination territory
- ❖ Future resettlement of Morrow would see a delay of a year before tax started rising again to normal levels

Urizen – Heliopticon College of Magic

Repair of the central Heliopticon towers in Morrow and Spiral could form the basis of a new node-based College of Magic, creating a unique Imperial title *Doyen of the Spires*. Appointed by majority decision of the magicians of Urizen, the post would be held for the time taken to codify a single arcane projection (or revocation by Synod).

- ❖ Each Urizeni territory can contribute 5 ranks per season to the codification.
- ❖ If more than half of Morrow were evacuated, they could not contribute.
- ❖ Although repair costs are only 12 wains of mithril and 24cr, the project would add 5T costs to each Urizen territory, and require the usual upkeep of a College of Magic (currently 25 Thrones).

Urizen - strike into Zenith

A powerful Druj miasma of despair lies over Zenith. **This season only**, military captains could launch a strike into Zenith and free some of the people trapped there. Basic units provide 100 effective strength, and upgraded units proportionally more. Outcomes:

- ❖ Less than 1,000 strength - failure, rescuing only a handful of Urizeni.
- ❖ At least 1,000 - one-fifth of the trapped will be evacuated to Redoubt.
- ❖ At least 3,000 - two-fifths will be evacuated and the Valiant Pegasus, Granite Pillar, Seventh Wave will each regain 100 lost soldiers
- ❖ At least 5,000 - three-fifths will be rescued. All Highborn armies and the Citadel Guard will regain 250 soldiers each.

Economic Impact - some of Zenith's tax revenue & costs will move to Redoubt.

Urizen – 'The Block'

An astromantically-aligned block of mithril (40 wains) can be created in one season to lessen the effects of the Black Plateau, removing the penalty to mana sites, congregations, herb gardens, mines and forests, and bringing a slight increase in return of taxation income. No effect on the increased casualties to any armies in Spiral, nor penalties to businesses, farms, fleets and military units, nor the additional upkeep of the Legacy.

Urizen - prevent access to Morrow

A Spring Arcane Projection can collapse the mountain passes into Morrow, protecting it from outside forces. If cast, it will then be impossible to move armies between Morrow and Zenith or Therunin. It can only be cast this Summit. The arcane projection will be delivered to Ariadne, Senator Morrow, in time for the Winter Solstice.

The ability to move armies between Morrow and Redoubt would be restricted to the bridge between Operus and Iteri, and the region of Peregro is likely to become *hilly*. The Druj would be aware of a casting and might either retreat into Zenith or remain trapped in Morrow.

Urizen - ritual of hope

Two Day magnitude 40 arcane projections, for Dawn and Urizen respectively, will be delivered to Zephaniah, Grandmaster of the Sevenfold Path. They mitigate against the despair of Druj miasma, which may encourage victims to accept Winter Eternal Kaela's offer of swift and painless death. Zephaniah must decide whether they should be used or not. The rituals could be deemed heretical or blasphemous.

Urizen - aid from Night Eternals

Sadogua - offers a boon of magical power to the magicians of Urizen, Dawn, Varushka, and the League. Any magus who marks the rune Diras on their hand and affirms their friendship with Sadogua Before midnight on Friday, at the Regio, will have personal mana increased by 2 for the duration of the Winter Solstice.

He will deliver three rings to the Archmage of Spring that enhance Spring rituals, if Conclave agrees Declaration of Concord absolving him of blame in the Fall of Terunael, and condemning the decision of Empress Teleri's Conclave to declare him enemy of the Empire. The rings' magic expires at Winter Solstice 383YE, when he wants them back.

Janon - will focus power on the Imperial regio from Friday sunset to Saturday dawn to increase the effects of two rituals - *Champions Shining Resolve* and *Still Waters, Running Deep* - both of which grant reserves of heroic might:

- ❖ Reserves of heroic might will be increased by one-half and one-third respectively.
- ❖ Dragonbone may be substituted for casting mana on a two-for-one basis
- ❖ Any number of Urizen citizens can participate in a single casting (with normal increased casting cost), without needing to be sworn to the same Banner.

Janon requires all contributors to verbally acknowledge them during the casting, and all involved will be subject to the effects of *Unfettered Anarchy*.

Dawn Concerns

Dawn's Champions of love & glory

Dawn can now name Champions of love and glory as well as the Champions of the seven Virtues. The Egregore will give a Troubadour's Ring and Circlet of Command to the troubadours of Dawn to hallow and bestow upon the Champions.

Troubadours may make statements of principle in the Dawn national assembly describing relevant deeds of love or glory. If a greater majority is achieved, the deeds will be added to civil service records.

Arbour of the Twin Roses - a monument recognising love and glory, can be constructed and create a title, *Voice of the Twin Roses*, appointed by the troubadours of Dawn. The Voice would have responsibilities for gathering and immortalising tales of true love and glory from Dawn and the wider Empire.

Dawnish Armies

Following a mandate, several opportunities are available for the Dawn armies only at this Winter Solstice summit.

All Dawnish armies - cannot use *Give Ground* or *Cautious Advance* orders until start of Winter 383YE. If any General takes up one of the opportunities below, this restriction becomes permanent for every Dawnish army.

Golden Sun (100 mi, 200cr) Army can be enlarged. Needs a Senate commission slot.

Hounds of Glory (25 mi) Army could gain *Indomitable Glory* quality. New offensive order *No Matter the Cost* order, territory capture increase 1/5, takes named region completely, additional 100 casualties taken per extra victory point needed.)

Eastern Sky (75 mi) Army could become *Favoured* if a great tower of mithril is built at the Semmerstones. Needs Senate commission slot, takes 2 seasons. Army able to call on each Summer Eternal once per year to gain these abilities:

- ❖ Barien - Traverse the Crossroads
- ❖ Eleonaris - Triumphant Charge
- ❖ Cathan Canae - Make Them Pay
- ❖ Adamant - Stand the Walls
- ❖ Jaheris - Merciless Onslaught

New offensive order *Traverse the Crossroads*: casualties suffered increase by 1/5, territory capture increase 1/5, move up to five territories.

New defensive order *Stand the Walls*: defend a fortification under attack, territory defence increase 1/5, all the army's casualties transferred to fortification.



Construction Opportunities

Pg	Loc.	ww	wg	mi	cr	rough size	upk	factor	type	Notes
27	Elconaris Monument			25	50	60	0		s	Folly; progress requested by Eleonaris. by Spring
7	Zemress Dock Seminary folly	15	15	15	90	177	0	-	s	Sumaah will pay WG cost if promise open to foreign pilgrims.
7	Siroc Shipbuilding School	30	20	10	120	225	5	13/10	swx	Shipyard. Reactivates Sarvos Arsenal opportunity.
13	<i>Indomitable Hounds</i>			25	50	107	0	-	x	New Army orders
13	<i>Semmerstones Tower</i>			75	150	319	0	-	sw	New Army orders; require Eternals' amity/neutralty.
12	<i>Golden Sun large army</i>			100	200	425	25	7/10	s	Enlarge army
12	Arbor of the Twin Roses	8	8		32	60		8/10	sw	9 Liao Sinecure (N)
8	Kruidenkenner Warehouses	8			16	26	0	6/10	sw	Single herb Ministry (TV, BR, IR, or MW)
23	Cinderpath Exchange			10	20	43	0	-	sw	White Granite Ministry; reduces auction by half ministry level
7	Lepidean University	30	60		180	353	20	-	swx	True Liao (N/I) Historical research (N/I) Labour costs covered if Highborn national.
7	Holberg University Expansion	30	60		180	353	10	-	swx	Commission slot (must use 30 wains of materials) (N/I)
7	Diora University, Sarvos	60	60	60	360	705	15	1	swx	Autumn College (N/I)
-	Sarcombe Register folly			6	12	26		1	s	Registers orphans
10	<i>Watchful Bounders</i>	25			50	82	0	-	x	New orders; ww or mi
10	<i>Secretive Reeds</i>	25			50	82	0	-	x	New orders; ww or mi
10	Drakes large army	125	0		250	407	25	6/10	s	Can use ww or mi in any proportion.
9	Holt of the Oak fort	70			140	228	10	7/10	s	Great Forest Orc fort. (NEEDS RE-RAISING)
11	Heliopticon Towers			12	24	51	25+	1/10	sx	College of Magic (N) +5 upk per Urizen territory.
11	The Block			40	80	170	0	-	s	Blocks Black Plateau effect on mana sites, congregations, herb gardens, mines, and forests
19	Sungold Pass sinecure	10		20	60	118		9/10	sw	20 orichalcum : (N/I)
6	Asavean Rebels					150	0	-	-	Senate motion could keep secret.

Incomplete Commissions

	Loc.	ww	wg	mi	cr	rough size remaining	Seasons built	Notes	Last Built
Freemore fortification	M	35	35	70	70	149	2/4		Spring 382
Eye of Serenael	N	35	35	140	140	263	0	Danger of Lapse	Winter 381
Gate of Adamant fortification	D	48	48	96	96	204	1/4		Autumn 382
Virtue's Rest	H	100	100	200	200	425	0/2	25 Liao & 50 votes to congregations, Bastion	Spring 382
Expand Varushkan Army	V			50	100	213	1/2	Golden Axe	Autumn 382
Throne of Stone	L	60	60	120	120	255	0/2	conclave commission slot	Summer 382
House of the Proffered Hand	D	10	10	20	20	43	0/1	Liao sinecure	Summer 382
The Bleak Tower	H	20	8	56	56	99	0/2	6 Winter vis; 80 herbs to herb gardens, Morrow	Summer 382
Legacy of Wisdom	U			40	80	170	0	37 mana to mana sites; Morrow; site lost	Summer 382
Temple of the Winds	U			10	20	43	0/1	Liao sinecure; site lost	Summer 382
Enlarge Seventh Wave	H			50	100	213	1/2	Seventh Wave	Autumn 382
Jarmish Star Jewellery	L			8	4	51	0/1	Ministry	Autumn 382
The Salt Guard	BC	1	25	52	52	110	Summer 382	Level 1 Fort; bonus shore offensive defence	Autumn 382
Our Lady of Pride	L			50	100	213	Autumn 382	Increase to Lv 2	Autumn 382
Morajasse Fort	BC			40	80	170	Autumn 382	Level 1 Fort	Autumn 382
Coursmouth Fort	H			40	80	170	Autumn 382	Level 1 Fort	Autumn 382

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
Seasons built	X/Y: X is number of seasons built, Y is total number of seasons		
rough size (remaining)	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

Liberty Pact Summit

Delegates from the Commonwealth, the Sarcophan Delves, the Sumaah Republic and the Axou. come to discuss a possible alliance of nations opposed to slavery. Senate is represented by Ianthe of Raven's Watch, Synod by Eska Crowspeaker. Both must agree any treaty before a senator can take it to Senate. Meetings are scheduled:

- ❖ Friday - Senate - 9-9.45pm
- ❖ Saturday - Senate - 6-8.30pm
- ❖ Saturday - Military Council - 10-11 pm

Commissions that rely on trade between nations that practice slavery (Axos, Faraden, Iron Confederacy, the Thule, Jarm and Asavea) may be affected by the outcome.

The Fellowship of the Purple Sails is split over the use of economic means to bring pressure to bear on slaving nations, and emphasise that Imperial Fleet captains attending Anvil ensure that the Liberty pact representatives are aware of differing views.

Echoes of the Labyrinth

Foreign nations have reacted differently to distribution of the Seer of the Gateway's accounts of True Liao visions:

- ❖ **Asavea** - increased interest in the Way. But Asavean authorities are using Aureliana di Sarvos' vision as a rallying cry to suppress current unrest, as it concerned the Asavean patriarch Julian Coreliani inspiring troops to defeat an ancient uprising.
- ❖ **Axos** - priests are concerned, about visions which appear at odds with the core tenets of Axou belief. Some denounce them as lies.
- ❖ **Commonwealth** - accounts are discussed by moral philosophers. Among the faithful of the Way, local priests use them to teach about the Virtues.
- ❖ **Faraden** - the Modnos and Ogudai families are angered, but the books are otherwise popular.
- ❖ **Iron Confederacy** - deemed blasphemous and burned upon arrival. Last Summit, the Senate passed a motion to stop distribution here.
- ❖ **Jarm** - little interest generally save from followers of the Way, but they blunt the impact of Sumaah missionaries.
- ❖ **Sarcophan Delves** - popular amongst followers of the Way, and again they undermine the effects of the Sumaah missionaries.
- ❖ **Sumaah** - books have not yet reached Sumaah.
- ❖ **Thule** - books purchased in bulk, but the Thule do not comment.

Asavea

- ❖ Asavean Architect Almodin Oktístis has been accused of idolatry by the Synod. The trial will be held at 11am Sunday at Anvil. Citizens with evidence are asked to speak to the magistrates.
- ❖ Civil war develops in northern Asavea. Provinces of Emphedor and Marracoss remain in revolt. Asavea continues to offer lucrative work for Imperial Military Captains. But names of any accepting this work will be reported to the Imperatrix and the Cardinal of Vigilance, Irada Von Temeschwar.
- ❖ Fleets trading with Nemoria receive an additional measure of iridescent gloaming and an additional ingot of orichalcum.

Axos

- ❖ Axos remains positive, although cooler since trade has fallen off (probably due to Dubtraig raid) and are attending the Liberty Pact Summit.
- ❖ The Grand Harchs of the Citadels have openly discussed criminalising some elements of slavery, including trading and taking new slaves.
- ❖ The Towers of Kantor point to genuine concerns that pressing anti-slavery may result in civil war, and they are not confident that Kantor will win.

Commonwealth

- ❖ Relations have improved slightly through the visit of architect Menno van Ritsjhof to exchange engineering theories and designs.
- ❖ Trade with Leerdam and Volkavaar remains stable.
- ❖ Commonwealth's Ambassador has asked that Senate outlaw trading ritual lore with Jarm.
- ❖ Deteriorating relations with Jarm are a result of a dispute over the small nation of Lantir which lies between the two greater rival nations. The Lantirri government favours the Commonwealth and will probably ask them for help with a Jarmish-sponsored coup. Meanwhile rebel Lantirri magicians will approach the Jarmish House of Princes. If so, war becomes very likely due to a new direct land border between Jarm and the Commonwealth.
- ❖ Lantir is landlocked and inaccessible so the Empire is unlikely ever to have direct contact. The Civil Service will provide a short report on what little is known to Skywise Fal, the Imperial Consul.

Faraden

- ❖ Faraden merchants have stopped bringing mithril to the Imperial public auction. This is due to problems with the Lasambrian Jotun and lack of further trade opportunities in the Empire. Trading will get worse if the Jotun take more land.
- ❖ Faraden also has an Iridescent Gloaming shortage so there is none to spare for the public auction. But supplies of orichalcum and weltsilver are still increasing.

Iron Confederacy

- ❖ The Suranni are unhappy about Imperial 'espionage' in mapping the Bay of Catazaar. They want copies of all the maps that the Empire made - not just of their own coastline. (Requires Senate motion and costs of 10T.)
- ❖ A delegation is likely to present deep concerns about 'smuggling' of liao, which will result in taking unilateral severe action if the Empire doesn't ban the trade.
- ❖ The port of Robec remains open for Imperial trading, but is not welcoming.

Jarm

- ❖ Jarm's favoured trader status has been ended by Senate. Trading at the port of Vezak no longer supplies any additional mana benefit.
- ❖ Synod mandate discouraging trade with Vezak or Kavor has finished.
- ❖ Rigia, the eastern port, remains closed to Imperial trade.
- ❖ The ritual text *The Immaculate Architect* (speeds up building) could be added to Imperial Lore. The Imperial ritual text of *Bound by Common Cause* has been returned.

Jarm

- ❖ Former ambassador to Jarm Owsî Twiceburned has been awarded the Jarmish diplomatic commendation medal 'Silver Star of Cerebyany'.
- ❖ Jarm and the Commonwealth are coming into greater conflict over the small nation of Lantir, which borders both powers.

Sarcophan Delves

- ❖ Trade between the two nations is healthy and growing and the Delves will attend the Liberty Pact summit, although not enthusiastically.
- ❖ The Kruidenkenner herbalists of Sarcophan are bringing additional herbs to trade at Anvil via the public auction, and seek to have further warehouses built in the Empire to boost herb availability and other private trading.

Sumaah Republic

- ❖ Religious conflict escalates further between the Sumaah Houses of Virtue and the Imperial Synod, although Sumaah will attend the Liberty Pact Summit.
- ❖ Way devotees are invited to make pilgrimage to Tímoj, their holy city.
- ❖ The Präster of the Republic *still* has the Imperial Crown.
- ❖ Port of Zemeh is open again to Imperial fleets.

Tsark

Tsark is an enigmatic nation of humans and orcs living in apparent harmony high amidst the Mountains of the Moon, to the east of Zenith and Spiral. It was discovered just before Autumn 382, via the new spy network.

Great Forest Orcs

The Great Forest Orcs have provided knowledge of three regions beyond Ossium: the Forest of Ulnak, the Salt Flats of Sanath and the Sarangrave. They refuse to engage with the Imperial Consul, and prefer to deal with Senator Therunin (Cybi Farkas).

Aid in Brocéliande - Military support is offered. See *Brocéliande* - *Vallorn* (p- 8 -)

Scout the Mallum - this Winter only, they are prepared to help create a rough map of the Mallum. Needs Senate motion & 30 thrones to support scouts and hunters' families and allow Military Captains to *Scout the Mallum*. Basic units provide 100 effective strength, and upgraded units proportionally more. No reward for military units unless Imperial guerdon is assigned.

- ❖ 1000 strength - partial success - rough map of basic terrain.
- ❖ 3000 strength - location, name and ownership of each territory, and major settlements & fortifications.
- ❖ 5000 strength - near-complete information, including Bourse resources. Penumbra Watcher could use power to reduce this to 4,500.

Ex-Jotun thralls

The former Jotun Thralls continue to live in the Mournwold, in relative peace with the local Marchers, although there are difficulties when they travel further afield. They abide by Imperial Law, but refuse to cooperate with Magistrates. Their concerns about the Way are unresolved. The Imperial Consul has legal power to negotiate, but they have shown no interest and prefer to speak directly with Marchers and Imperial Orcs.

Thule

Military - Grand Warlock Fljajokull intends to attend Military Council on Saturday afternoon. He has a ritual text of interest to the Navarr. The Thule will complete the castle in Crow's Keep by Summer 383YE.

Slaves - The Thule have brought 150 human former Druj slaves near Ivarsgard in Karsk - see *Synod Mandates* (page - 20 -)

Sungold Pass - The Thule are persisting with their claim on the Sungold Pass orichalchum mine ruins. The ruins could be restored as a commission, creating an Imperial title, *Warden of the Sungold Pass*, a sinecure yielding 20 ingots. Historical research could also take place.

Diplomacy - Thule ambassador, Rak-who-speaks-for-the-Dragons will attend Anvil in Spring.

Druj

A ceasefire is offered to the people of Urizen, covering only Morrow and "adjacent territories". This agreement would be brokered and enforced by the Winter Eternal Sorin. The Druj want to speak with the 'leaders' of Urizen.

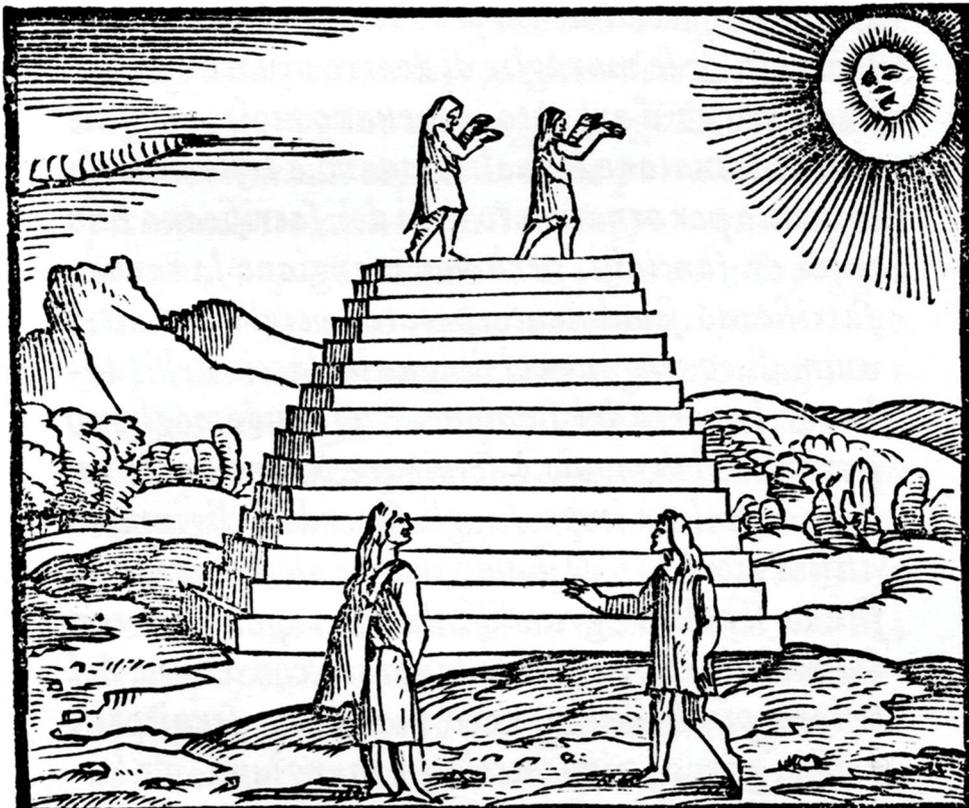
Grendel

Grendel armada is anchored off the coast of Sarvos. Due to Grendel piracy, all fleets from Tassato, Sarvos, the Brass Coast, Highguard, or Urizen will suffer a 1 rank penalty to production if they engage in trade. General Will Talbot negotiated release of Innevia, military leader and daughter of Salt Lord Moorvain.

Jotun

Jotun are angered by the raising of the dead and by destruction of the Meeting Place stone. A message will come to Military Council from the Queen of Kallsea, Yrsa Jansdottir. If the Imperial culprits can be found, this might overcome brewing distrust.

Lasambrian Jotun invading Segura have delivered an offer, see *Military Campaign* (p- 2 -).



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	Public Auction - 6 wain reduction	Highborn	25	"urge those Highborn citizens in possession of white granite to refuse to deal with the greed embodied by the Bourse Auction at Anvil until such time as the Cinderpath Exchange is completed."
23	Public Auction - 6 wains only	Prosperity	100	"urge those Prosperous citizens who have white granite to refrain from auctioning it through the Bourse Auction at Anvil until such time as the Cinderpath Exchange is completed."
23	Public Auction - national redistribution	General	75	<i>Bethany</i> : "urge Imperial citizens to consider how best the bounty of their nations might be used for the benefit of their people."
23	Public Auction - minimum reserve	General	75	"urge Imperial citizens to seek the best possible prices for their goods and services."
23	Public Auction - Benefit the Empire	General	75	"urge Imperial citizens to consider how best the bounty of their nations might be used for the benefit of the Empire as a whole"
9	Seek Glory in Brocéliande	Dawn	50	"encourage knights and witches to offer their aid to the Navarr fighting to stem the green tide of the vallorn."
9	Fight in Brocéliande	Highguard	50	"urge the vigilant faithful of Reikos and Casinea to aid the Navarr in the defence of Brocéliande." <i>or</i> "urge the vigilant faithful of Highguard to aid the Navarr in the defence of Brocéliande."
9	Evacuate Brocéliande	Navarr	50	"urge the people of the steadings of Brocéliande to take to the trods and leave the territory until we are ready to return in force."
24	Ivarsgard - Liberated Slaves I (welcome)	Varushka	50	"urge the people of Karsk to offer homes to the slaves brought to us by the Thule."
24	Ivarsgard - Liberated Slaves - (sent on their way)	Varushka	25	"urge the people of Varushka to remain vigilant, and to encourage those former slaves to disperse across the Empire"
24	Ivarsgard - Liberated Slaves - (insight)	Varushka	150	"examine each of these strangers and determine whether each one is friend or foe."
24	Sumaah - Refutation (widespread)	General	250	"urge all true followers of the Way to ignore the jealous false claims of the Houses of Virtue."

Pg.	Mandate	Assemblies	Liao	Wording
24	Sumaah - Refutation (Nonconformist)	General	200	<i>Severin von Holberg</i> : "The Imperial Synod considers them nonconformist to the Imperial Way, but not enemies"
24	Sumaah - Refutation (Imperial faith)	General	250	<i>Benedict: von Holberg</i> : "The Empire respects Sumaah's efforts to spread the Imperial Faith. Let all look to the Imperial Faith as the true understanding of 'The Way.'"
24	Sumaah - Refutation (Empire)	General	50	"warn citizens of the Empire to ignore the missionaries of Sumaah flocking to our shores to spread their foolishness."
24	Sumaah - Invitation	General	-	<i>Ephron</i> : "not a trickle of missionaries, but a flood. Let the vision of the Way that shines the brightest inspire the faithful."
24	Sumaah - Rejection (Empire)	General	150	"urge citizens of the Empire to drive out these so-called missionaries of Sumaah, to disrupt their sermons, and to shun those who tolerate their empty claims."
24	Sumaah - Rejection (Empire)	General	50	<i>Edward Novarion</i> : "encourage citizens to Virtuous action and the discovery of their own path to Virtue. In doing so we prove to the Sumaah preachers and to the wider world that our faith burns strong."
24	Sumaah - Excommunication	General (greater majority)	0	"deliver this writ to the people of Sumaah. If they wish to be reunited with the faith they must mend their ways and petition the Imperial Synod to remove this writ."
24	Sumaah - Appeasement	General	150	"Equal yet separate; we seek no dominance over them but likewise grant them no authority over those pilgrims who look to Bastion for guidance. We ... may gain as much together by cooperation as we do alone..."
24	Sumaah - Appeasement (Conjoined Faiths)	General	150	<i>Jorma Steelhail</i> : "urge the citizens of the Empire and the Sumaah Republic to seek common ground and focus on our shared Ambition in spreading the Way to the world."
24	Sumaah - Appeasement (Personal Faith)	General	150	<i>Solas</i> : "True pilgrims of the Way.. should challenge and combine their experiences and understanding so that the resulting faith is built on the strongest possible foundations."
6	Liberated Dubhtraig slaves	Brass Coast, Imperial Orc League	50	"Encourage the liberated to settle in {named territory}"
6	Bring the Way to the liberated Dubhtraig slaves	General	50	"spread the Way to those we have rescued from Dubhtraig"

Pg.	Mandate	Assemblies	Liao	Wording
24	Highborn Pilgrims - confront foreigners	Highborn	25	"confront the false religions of foreigners who visit our shores"
24	Highborn Pilgrims - correct national beliefs	Highborn	25	"correct all those who have strayed from Doctrine"
24	Highborn pilgrims - convert foreigners	Highborn	25	<i>Snark</i> : "urge the grey pilgrims to convert travelling foreigners to The Way, so that they may go back to their lands and pass on the truth." <i>Abel</i> : "confront the false religions of foreigners who visit our shores"
24	Highborn Pilgrims - challenge idolatry	Highborn	25	<i>Cimeies</i> : "urge the grey pilgrims to preach the rejection of False Virtues and idolatrous behaviour"
24	Highborn Pilgrims - guide human nations	Highborn	25	<i>Yarona</i> : "urge the Grey Pilgrims to act as guides for all the human nations of this great Empire."
24	Priests who don't vote	Wintermark or General	50 or 100	"urge any priest of Wintermark who does not make full use of their (Synod) powers to take up arms ... in heroic battle." <i>Eska</i> : "urge any priest in the Empire who does not make full use of their (Synod) powers to take up arms and lead their congregations in heroic battle."
25	Liberate Iron Confederacy Slaves	Brass Coast	75	"urge the (Freeborn) to take up arms and free not only the slaves of the Grendel, but those who had fought free who we condemned to return to their chains."



Synod Concerns

Active Mandates

All nations support Highguard: to offer protection to Highborn pilgrims: shares and reduces duration of Highborn burden from Vallorn pilgrimage. (Immeldar i Ezmara i Erigo, Romande Remys, Astrid Fjellrevening Rezia di Tassato, Corey Wayfarer, Hrodin, Father Drakov, Rane Sherarding, Skywise Tulva, Medea Ruth.)

General: Sponsor Asavean slave uprising in Maracross and Empehor (Franco i Erigo - not enacted)

Vigilance: Compile list of citizens fighting for the Asavean rulers against rebelling slaves. (Sepharad)

Dawn: Embrace the champions of Love and Glory. (Earl of Fools)

Dawn: Dawnish armies will look to their heritage for opportunities to change their qualities. (Pelleas Thorne)

Navarr: Navarr herbalists will support the newly commissioned Upwold Wayhouse. (Brat Umbral Path)

Marches: Marcher armies will look to their heritage for opportunities to change their qualities. (Friar John)

Wintermark: Wintermark armies oppose cunning and venomous tactics by their allies. (Gunnbrand Ironwill)

Zemress's Tomb

Gilah, Daughter of the Chantry used True Liao to consecrate the Kraken's Bane, the remains of the exemplar Zemress' ship in Calvos Sound, to create an inspirational tomb. See p 7 for opportunity re: new teaching seminary.

Synod Mandates

Public Auction (Cinderpath Exchange)

The Senate refused (twice) to commission the Cinderpath Exchange. Four mandates regarding the Public Auction are now available. The following outcomes are possible:

- ❖ **Reduction of 6 wains** of publicly auctioned white granite.
- ❖ **Maximum of 6 wains** of publicly auctioned white granite.
- ❖ (Both these mandates would end if the Cinderpath Exchange were built, and then a windfall of auctioned white granite would follow.)
- ❖ **Wains should go to national opportunities, not the Bourse**, resulting in fewer auctioned wains & ilium. Statements of principle putting money ahead of Virtue or encouraging sacrifice for the "the greater good" are much less likely to lead to mandates for one year.
- ❖ **Cease interference with the Public Auction**, resulting in a minimum reserve price for wains. Statements of principle asking citizens to sacrifice themselves for the benefit of others are much less likely to lead to mandates for one year. (This option is in competition with the first two options)
- ❖ **Benefit the Empire** - reduces materials sent to the Public Auction for a year, makes mandates prioritising the good of individual nations less likely.

Ivarsgard - liberated slaves

The Thule have delivered 150 human slaves from Ossium to Ivarsgard. The Varushkan national assembly must decide what to do:

- ❖ **Welcome the former slaves**, allowing them to settle in Ivarsgard. Any who are monsters would be free to prey on the people of Ivarsgard.
- ❖ **Send the slaves on their way**. They will not dwell in Ivarsgard, and there will be no threat from potential monsters.
- ❖ **Insight the slaves**, by thoroughly examining their souls, and, all those who do not pose a threat will be integrated into Ivarsgard.
- ❖ **Do nothing**. They will become bandits, or prey for Varushkan wolves.

Highborn Pilgrims

Last summit, all nations endorsed mandates in support of Highguard, incurring a penalty of 36 rings to every farm and business and one rank lost from each military unit during Winter. Highborn businesses, farms and military units suffered a double loss. But this will end at the start of the Spring Equinox.

- ❖ Highborn Pilgrims who walk the trods may enact further mandates to augment their pilgrimage - to confront false religions of foreigners, or to attempt to convert them. Both would make the Empire less friendly to foreigners. Another could confront unorthodox beliefs within a named Imperial nation, which would reduce congregational strength of that nation. A fourth would challenge false virtues and idolatry. A fifth, by Yarona of the Chantry, will reduce congregational strength by 1 in every named nation.

Priests who don't vote

Two mandates could make it easier for priests of Wintermark, or all priests that do not actively participate in the Synod, to allow their congregations to become military units without the usual cost.

Sumaah & the Way of Virtue

Sumaah claim to be true guardians of the Way. The Synod have many mandate options to respond:

- ❖ **Refutation - widespread**: Focuses on Asavea, Sumaah, the Sarcophan Delves and Jarm and states that the Imperial Synod are the true custodians.
- ❖ **Nonconformist**: Rejects Sumaah's spiritual authority, but stops short of labelling them enemies.
- ❖ **Imperial faith**: Rejects Sumaah's spiritual authority and lays claim to the Way.
- ❖ **Refutation - Imperial**: As above, but focuses on the Empire, to curtail Sumaah's influence on Imperial citizens for one year.
- ❖ **Rejection - Imperial**: Urges citizens to actively reject Sumaah missionaries in the Empire and curtails their influence for two years.
- ❖ **Invitation**: Invites flood of Sumaah missionaries to come to the Empire.
- ❖ **Excommunication**: Would create religious schism with Sumaah.
- ❖ **Appeasement**: Acknowledges Sumaah faith as separate but equal.
- ❖ **Conjoined Faiths**: Urges the two powers to develop shared understanding of their shared faith.
- ❖ **Personal Faith**: Reduces the ability of both faiths to influence their citizens.
- ❖ **Doing nothing**: Every congregation in Sarvos, Tassato, Redoubt, Spiral, and Necropolis (ie on the south coast) will provide 1 less liao and 2 fewer Synod votes by the start of the Spring Solstice.

Liberate
Iron
Confederacy
Slaves

Freeborn national mandate could encourage the liberation of slaves, with two effects:

- ❖ Any Freeborn military unit that takes part in the Raid on Beorath will gain a rank of strength (countering strength loss from Highborn pilgrimage support)
- ❖ In Spring, opportunity to raid into the Iron Confederacy to liberate slaves held there. (This is illegal and would create foreign policy problems.)

Asavean
Idolatry

The 'Severin Encyclical' has suppressed desire to take action against the idolatrous works of the Asavean architect. If a Statement of Principle (General, Pride or appropriate national) gained a Greater Majority, an opportunity to address the architect's constructions would be expected at Spring Summit.

Human/Orc
Doctrinal
Crisis

Skywise Rykana's recognition as an exemplar of Wisdom has exposed ongoing Doctrinal and legal flaws. The Doctrine of Human Destiny and the law of idolatry do not chime with the notion of orc Exemplars. This crisis is currently low-level, but dissent regarding the role of orcs in the Way will be growing by Spring.



Items for Sale

Several individuals bring items of interest to Anvil for sale, or seek sponsors for commerce.

friday

7 pm Wintermark camp Hudeca Goodeye

Maggot of Wintermark, with rich pickings from Dubhtraig to sell.

Saturday

12 pm Academy Gwyn Redpine of Navarr

Recruiting broker apprentices (14-17 years old).

2 pm The Forge Tavern Razzia i Guerra

Looking for Sagua i Ezmara i Erigo, with information about a special Ring of Atun. Highborn archivists may also be interested.

7 pm Public Auction Anonymous Trader

A fragment of a beautifully carved wooden map, obtained with some difficulty from somewhere in Varushka. Not obviously cursed.

Sunday

11 am The Forge Tavern Khanum of the Faraden Will purchase iridescent gloaming in return for mithril and precious metals.

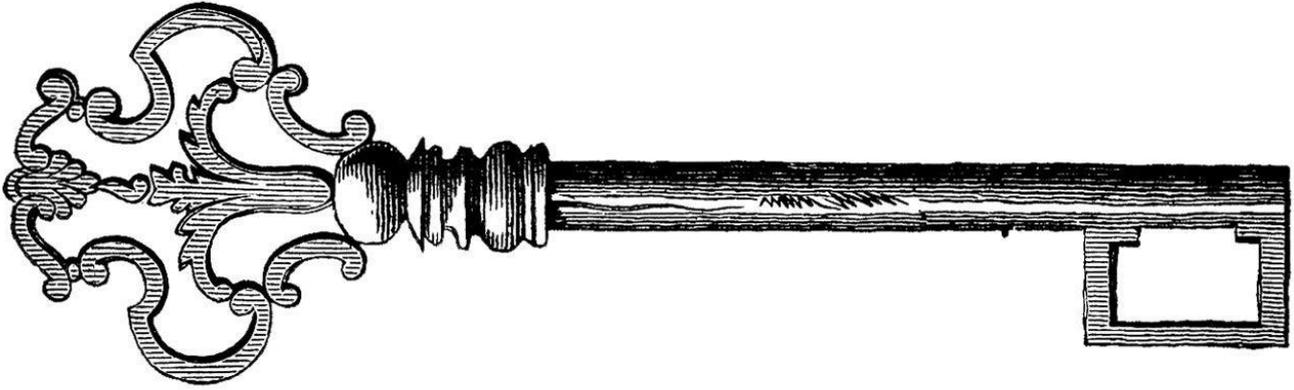


Conclave Concerns

- Gift of Kaela** Kaela's 'gift' to the Empire allows any Imperial citizen in the hands of the Druj to choose to die painlessly and body turns to dust, leaving no corpse to defile, impale, or to use to taunt the living. But *Whispers Through the Black Gate* does not work. Can be used across any eastern battle front including Zenith and Ossium.
- Favour of Eleonaris** Eleonaris wants a monument (min 25 mi, 50cr labour, senate commission slot) to celebrate shared triumphs of Knights of Glory and warriors of the Empire. Herald Nezha suggests a statue with inscribed poem celebrating the alliance, somewhere prominent and symbolic such as Semmerlak shore, Canterspire peak or northern Hahnmark. Progress must happen by Spring.
- Grumpy Sadogua** Sadogua has devised a solution to the Iridescent Gloaming blight affecting the Faraden but puts it in the hands of Conclave. If suitable Declaration of Concord is made to share the solution (special butterfly grubs) with the Faraden, Sadogua will inform them by Summer at the earliest. It will affect the Gloaming Road ministry.
- Callidus' Tontine** Callidus runs the 'Low Tontine' investment scheme. 100 tokens are already sold, and current value is 200cr. Tontine completes in Autumn and prize value will be distributed based on share of tokens. More tokens will be released this Summit. Each token increases the total prize value by 2cr. The tokens will be released by 'unusual means' including a large number sent to "*one known across the Empire for their Prosperity*".
- Summer Keys** Barien announces that a portal to the legendary Fort on the Edge of the Forest can be reached with unique single-use keys, providing opportunity to fight the Champion of Brianna's Chamber, described as 'fearsome, but benevolent'. Challenges are likely to involve riddles to gain the right of combat, and choice to fight as a group or alone.
Summer Heralds will have keys. In particular, Eleonaris' Herald, the Leonine Child, will be at the Forge between 8 and 9 pm Friday to grant a Key to one military captain who fought alongside Knights of Glory with the Citadel Guard, Blood Cloaks, or the Fist of the Mountains.
- Kimus' Experiment** Kimus has invited a number of Imperial citizens to perform and listen within a special chamber, in total darkness. Audience may be exposed to unusual temperatures, textures, lights and scents. Kimus seeks to explore how music and speech convey emotion.
❖ Performances take place Saturday afternoon. Some places were claimed back in Autumn but citizens can sign up for remaining places just before Conclave on Friday.
- Challenge the Iron Duke** Barien's herald Revel ('Lord of the Crossroads') will meet at 10pm on Friday and 1.3pm on Saturday to talk with any already undertaking *Challenge the Iron Duke*. He visits with the Eternal Family of Navarr both times, or the Bitterbark Teahouse if the Family are not there.

Herald of Jaheris

Jaheris's herald Garrett the Advocate arrives at 6pm on Friday to speak with the Archmage of Summer and then visit Anvil. Jaheris offers a boon to whoever smashed the Jotun/Wintermark Stone of the Meeting Place. Garrett the Advocate looks forward to appreciating the perpetrator's precautions to preserve discretion.



Parlays with Eternals

friday

10 pm	Irrah Harrah (Spring)	Hall of Worlds	Formal Parley. Archmage of Spring only.
11 pm	Basileus Flint (Autumn)	Hall of Worlds	Formal Parley. Archmage of Autumn, Lina of Felix's Watch and just one other. Must bring one of the four lethal poisons from either Winter Moon or Assassin's Gate. Opportunities for considerable strategic information about the Druj.

Saturday

12 pm	Phaleron (Day)	Hall of Worlds	Formal Parley. Archmage of Day and Gralka to discuss new archive, the proposed Imperial Title 'Emissary of Phaleron', the Anvil Library, and continuing aid for Morrow.
2 pm	Wise Rangara (Winter)	Location	Safe passage & return. Archmage of Winter & 6 students from the Academy. To discuss questions of poison.
3 pm	Lashonar (Night)	Location	Formal Parley. Archmage of Night, Eliza di Sarvos, and a representative of the Celestial Arch. To discuss: the Caucus Forum (a means of diplomatic communication), destruction of the Meeting Place (a site for neutral discussion between Jotun & Wintermark) and other matters if time permits.

Eternals - Amity & Enmity

Status correct at end Autumn Summit 382 YE

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
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	Date unknown
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Eternals under Enmity (extends to their *Heralds*)

Irra Harrah	Severin de Rondell	Spring 382
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.
Garth, Head Librarian	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.

THE EMPIRE

IMPERIAL

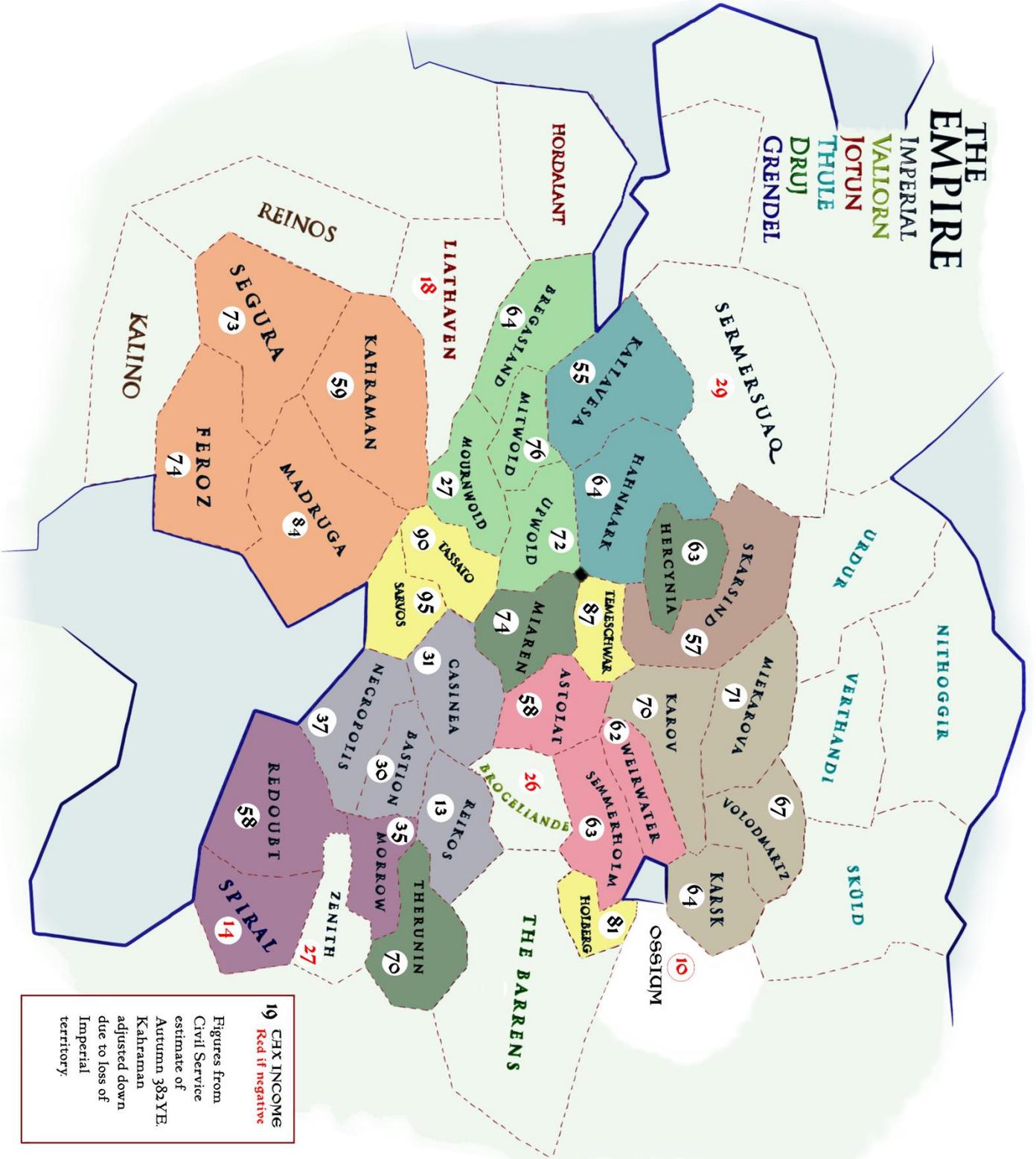
VALIORN

IOTUN

THULE

DRUJ

GRENDDEL



19 CIVIL SERVICE
Red if negative

Figures from
Civil Service
estimate of
Autumn 382 YE.
Kahraman
adjusted down
due to loss of
Imperial
territory.