

# It never happened

*"Well, I think it's bloody stupid!" Artimpasa put her book down with a flourish. The young ilarch-to-be had been trying to ignore the conversation between her friends in the dimly lit common room, but she'd clearly had quite enough. "Honestly, Solokha! Yes, it's all a shame, how sad, we all know the Empire, the Urizen did for it - sorry, Izzy, I know it wasn't your lot - back in the day, it's all very sad, but really, it's ancient history. My mother says it's all a sop for this pretender from Ipotavo to get the Throne. She can't win her own ile's seat, it's going to some upstart general, so instead she's turning the citadels upside down all to support her bloody crusade."*

*Artimpasa said all of this in a flurry, her horns vibrating slightly as she expressed herself vociferously. She was clearly quite pleased with the opinions she'd stolen from her mother's dinner table back in Kantor. The other three - Isenbrad Valasdottir, the foreign exchange student, Tomyris, the rather single-minded merrow from Ipotavo, and Menandra, the scholarship kid from Issyk - looked at each other nervously. They'd just been discussing the matter of the proposed reclamation quite calmly when suddenly the unofficial leader of the little clique had weighed in.*

*"I think it will be nice, 'pasa." Isenbrad spoke in the conciliatory tone one might use for a mountain goat staring angrily at the wary traveller. "It will give us all a chance to draw a line under the past. Don't you want that? You were telling me just the other day how - you know - it would be good if my Empire didn't meddle so much. Well, take it from me: when the Synod is finished here they'll have had enough meddling for this lifetime!"*

*Quietly, Isenbrad Valasdottir, icewalker and spy of the Shattered Lantern, thought to herself that she'd be gone, too,*

anyway, and would no longer have to put up with this entitled Axou brat - but for now, she played the part.

"I don't think it can ever be enough." Menandra, the intelligent yet scatty child from the deep, dark docks of Issyk, spoke now. There was a thoughtful dreaminess to her tone. "Think of all that was extinguished. I don't care if they come here or not, really. Can they ever be forgiven?"

"Yes." The merrow child said this as if it were simply a fact. "The Empire has done more than enough, I've told you that before. I remember during the siege..." The others rolled their eyes. They'd all heard this story before, but given that Tomyris had been four years old when Ipotavo had been liberated, they didn't give it quite the credence she did, nor believe her when she said that Imperials were surprisingly tall.

"Tomyris, stop being a bore. Can you get my essay done, please? I need to hand it in tonight, and I simply do not care to learn about the finer points of strategic warfare. When are the citadels ever going to war? Grand Ilarch Katya says that we make far more money at peace, you know."

"With the Druj?" Menandra spoke again, dreamily. Artimpasa turned to her, annoyed at her broken flow. "What?"

"You said, the citadels go to war. With the Druj? With the Skourans, like some Kabanite fantasy? Or..." She came dangerously close to saying the thing none of them would say. The citadels had never, never been at war with each other. But then, they had never been so divided. At the thought, the three Axou were speechless.

Watching the scions of the highblood of the citadels bicker, Isenbrad quietly smiled to herself. The rest of Cabal Vervain would be very interested to hear of this when she made her next dead letter drop...

# Overview

Each season the Civil Service prepares a summary of the Empire's relationship with foreign nations, based on communications received from their ambassador, along with any useful intelligence gathered from other sources. While the Senate and the other houses of Imperial power may respond to these offers, it is important to note that it is the appropriate ambassador that the foreign power will expect to hear from. Their communication with the foreign power is the primary element that will determine the tenor of any response.

Imperial relations with the Citadels of Axos remain rocky. The animosity the Axou hold for the Empire has not gone away, the incident with the raid on Tsark and the subsequent Imperial diplomatic response apparently confirmed their worst stereotypes about their western neighbours. Yet they are also allies (in theory at least) of the Liberty Pact and while they may dislike elements of the Empire it's clear that at least some of them value the opportunities presented by trade with their overwhelming neighbour to the west. On the other hand, the little nation is clearly undergoing a level of internal upheaval at the moment thanks to the ambitions of *Grand Ilarch Kyther*, recently ascended to the Throne of Kaban.

The Axou Ambassador to the Empire is *Ilarch Maxatios* of the Towers of Kantor. They are a close relation of Grand Ilarch Katya, the nominal ruler of the citadel of Kantor, and are the

primary point of contact for Imperial citizens wishing to communicate with the smaller nation. They often seem exasperated with their Imperial counterparts, frustrated by their apparent inability to get the Empire to recognise that Axos is a nation worthy of respect.

## Axos

- **Status:** Foreigner
- **Ports:** Kantor and Issyk
- **Ambassador:** Fintan Nighthaven of Navarr

## Lantern Light

- **Members of the Shuttered Lantern have undertaken an espionage mission in Axos**
- **The Grandmaster of the Shuttered Lantern will receive a full report of their findings at the Winter Solstice**

During the Autumn Equinox an opportunity was presented for the Grandmaster of the Shuttered Lantern to guide their order toward undertaking espionage in Axos. The order exists to “Utilise magic in the detection and monitoring of threats, whether subtle or obvious, internal or external,” and consequently many members of the order responded to the call of **Tyburn Weaver**.

Imperial visitors are common enough in the Citadels that their presence broadly goes unremarked. The visiting Shuttered

Lantern magicians still need to employ the subtlety and cunning that is the hallmark of their order as they investigate the political situation in Axos. Some arrive in the guise of merchants travelling with Imperial captains visiting the citadels. A few pretend to be tourists interested in seeing the citadels. A number arrive as interested students and scholars - the "exchange program" initiated by *Mistress Isephenia* three years ago provides excellent cover for poking around Axos.

The investigation particularly focuses on the growing influence of *Grand Ilarch Kyther of Kaban* and *Theodosia of Ipotavo*, but there is also time to assess the citadels and their leaders and gain some insight into the internal politics of Axos. The reports of the clever magicians are collected and collated by other members of the order, and a full report is to be delivered to the grandmaster at the Winter Solstice. With so many magicians involved, however, its inevitable that some of what they discover will filter through to become general knowledge after the Solstice (**OOC Note:** We plan to update the Axos page on the wiki in light of this information, but parts of it are likely to remain secret for the time being).

## Participation

Any member of the Shattered Lantern is encouraged to roleplay that they took part in this espionage effort in Axos. Reading the Axos page, and the more detailed Terunael in Axos historical research report should provide plenty of inspiration for creating stories of visiting the nation.

The effort is divided into five "cabals" - loosely cooperating bands of magicians each focusing on exploring the politics of one of the active citadels. Any member of the order who emails [plot@profounddecisions.co.uk](mailto:plot@profounddecisions.co.uk) before **18.00 on Friday the 18th of April** may indicate that they supported one of the cabals and at the event gain a copy of the report for that citadel in their pack. This option is *only* available to magicians who are voting members of the Shuttered Lantern - that is, they bear the Arcane Mark of the order. Other characters can roleplay they were involved but will not receive a copy of any part of the report. Also please bear in mind that while you might roleplay you were involved in several citadels you can only request *one* report.

The five cabals and the citadel they were assigned to explore are: *Cabal Bladeroot* (assigned to the Tunnels of Kaban); *Cabal Marrowort* (assigned to the Chambers of Issyk); *Cabal Mazzarine* (assigned to the Gates of Ipotavo); *Cabal Roseweald* (assigned to the Towers of Kantor); and *Cabal Vervain* (assigned to the Halls of Maykop).

## Understanding

- **Ilarch Maxatios distances himself and the citadel of Kantor from recent events surrounding Peace auras**

Ilarch Maxatios is cautious about words of appreciation and encouragement from the Ambassador with regard to the visit of a priest from *Theodosia's* faction. This was, after all,

something that the Empire requested rather than something Maxatios' office offered. While the people of Axos share a belief about the malignancy of the Creator, the true purpose of the Labyrinth, and the role of the Empire's priests as servants of evil, there is nothing to mirror the Imperial Synod in the citadels. Individual sects draw on spiritual forces, but they are as likely to be rivals as allies and there is no single body that represents the "priests". Sects tend to the spiritual needs of those who choose to listen to their particular philosophy, but many Axou see no need for priests to serve as intermediaries between themselves and their understanding of the world and the horrors that wait beyond death.

While Theodosia and her faction seem to want to unify the sects of Axos, reading between the lines Maxatious believes it is a fools errand. There is no sign that the Grand Ilarchs as a whole support such moves, although nobody is openly opposing it until they get a better handle on what the new Grand Ilarch of Kaban - *Kyther Deianeira* - intends. But Maxatios is at pains to emphasise that whatever has happened in the Empire, it is a matter for priests and sects, and no business of the Grand Ilarchs.

Grand Ilarch Katya of Kantor, in particular, considers the whole business distasteful and an unsubtle, risky attempt to attack the Imperial Synod by a fanatic priest. How many of the other Grand Ilarchs share this view, and how much it is based around Kantor's concerns for their own political power, is not

clear.

You can learn more about the consequences surrounding the peace auras in the **A little understanding** wind of fortune.

## The Final Enemy is Death

- **Successes of Imperial physicks treating desperate patients have attracted some interest in Axos**
- **The death of Phoeb of Ipotavo during their visit to the Empire has had tragic consequences**
- **General Dancia Terricos of Ipotavo is interested in hearing from League generals**

During the Autumn Equinox, a wealthy Axou merchant named *Demetrius Aristion* came to Anvil to gain access to what they described as the superior medical knowledge of Imperial physicks. They brought three patients with them, each with medical complaints that Axou sorcery and medicine were unable or unwilling to treat. Two of the patients were successfully treated but the third, young *Phoeb of Ipotavo*, tragically passed away despite treatment by **Doctor Tiberius**, who Fintan describes as "*potentially the Empire's greatest physic*" in a letter to his counterpart about the incident. The Imperial Ambassador offered reassurance that Phoeb did not suffer, and that in the end they received the benefits of *Unwound Coil* - a powerful analgesic used by Axou physicians.



Ilarch Maxatious is grateful for the report, and has passed on the details to Phoeb's family. Unfortunately, this tragic tale has not finished unfolding. On hearing of the death of their heir, Grand Ilarch Adonai of Ipotavo suffered a nervous collapse from which they did not recover. It is anticipated that one *General Dancia Terricos* will ultimately succeed Adonai as leader of the powerful citadel of Ipotavo. Some Imperial mercenary captains may remember her as one of the leaders of the defence of Ipotavo from the Druj, and ultimately the campaign that freed Kaban from the orcs of the Mallum; she is believed to be particularly pro-Empire in her attitudes.

In particular, she is interested in the story of Holberg - the Greatest City in the Empire. Like Ipotavo, Holberg weathered the attacks of the Druj and resisted all their malice. As a survivor of a vicious Druj siege, General Dancia apparently feels a certain fellow-feeling with the people of Holberg. Having been apprised by **Bernhard Kleist von Ennerlund** of the upcoming celebrations for the 250 year anniversary of the city joining the League, she had initially intended to attend in person. Unfortunately, her plans have fallen through - now is not the time for one who would take the reins of power in Ipotavo to leave the citadel, or to deprive themselves of trusted lieutenants. She is, however, keen to hear from any of the League generals, but especially the general of the Towerjacks. As such, she has asked Ilarch Maxatious to assure the League generals (or former generals for that matter) that if they are prepared to send her a Winged Messenger about their plans

with regard to the Mallum, she will give serious consideration to the part that Axos - or Ipotavo, at least - can play in those plans. She will not share the plans with anyone, even her closest counsellors - she hopes that the generals will accept her assurance, which she swears by the Throne of Ipotavo and by the memory of General **Tanwyn Ankarien** and all others who, since the Ipotavo campaign, have passed into the clutch of death. She does, however, want to manage expectations. She expects to be very busy very soon, and so cannot commit to reply to any missive that reaches her after the Spring Equinox. It's worth noting, however, that even if she fails to take the seat of Grand Ilarch, as one of their few generals she is an influential voice in Axou politics.

## Docks and Delves

- **Sarcophan investment looks likely to reopen the Issyk docks in the near future**
- **Issyk traditionally dislike the Empire but access to the docks may be achievable**

The refurbishment of the docks at the Chambers of Issyk are expected to complete shortly, thanks to the generous aid of outside investors. The Sarcophan House of the Lijkkever have apparently sunk not insignificant amounts of money and materials into rebuilding the docks, cranes, and warehouses there. Thanks to the influence of the Sarcophan, it seems that the docks are shifting from general goods towards focusing their exports in the direction of "luxury boutique goods" - fine

crafted items and artworks, food and drink not found elsewhere, and likely Axou proprietary consumables. *Grand Ilarch Andronicus* is apparently comparatively neutral in their attitudes to the Empire, considering the attempted alliance with the Grendel to be a mistake. It is not impossible that Imperial traders might be welcome at Issyk when the docks do reopen fully. Ambassador Fintan may wish to investigate the opportunity here further; while Ilarch Maxatious is cynical about Issyk's status as a trade port they are bound by their duties to serve as an even-handed go-between for the other citadels.

## Solokha

*We accept the invitation of Ilarch Maxatious to participate in the exorcism of the Spires of Solokha. Let us send our exorcists to work together to remove this spiritual taint from their halls in Axos.*

*Alessi of the Basilisks of the Labyrinth, General Assembly, Autumn Equinox 386YE, Vote: Greater Majority 2380-30*

*Solokha was once a great city and now lies in ruins, none alive know how the calamity occurred - all we know is that the ruin is haunted by many souls now unable to pass through to the Labyrinth. These souls trapped within the mortal world are an anathema to the Way and should be free to traverse the labyrinth and be reborn. We accept the invitation from Ilarch Maxatious to help free the souls trapped within the ruins of Solokha.*

*Maria i Espiri i Guerra, Assembly of the Way, Autumn Equinox 386YE, Vote: Greater Majority 259-0*

Last season the Imperial Synod discussed a grass roots proposal from Axos to reclaim the ruins of the haunted Spires of Solokha. The Axou have always claimed that the fall of the citadel during the reign of Emperor Nicovar was a result of an Imperial attack - indeed Axos even tried to invade Spiral in retaliation. This time, though, there is an offer for Imperial priests to come to Axos and aid with the laborious undertaking of trying to lay to rest the crazed ghosts haunting the city, and remove the taint of madness that hangs over the place.

The Imperial Synod discussed the matter, and two statements were upheld with a greater majority supporting a joint endeavour - one in the Assembly of the Way and the other in the General Assembly. With both assemblies supporting the project, it seems likely that it will be a simple matter to raise the large amount of liao needed.

Axos is a nation that regularly confronts problems caused by restless spirits, and so many Axou priests and even a few secular professionals are versed in the art of exorcism. The idea of reclaiming Solokha has remained a vain ambition until very recently when it appears someone in Axos has gained access to a significant amount of liao. The leaders of the Solokha reclamation movement are keen to welcome Imperial priests partly because they know they will bring significant amounts of liao with them, a substance that is cheaper and less dangerous to use than the bone dust the Axou rely on. There is also an element of Imperial priests "making amends"

by helping to undo what many Axou believe they did in the first place.

Reports from visitors to Axos suggest that *Theodosia of Ipotavo* is a major supporter of the project, but that it is not proving universally popular. The Halls of Maykop in particular are refusing to participate and have strongly encouraged none of their citizens to get involved. Grand Ilarch Keloparia has made a rare public intervention there publicly denouncing Theodosia and her movement. There is also little support in Kantor, although that is balanced out by a large amount of enthusiasm from Ipotavo. Imperial priests may be in a position to "take up the slack" and contribute significantly to the success of the project.

## Cleansing the Ruins

- **The general assembly can pass a mandate to reassure Imperial priests who wish to support Solokha**
- **If the mandate is passed every congregation will have a new preaching option after the Winter solstice**
- **If 40 congregations support the project, Solokha will be cleansed of the worst ghosts and hauntings**
- **Any congregation that chooses this option will gain no liao**

The general assembly can pass the following mandate:

*These souls trapped in Solokha are an anathema to the*

*Way and should be free to traverse the labyrinth and be reborn. We send (named priest) with 25 doses of liao encourage Imperial priest to support the exorcists of Axos in cleansing the haunted ruin of its taint. The need to help those trapped souls to reach the Labyrinth outweighs the risks of cooperating with the blasphemous and heretical priests of Axos.*

*Synod Mandate, General Assembly*

If the mandate is passed, it will provide an opportunity for Imperial priests to play a part in the cleansing of the fallen ruins of Solokha. Following the Winter Solstice, anyone with a congregation will be able to select from an additional preaching option - *Support Solokha*. This will *not* change the virtue assembly the priest is part of - they will remain in the assembly they are already members of as determined by their last preaching action (or their dedication).

While exorcists are very much in demand in Solokha, anyone who has ability with liao ceremonies has something to contribute. Even purely political priests can aid the project by organising and supporting their peers. Preaching in support of the project may mean travelling to Axos, but it is also possible to roleplay other ways of supporting the project. It may mean that some of the more devout members a congregation make the journey, that they raise money to arrange passage for priests by selling liao, or that they provide liao for other priests to use.

Significant amounts of liao are needed to remove the ghostly taint and lingering hauntings in the city - there are more angry spirits in one place than anyone has ever encountered.

Consequently, those priests who *Support Solokha* will receive no liao from their congregation at the Spring Equinox - it will be assumed to have been used up creating auras, contributing to ceremonies, donated to the cause, or supporting congregation members who journey to Axos. The number of votes in the Synod will not be affected, neither will additional votes or liao provided by great works, Imperial titles, or enchantments.

If at least 40 Imperial congregations preach in support of Solokha, the project will be a success. The worst of the ghosts and hauntings will be removed. The people of Axos, regardless of what they think of the Imperial Synod, will see the Empire "making amends", and offering aid to their neighbours in the east. This will go some way toward improving relations with the nation as a whole (assuming nothing else happens to anger the Axou again), laying to rest the spectre of the attack on Tsark and other more recent insults.

If fewer congregations choose to support the project, Solokha will still eventually be cleansed but it will take longer and the bulk of the effort will come from the Axou sects. Whatever contribution the Empire makes will be noted, and welcome, but it will not significant enough to do much to improve diplomatic relations.

There are, however, *other* implications for this mandate.

## A Nest of Vipers

- **Any priest who preaches in support of Solokha will have the option to become dedicated to one of three malign spiritual presences**
- **Taking advantage of this opportunity is likely to constitute a criminal act if uncovered**

As Ilarch Maxatious has already pointed out, there is no equivalent of an Imperial Synod in Axos. Rather there are sects, each of whom typically embraces two or three "spiritual forces" - a combination of virtues and Malign spiritual presences. Some of those priests will resent the presence of Imperial priests, others will see an opportunity to preach their own creed of the malign creator and the tyranny of death. There is no taboo in Axos against using religious ceremonies to share spiritual power with others - and the priests at Solokha are even more likely than the norm to want to spread Understanding.

There are three sects particularly interested in Imperial priests. The *Unbound Disciples of Kaban*, who preach self-determination as a path to personal power combining elements of Ambition and Freedom. The *Blessed of True Judgement* who preach the importance of remembering the past and applying its lessons to the future who weave auras of Insight, Judgement, and Certainty. And, of course, Theodosia of Ipotavo's own followers, now calling themselves



the *Scholars of the Searching Soul*, who preach a combination of Vigilance, Wisdom, and Understanding. These sects are likely to seek out Imperial priests to proselytise, seek greater understanding, discuss the fall of Solokha... and perhaps enlist them as willing allies.

Any priest who preaches in support of Solokha can email [plot@profounddecisions.co.uk](mailto:plot@profounddecisions.co.uk) **before the end of downtime** and pick one of the three sects with which their character has found some sort of common ground. They will then become dedicated to Anarchy, Vengeance, or Peace depending which sect they choose. They will also receive a summary of the sect's beliefs with special focus on the non-Imperial spiritual power outlining the auras they can now create and touching on what the Axou sect believes to be the tenets of that spiritual force. This option is *only* available to characters with congregations that make the appropriate preaching choice - but there is no requirement to have any religious skills to become dedicated.

Anyone who chooses this is likely to receive a strong dedication - the Axou sects typically take this kind of decision very seriously and use magic items and potions to strengthen the "soul marks" they create in this way. Obviously, dedication could be hidden by powers such as those offered by Shadowcrow Infusion or the Shackle of the Unvirtuous (use of the latter being a crime all by itself), and membership of a Virtue Assembly is not dependant on dedication.

While a priest could contribute an alternative mandate to try and minimize the chance of anyone taking up the offer of the heretical and blasphemous sects, it isn't possible for them to remove that option from those going to Solokha. There is one obvious alternative but it is not without its own complications.

## **Seek Out Falsehood**

- **The Vigilance assembly could enact a mandate to encourage priests to find out more about the Axos sects**
- **These priests would contribute nothing to the efforts to purge the ruins**
- **Any priest taking this action will be in the Vigilance Assembly next season**
- **If 15 priests take this action, then they will gain information on the sects and their beliefs**
- **If 30 priests take this action, then they will discover the truth of what happened to Solokha**
- **Characters choosing this option will gain no liao from their preaching**

The Vigilance assembly has several times demonstrated their role as guardians of the faithful - most recently in their condemnation of those accepting auras of Peace. They have also proved willing to use tools such as the Silent Bell or the War of Whispers to keep an eye on potential threats. Many dedictees of Vigilance are full of energy and enthusiasm at the moment, not least due to the recent true consecrations of shrines dedicated to Major Benson and Berechiah. By invoking

the tenets of Vigilance, the Assembly could mitigate some of the challenges of visiting Solokha, or take this opportunity to learn more about enemy sects. There are two mandates available, and they are *not* in competition.

*Major Benson knew that the reward for a good job is more work, and his inspiration teaches us to be alert to danger before it strikes. We send {named priest} with 25 doses of liao to urge people to learn more about the sects of Axos and the ruins of Solokha.*

*Synod Mandate, Vigilance Assembly*

If this mandate is enacted it creates an additional preaching action after the Winter solstice - *Preach Vigilance by Studying Solokha*. Anyone who chooses this preaching action is preaching vigilance with a specific focus on encouraging people to travel to Solokha to study Axos and the ruins. This involves means that they will be part of the Vigilance assembly at the Spring Equinox (and will remain so until they take a different downtime preaching action next season). Any Imperial citizen who holds a title that requires them to be a member of a different Virtue assembly would automatically lose their position.

Those who choose this option may be travelling to Solokha personally, or offer support in other ways. If at least 15 congregations take this action, then it will provide insight into

the nature of the three main sects operating there. If at least 30 congregations take this action then they will be able to uncover the truth behind what happened at Solokha.

If enough characters support the action then all the characters who chose this option will receive a report at the Spring Equinox detailing the nature and beliefs of the three main sects, and additional information about the history of Solokha and how it came to be ruined. They will, however, receive no liao from their congregation in the same way as those who chose to *Support Solokha* - liao that is used for ceremonies such as insight to evaluate spirits, or anointing and consecration to resist the dark spirits of the ruined city.

The congregations that choose this option will *not* count toward the minimum needed to help with the cleansing Solokha.

## **You Watch Over**

- **The Vigilance assembly could enact a mandate to encourage priests to watch over the other priests who travel to Solokha**
- **These priests would contribute nothing to the efforts to purge the ruins**
- **Any priest taking this action will be in the Vigilance Assembly next season**
- **If 20 priests take this action, then they will gain a list of all citizens who encourage their congregation to engage**

## **with Solokha**

- **Characters choosing this option will gain no liao from their preaching**

The Vigilance Assembly could also choose to keep an eye on their fellow priests, using the following mandate.

*Berechiah saw the wickedness that lurked like a canker in beating hearts. His inspiration teaches us that the façade of righteousness is often cracked. We send {named priest} with 25 doses of liao to watch those travelling to Solokha and make a full accounting of them so that we might uncover those who embrace wickedness.*

*Synod Mandate, Vigilance Assembly*

The cynical exemplar Berechiah was a proponent of allowing people "enough chain to manacle their own wrists". Reflecting this attitude, the Vigilance assembly might simply watch who goes to Solokha. This would create a different preaching option *Preach Vigilance - Watch Solokha*. Any congregation where this was preached would become engaged in Solokha but keep their eyes on their fellow Imperials rather than worrying about ghosts or Axou sects. They would also become part of the Vigilance assembly - preaching the importance of guarding Imperial citizens requires an emphasis on the Virtue of Vigilance.

These congregations would gain no liao, but if at least 20

congregations took part they would compile a list of every congregation that supported action in Solokha. They could then investigate the priests involved at their leisure, to discover who amongst them, if any, had received a false aura. The innocent would have nothing to fear - insight could quickly exonerate them after all. The guilty could then be uncovered, prosecuted, and an important message sent to those who would seek out malign spiritual forces. The report on priests visiting Solokha would be provided to the priests who preached in support of this action. If fewer priests took the action, no effective list would be created. The list would not differentiate the precise preaching action involved - those who chose *Support Solokha*, *Study Solokha*, or *Watch Solokha* would all show up the same.

As with the other Vigilance mandate, congregations watching Solokha will not count towards the minimum number needed to complete the project.

## **Preaching and Assembly**

Preaching actions are used to define which Virtue assembly a Synod member is part of. Most are tied to a specific virtue - the *Support Solokha* action is an uncommon exception because any Imperial virtue might inspire preaching relating to freeing souls. The *Study Solokha* and *Watch Solokha* options change your assembly to Vigilance, however. It is very important to be aware of this effect if you have a title that requires you to be a member of a specific assembly!

Characters are automatically removed from titles that they no longer qualify for - so a Cardinal or Gatekeeper who uses a preach action that changes their assembly will lose their position. It's also important to be aware that changing to a different assembly means taking a different preaching action in the downtime following the next event - if you choose a Vigilance preaching option you will be part of the Vigilance Assembly for the next event you attend.

## Mandate Conflicts

- **The two mandates of the Vigilance Assembly are not in opposition - the Assembly could pass them both**
- **If the Vigilance Assembly enact one or more of their mandates, but the General Assembly do not urge priests to go to Solokha, then no liao will be used**
- **None of these mandates will affect Urizen or Varushka congregations unless the mandate receives a greater majority**

In the event that the General Assembly does not enact a mandate to encourage action in Solokha, but the Vigilance assembly does, then the priests chosen to enact any Vigilance mandates will not expend any liao.

*None* of these mandates will allow congregations in Urizen or Varushka to take part in the Solokha project unless they achieve a greater majority. This is due to the ongoing effects in those two nations