

Linnéa Sohviðottir!

When it comes to this kind of magic it's hit-and-miss. Something like the noble steed ritual is probably the best way to go about this kind of thing. Make a ritual that encourages someone to dream about the stuff you want them to dream about, guide their reverie, and have them choose to allow the magic to influence their sleep. Piece of piss, if you have the crystal mana.

To do it on a larger scale though can be a challenge and not just because of the magnitude. It's not impossible as I'm pretty sure you already know. But your problem will be that the magic is hard to direct.

I think night magic is best for this when you plant some seeds, and let them grow how they want. Don't try to control the dream. Inspire people with an idea or a theme and let their minds and spirits do the heavy lifting. They will anyway - it's pretty much impossible to dictate a visionary or oneiric experience. And it's more potent when it's personal anyway. Forcing your own dream into someone's head causes all kinds of dissonances.

The most impressive thing would be to spread a dream across an entire empire but that's... well that's pretty meaty stuff. Proper potent magic. Well worth the effort though in my opinion. If you do make an inspirational dream to cover the whole empire I might be able to help out with casting it a bit. Promising nowt obviously.

Keep in mind that people will know they are dreaming, or realise it pretty quickly, and will definitely know that your magical dreams come from outside their bones. So be prepared for consequences if they don't like what you're inspiring.



STORMCROW SKRED!

dammit I do like flapjacks but I'm not going to be able to help you particularly. I think you'd be better off trying to find Rosamund, the old archmage of Spring, but they're not really who they was any more. I think they signed on with the prince with a thousand foes if I remember it right.

Given the Kalendar's baby was claimed by the green mother, I think you're shit out of luck. The forest awake may have taken the child into the Great Forest Proper - and the best case scenario there is that she's a herald now. There's worse things that can happen to living creatures that enter the Great Forest Proper. Otherwise the Mother of Briars'll be keeping the baby in a chamber just outside the mortal realm and having her heralds raise her. Either way the little mite is not going to be anything you'd recognise as an orc.

and also either way the little one is outside my ken and my reach. partly because she doesn't have a name, and partly because I can't see into that place. maybe you'd be better off asking the Barkbringer itself, and then being very careful about how much you trust the answer.

Given the various strangenesses associated with that whole arrangement in years past, I think it's almost certain that Kalendar's bairn is a herald now. She's not coming back to youse, I can tell you that much.

Is there any chance this is enough for me to get some of those flapjacks you mentioned?



GRIMANDI VASCELLO DI SARVOS!

always good to hear from you. have there been a bunch of "true consecrations" then? I don't really pay a whole lot of attention to what the priests are up to since the synod basically said I wasn't allowed to be an exemplar of prosperity.

permanent enchantments are a fascinating idea. using star metal to pin the weaving in place, so that it lasts effectively forever, is a powerful demonstration of a magician's prowess. but I'm not sure I entirely understand what you're asking.

the benefit to the magicians of sarvos of a permanent chamber of delights would be that there would be a place where folk could go and relax and replenish their power, without having to keep performing the ritual? that's very cool. you could charge a small fee to go in, serve food and drugs and drinks, maybe have music, dancing, cushions, hot bubbling water, mud baths!

sorry where was I? yes. the benefit of a permanent enchantment is that the enchantment doesn't go away and nobody has to be responsible for keeping casting it. at least on the smaller scale.

if you were to scale it up - say infuse rivers of life or winter's ghosts or penumbral watcher with star metal. now that would be a very different matter.

need a fuck load more star metal mind. but people would sit up and take notice, like they did when the wolves of war got their enchantment calcified by good old maurice de gauvin.

but what would it do beyond enchant a place? no idea. about the best I can think of is that the thule have been laying the rivers of life over sermersuaq for a year or three and it's lead to a massive burst of herds and plenty of meat and fish and whatever. which is a natural consequence of that much life funnelled into a place.



VIGILIN!

I have absolutely no idea why you think I can help you get hold of bite.

It's a very weird thing to

I mean, I'm not a prude and I like a good party as much as the next person but I'm.... well I'm the brother of wizards not the brother of narcotics salesfolk.

So I'm afraid I can't really help you on this one. although... what is it you're after this stuff for? you mention "just endeavours"

What's that? I mean I'm not fussed about "just" only what it was you were going to use the bite for. was it for some kind of magic? does bite have magical qualities I've missed?



ciagan tamerlaine!

SO OBVIOUSLY IT'S NOT SPRING ANY MORE SO IT'S PROBABLY TOO LATE FOR ME TO DO ANYTHING ABOUT THE RICHILDE ART FESTIVAL WHICH IS A PROPER SHAME.

I DO LIKE A NICE BIT OF ART, EVEN FROM ARTISTS THAT AREN'T PROPERLY WIZARDS, AND I SEEM TO RECALL I QUITE LIKED EMPRESS RICHILDE AS WELL.

SO I ASSUME THERE'S MUSIC AND POETRY? OR EVEN BETTER, FOOD AND DRINK! COOKING AND BREWING ARE ACCEPTED AS ARTS FOR YOUR FESTIVAL RIGHT? IT'S NOT JUST PAINTINGS AND DRAWINGS AND WHAT HAVE YOU?

IT'S TOO LATE FOR ME TO DO ANYTHING THIS TIME I SUPPOSE. BUT NOT NECESSARILY TOO LATE FOR ME TO PATRONIZE YOUR FESTIVAL NEXT TIME IT HAPPENS. WHAT WOULD THIS INVOLVE? HOW WOULD PEOPLE KNOW I WAS PATRONIZING YOU?

AS TO THE OTHER THING... THE KNIGHT-PROTECTOR OF NIGHT IN DAWN? IT'S INTERESTING BUT HOW DO YOU SEE THIS WORKING. WOULD THE GRAND TOURNEY TO DETERMINE WHO WOULD GET THE ROLE BE RESTRICTED TO WITCHES? OR WOULD PEOPLE WITH NO MAGICAL TALENT BE ALLOWED TO FIGHT FOR IT? CAUSE I'M NOT SURE I CAN BE ARSED TO SUPPORT SOMETHING LIKE THIS IF IT'S POSSIBLE FOR A GRUBBY STEEL-WAVER TO END UP HOLDING THE STANDARD.

ALSO YOU KNOW YOU'D NEED MORE THAN ME RIGHT? YOU'D NEED THE REST OF THE SORRY SHOWER OF BASTARDS TO SIGN UP AS WELL OR IT'D BE MEANINGLESS. WHICH NOW I THINK OF IT MIGHT BE PART OF THE REASON THERE'S NOT BEEN A KNIGHT-PROTECTOR OF NIGHT AND NEVER HAS BEEN. WE'RE NOT AS A GROUP ESPECIALLY GOOD AT PLAYING NICELY WITH EACH OTHER, LET ME TELL YOU.

ANYWAY! KEEP ME IN MIND FOR PATRONIZING YOUR CONTEST NEXT TIME, IF ONLY FOR THE FOOD AND DRINK ROUNDS.



MERCURIO ANKARIEN!

ALRIGHT IM INTERESTED MERCURIO. GIANT WORMS TO SPREAD SWAMP SOUNDS AMAZING. PRESUMABLY WITH MAGIC. I'VE GOT A BUNCH OF QUESTIONS THOUGH.

FIRST OFF, HOW ARE YOU DOING THIS AND WHERE ARE YOU DOING IT?

SECOND OFF, IS ME HELPING YOU OUT LIKELY TO PISS THE CONCLAVE OFF? IT'S NOT A DEAL BREAKER DON'T WORRY, BUT IT'S SOMETHING I HAVE TO THINK ABOUT.

THIRD OFF, WHAT WOULD I NEED TO DO TO HELP YOU OUT. WHAT KIND OF AID ARE YOU LOOKING FOR WITH THIS EXCITING FEN-SPREADING MAGIC?

FOURTH OFF, YOU'VE MENTIONED PAYMENT AND YOU DON'T NEED TO DO THAT. BUT I DO LIKE A LITTLE QUID PRO QUO AS THE ASAVEANS USED TO SAY. BUT I ALSO LIKE IT WHEN PEOPLE ARE UP FRONT ABOUT BEING PREPARED TO DO THINGS FOR ME IN RETURN FOR ME HELPING THEM DO SOMETHING MAD AND ILL ADVISED. SO WHAT RITUALS COULD YOU ARRANGE? HOW MUCH GLOAMING CAN YOU LAY YOUR HANDS ON FOR ME?

I UNDERSTAND THAT'S A LOT TO FIT INTO A BOX OF SQUARES, BUT I'M SURE YOU'LL MANAGE! OR YOU COULD GET THE ARCHMAGE TO DO A PLENIPOTENTIARY BUT MAKE SURE IF YOU GO THIS ROUTE YOU GET THEM TO SPECIFICALLY MENTION YOUR MAD WORM PLAN OR THERE'S ALMOST NO CHANCE I'LL REMEMBER TO PREPARE ANYTHING ABOUT IT.



Lechovitch~roza

SO I know you're a bit of a feathered singer kind of person, but I don't mind that. you're a wizard and that makes us siblings! so let me spit some stuff out.

anvil is a proper nest of angry murder crabs that someone has poured hot water over so I can see how easy it'd be to get overwhelmed. my basic advice for a volhov is "poke your nose into everything and the more people try to stop you poking your nose into it the more likely there's something interesting going on" but I suspect you already know that.

get a volhov's robe. if you ain't hanging around with a coven, that'll help you help people and get involved with their magic. I tell you what - if you can grub together around a dozen measures of gloaming, dragonbone, and wot not, stick em in a bag with this letter, take em to the imperial regio, cast operate portal on them. i'll what I can sort out for you. it'll only last a year mind and after that you're on your own! if you get more than a dozen I'll see if I can get you something else as well.

it's a long shot, but if you can work out how to achieve it by yourself, with potions and rings and that, you could try offering questions to sung to people who have mysteries they don't understand. doing it by yourself is going to be really tough at your level of mastery, but it's not impossible.

join a conclave order. take a look at the seven of them and find one that suits you. I like the celestial arch myself, but it's not for everyone. then find out if you like conclave or not. that's a great way to find out what is going on that magicians think is important.

ha! ridiculous idea! if you're at a loss see if you can perform whispering shadow courtiers. it's illegal so don't draw attention to it. the whisper gallery will tell you about stuff that is going on that they want to learn about. read their letter, bin it (unless you want to get tangled up with them), and then go poke your nose into whatever it was they were asking about because if nowt else there should be *something* interesting going on!

go and see elyssiathian in urizen. ask if there's anything going on at the moment that would benefit from a volhov poking their nose into it. tell them the globbersnotch says hello.

lastly, this is a risk but... if you haven't spoken to him yet go and see simarql the empty one. the dean of the lyceum. tell them I'll owe them a very small favour if they can help you out. only do this if you are *really* desperate because simarql can be a bit of a bastard. keep them where you can see them!

oh and this ritual - my missive - is a good way to let me know what you've done and what you're doing. I'm always happy to talk to magicians who can send me the box of squares!



IRWYN JANNASSON

SO IRWYN, I DO LIKE GAMES THAT IS TRUE BUT I LIKE PLAYING GAMES WITH PEOPLE IN FRONT OF ME SO I CAN GET A FEEL FOR THEM. I DON'T LIKE THE IDEA OF PLAYING A GAME REMOTELY. WHAT CAN I LEARN ABOUT YOU BY SENDING MOVES BACK AND FORTH?

I MUCH PREFER GAMES PLAYED BY A GROUP OF PEOPLE, WHERE I CAN WATCH THE OTHER PLAYERS AND HOW THEY INTERACT WITH EACH OTHER.

ALSO IDEALLY GAMES THAT ARE ABOUT BLUFF, SUBTERFUGE, MISDIRECTION, AND MANIPULATION. RATHER THAN GAMES THAT ARE ABOUT OVERTHINKING THE RULES AND JUST MOVING LITTLE PEOPLE AROUND.

TO PUT IT ANOTHER WAY, I DON'T ACTUALLY LIKE CHESS VERY MUCH I'M AFRAID.

SO FOR THESE REASONS AND OTHERS I DECLINE YOUR KIND OFFER OF A GAME. HAVE YOU CONSIDERED ZAKALWE INSTEAD? I HEAR THEY LIKE THAT SORT OF THING.



JEZIAH 1 Raðah

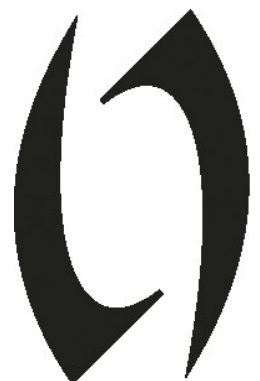
BEING INTRIGUED BY THE DREAMSCAPE IS PRETTY MUCH WHAT IT'S FOR I SUPPOSE. BUT I DON'T ENTIRELY FOLLOW WHAT YOU MEAN ABOUT TRANSMUTING REALM LORE? IT'D HELP IF YOU WERE A BIT CLEARER I AM VERY TIRED.

THE SKERRIES OF DREAM ARE INTERESTING, BUT EXPLORING BEYOND THE EFFECTS OF SIFTING THE SANDS CAN BE QUITE RISKY. YOU MUST KNOW THAT YOU PEOPLE SOMETIMES VANISH OVERNIGHT, AND EVERY TIME YOU PUSH INTO THE FOREST OF SOMNUS YOU RISK NEVER WAKING UP AGAIN. NOT THAT THAT'S EVERY PUT PEOPLE OFF, OBVIOUSLY.

YOU'RE FAMILIAR WITH THE SAFER PATH OF DREAMS THAT LEADS THROUGH THE SANDS GATE, THERE'S ALSO THE PATH THROUGH THE GATE OF MOON AND MOTHS. THE SIGNIFICANTLY LESS SAFE PATH, WITHOUT ANY OF THE SAFEGUARDS THAT SIFT USES. IF YOU'RE INTERESTED IN THAT YOU'LL NEED TO FIND ONE OF THE IMPERIAL COVENS THAT KNOWS HOW TO FIND THE GATE AND OPEN IT BUT I ADVISE YOU TO THINK CAREFULLY ABOUT WHETHER YOU WANT TO DO THAT OR NOT.

ON THE MATTER OF THE OMNIEDRON, THANK YOU FOR THE INVITATION TO SEND A HERALD BUT I DON'T THINK I WILL. THE BOX OF SQUARES EXISTS TO LET MAGICIANS TALK WITH ME, SO LET'S USE THAT FOR NOW. WHAT IS IT YOU THINK I CAN HELP YOU WITH? YOU MIGHT BE BETTER TALKING WITH SOME URIZENI THAN WITH ME, DEPENDING ON WHAT YOUR INTERESTS ARE.

THAT SAID... WELL DONE ON INVOKING THE HALLOW OF THE GREEN WORLD! THAT WAS PRETTY IMPRESSIVE, I'M NOT GOING TO LIE TO YOU. I WAS A BIT SURPRISED THAT YOUSE ALL FOLLOWED UP THE IMPERIAL WEAVE OF CHAOS, GREENERY, AND RUIN WITH THE ONE THAT EVOKES ORDER, METAL, AND CRAFTING. IF THE PLAN IS TO CREATE RESONANCE THAT SEEMS TO BE LESS THAN AN IDEAL TRANSITION!



ARLO 1 Raḏah 1 RIQUEZA!

ALRIGHT then Let me see if I can follow what you're saying, you are poking around the dreamscape, which is fine! but also potentially a disaster. Remember that people disappear when they poke around the dreamscape. keep that in mind. don't blame me if you never wake up properly.

I suppose my question is whether you're poking about the dreamscape by sifting its sands or doing something more dangerous. something without any safe rails and emergency ropes?

you're interested in the eternal that is the dreamscape and I have to tell you you're on your way to a dead end. you can't communicate with the dreamscape the way you can have a nice chat with me. OR a bloody mystifying chat with sung OR Janon. OR a fucking annoying chat with Lashonar. just can't be done. Look somewhere else.

but what do you mean about changing the knowledge so that you can uncover more dreamscape magic and mystery? if you're diving in deep then the more different LORES you're conversant with the more you might get out of it.

OR do you somehow mean changing the LORE needed to access the dreamscape? a poorly named curse aside, you won't be able to experience the dreamscape using any LORE other than that of night because its part of the night realm. they may sometimes call it the skerries of dream OR the night floors OR the forests of sleep OR the mounts of unreason but dreamscape is the name that sticks in the empire.

dammit I always tell myself I won't get involved but have you spoken to the one in varushka who is as close to an expert on the place as an imperial gets at the moment?

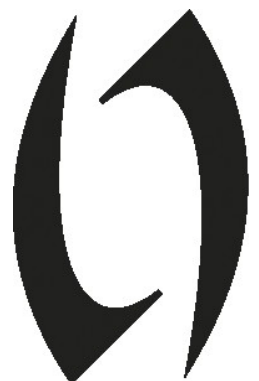


NOSSANEC SUSRU

netsil ot ydaer m'i neht ,eye der
 eht tuoba denrael uoy kniht ro
 denrael uoy tahw tuoba em llet ot
 tnaw uoy fi.

yawyna esle enoemos neeb syawla
 evah ot tuo nrut syawla uoy od ro
 niw uoy nac, uoy fo emag eht yalp
 uoy nehwh? yawyna uoy yb naem uoy
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 dluow woh? uoy llits era uoy taht
 uoy era niatrec woh? noitseuq a
 uoy ksa em tel tub.

snoitseuq eerht yako.



IBISS BRIARHEART

so. the glass moon then. I'm not averse to restoring its power, but let me tell you it's no little trinket you can just pull off a shelf. It's going to require a bit of effort and I won't like, I'm fucking knackered from all that suranni wizard stuff right now. But on the other hand, you're archmage of spring and it's nice to have archmagicians on your side I think.

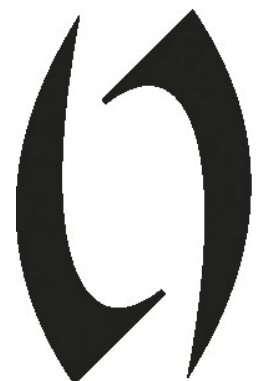
so let's not prick about. get the globe, and this letter, and twenty ingots of tempest jade, bring them to the imperial regio and cast operate portal on them and I'll restore the basic power of the moon - to use gloaming and ambergelt to work ritual magic.

If you want the whole thing restoring - the ability to enhance the understanding of people who don't know a ritual - then I need a total of eighty ingots and measures in some combination of tempest jade and ambergelt.

I'll do my best to get the moon back to you by the next morning.

the other thing you ask about - or netherwatch asks about - I am very tired - is splitting the barrens in two. are you talking about unleashing the kind of catastrophic disaster that might give casca pause? setting the bitter sea to join with the feverwater? because that'd be a terrible but amazing piece of magic if you could manage it and I'd be prepared to help a bit.

OR ARE YOU TRYING TO CHANGE THE ESSENTIAL NATURE OF THE BARRENS SO THAT IT'S NO LONGER THE BARRENS, BUT INSTEAD TWO NEW TERRITORIES WITH DIFFERENT NAMES? BECAUSE IF THAT'S WHAT YOU WANT THEN I'M PRETTY SURE YOU'RE ON TO A NON-STARTER. I THINK YOUR LAW OF ESSENCE IS PRETTY CLEAR THAT CHANGING SOMETHING'S FUNDAMENTAL BEING IN THIS WAY IS NOT HAPPENING. THE BARRENS IS BY ITS NATURE BIG AND SPRAWLING AND WILD. YOU'RE NOT CHANGING THAT BY REDRAWING LINES ON A MAP, NO MATTER HOW MUCH TASTY, TASTY HONEY YOU PILE UP



Elina Lailasdottir

I don't think I ever ever met Ogila herself, although I do seem to remember hearing her name. Bugged if I can remember the context. Probably nothing to worry about.

anyway I understand the sovereign-lord of the city of gold and lead owns her tower, or the keys to it at any rate. and as you say they've offered to build some magic doors that would allow heralds to step from their realm to the mortal world. so the signs seem to suggest that there's a regio there aligned with the city.

as I understand it though you can only build a fane for the eternal a regio is aligned with. so your auction plan would either need to recognise that you're auctioning a fane connecting the city of kalpaheim with the city of gold and lead. assuming you could get the senate to agree to cede the fane to the city in the first place, or get into some grubby autumn politics and try and realign the regio.

some eternalS you can trust ~ me for example ~ but others are a bit less reliable. a bit more random in how they decide to act. are you absolutely sure that that is a good idea? I mean kalpaheim is a city full of winterfolk. do you really want to give the heralds of unfettered trade the freedom to influence the people of your city? once you make a fane and hand it over you can't really restrict what the eternal involved chooses to do with it. so you need to keep that in mind probably.

as to the rest... I do like a bit of poetry and I enjoy the word "concupiscent" and I liked reading "senses secreted by shrouded silent shadows" out loud so thank you for that.



nadya aldonna straconeva!

I BELIEVE YOU ARE ALREADY TRAVELLING THE DREAMSCAPE WITHOUT NEEDING ANY ADDITIONAL HELP FROM ME. I'M PRETTY SURE YOU'RE MORE THAN ADEPT ENOUGH TO OPEN THE DOORS OF UNREASON YOURSELF - YOU KNOW THE EMPTY ONE'S WEE RITUAL. YOU KNOW TO STICK TO THE PATH. I ASSUME YOU KNOW TO AVOID THE TIGER AND THE DESERT, IN WHATEVER SHAPES THEY CHOOSE TO SHOW THEMSELVES TO YOU? IF NOT, AVOID THE TIGER AND THE DESERT IN WHATEVER SHAPES THEY SHOW THEMSELVES TO YOU. OF COURSE PART OF THE PROBLEM IS RECOGNISING THEM BUT I'VE NO IDEA HOW YOU'D DO THAT IF IT WERE EVEN POSSIBLE.

THE BEST WAY TO TRAVEL TO THE DREAMSCAPE DEPENDS ON WHAT YOU WANT. IF YOU'RE JUST AFTER SOME VIVID DREAMS AND A LITTLE POWER, SIFT THE SANDS. IF YOU WANT MORE THEN YOU HAVE TO TAKE YOUR CHANCES.

UNLIKE THE SAFE PATH PROVIDED BY SIFTING THE SANDS, THERE ARE FEW PROTECTIONS BUILT INTO THE EMPTY ONE'S DOOR. THAT'S UNFORTUNATELY PART OF THE TRADE - A DEEPER EXPERIENCE REQUIRES THE RISK THAT WHATEVER IT IS YOU ARE DEALING WITH CAN DEAL WITH YOU IN ITS TURN. SO MY ADVICE THERE IS TO KEEP SOME HEALING SALVE NEAR THE BED AND MAKE SURE SOMEONE KNOWS TO STICK THEIR HEAD ROUND YOUR DOOR FIRST THING IN THE MORNING TO MAKE SURE YOU'RE AWAKE AND ALRIGHT.

FUCK IT, I REALLY DON'T LIKE ADVISING MAGICIANS ABOUT THE SKERRIES OF DREAM, BUT IF YOU WANT TO GET MORE OUT OF YOUR WANDERINGS, INCREASE THE BREADTH OF YOUR REALM MASTERY. RIGHT NOW YOU'RE ALMOST EXCLUSIVELY GOING TO BE DEALING WITH MAGICIANS WHO MASTER PROPER LORE, AND THE LORE OF CURSES AND HUNGER. IF YOU WANT TO REACH FURTHER, CONSIDER EXPLORING AT LEAST THE BASICS OF ONE OF THE OTHER IMPERIAL LORES.

BUT PLEASE, PLEASE DON'T BLAME ME IF IT GOES HORRIBLY WRONG.



tarqeq icetongue!

of course I can help a coven to perform wondrous forests of the night! I've been watching with interest these last few seasons as your magicians wove the green hallow, and now the net of brokers and baraginers. I'm interested though to know why your people have done this in the order they have.

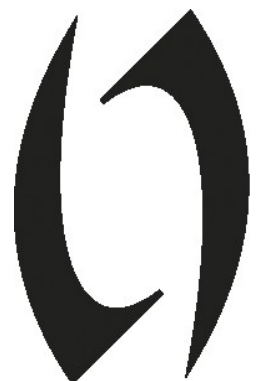
moving from a great pool of green growth into a net of green iron and steel is not a shift that I'd have expected! going to be fascinating to see how that works out for you. and now from the unbreakable gossamer net into the wild forests of fire and the imagination? It's like you're intentionally playing the dissonance game!

not gonna lie its a bit exciting. but I don't exactly have "excess power" at the best of time never mind after all this fucking around with the suranni wizards I've been doing.

so you know the deal, tarqeq. gather me up a load of ingots. tempest jade and gloaming for preference, but I can work with anything. take that down to the imperial regio, along with either a few pieces of jewelry or some beads or a nice covenstone - and use operate portal. I'll use the former to put some potence into the latter with an eye toward helping with wondrous forests, based on how much you pile up. you'll need to do most of the work yourself of course but I'm always happy to give a nudge to one of my favourite suaq icewalkers called tarqeq.

as to sponsorship... if I were to make a suggestion... following the patterns I've seen so far... one of the tricks you could try with the wondrous forests would be to get the archmage of night to use their plenipotentiary to ask one of us - the creatures who dwell in the actual forest this magic mirrors - to take advantage of it. Like IbiSS did with father tarn, and wossiface did with estavus.

especially given the whole, you know, transitioning from prosperity, trade, craftsmanship and binding, into something that hates commerce, discipline, and manufactur and loves being unpredictable.



havreflorn stanning

so watcher in the well, sage of shadows, seer of the shifting library... these are all names given to the person who gets to use the well of shadows. you people used to call it pakanaan's tower but i rebuilt it when i moved it to varushka.

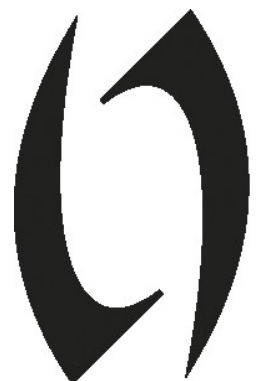
i kind of created it for pakanaan back in days before. it was a whole thing, and it was in skarsind because of something complicated that i'm not sure i can even remember all the details of right now. i'm pretty sure there was a good reason.

anyway! i moved it, and changed how someone got to be the sage of shadows. it involves a game. there might be one later this year, probably during the autumn equinox. it depends on what happens with the imperial i've currently got using the place.

it's a library of magical knowledge, basically. kind of. more or less. it's at least as good as the icy crag, and more or less as comfortable as the lyceym, with significantly fewer giant spiders than that urizen thing.

getting in the door means winning the game. the price for continued access is that you do stuff for me. political stuff. usually senate or occasionally synod or conclave related stuff. so to get the most out of it you'd need to be certain you could get shit done.

so with all that in mind... why should i offer an invite to you?



Ishka

akhsi knaht uoy rof ruoy noitativni ot nioj ruoy nevoc
tub i'm gnioq ot evah ot enilced. yltrap esuaceb ti's
ton sa fi i nac nrut pu ot eht lairepmi oiger dna...
ebircsni senur no sgnht? tup no lacigam syalp?
revtahw ti si euqigameuqas seod.

osla i nod't yleritne teg woh snevoc krow. i'ev
denoitnem siht erofeb - i wonk eht yroeht tub eht
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i krow cigam, uoy ees. dna osla dna spahrep tsom
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os i ndluoc't nioj ruoy nevoc neve fi eht rehto owt
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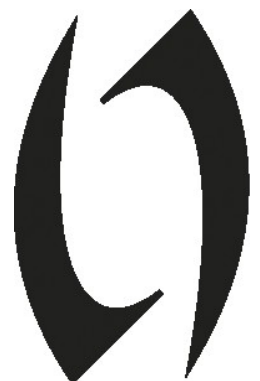
no eht rehto dnah i ma detseretni ni tahw "eht euqas
euqigam yaw" si. nac uoy nialpxe ti ot em ni... tel's yas
ytnewt~evif sdrow?

ro retteb tey uoy nac dnik fo wohs em. elihw i nac't
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ekat trap. burg dnuora dna ees woh ynam stogni fo
tsepmet edaj uoy nac teg ruoy dnah no. eht erom eht
retteb. uoy nac worht ni rehto stogni dna serusaem sa
llew, tub i'll tnaw ta tsael eno togni fo edaj rof yreve
togni fo eht rehto slairetam.

ll'i osla deen na meti taht smus pu eht euqas euqigam.
gnihemos taht lliw ekam a doog enotsnevoc, yllaedi
taht sesilobmys taht euqas equcigam yaw uoy
denoitnem.

tup lla siht ni a gab ~ hah a cigam kcas fi uoy lliw ~ dna
ekat ti nwod ot eht lairepmi oiger dna esu etarepo
latrop ot worht eht elohw tol ot em gnola
htiw siht rettel os i rebmemer tahw ti si
siht si lla eht kcuř tuoba.

ll'i ees tahw i nac ekam tuo fo revetahw ti
si uoy dnes em.



fiorente vincente de regario

ha! ORACLE PIG! I've not heard that name from an imperial in... actually I can't remember the last time. It made me smile though so well done on that.

potion making isn't really my thing. I think it's important to remember that the arts of the apothecary and the arts of the alchemist are very different. apothecary is about blending the magical herbs with a few other ingredients and making something special out of that union. alchemy is about using magic to transform things into other things. they're two very different disciplines. even if some of the things you make with alchemy look a lot like potions. it's complicated.

that said... given you can use alchemy to make things that you can use with the apothecary arts so I suppose there is some crossover.

eternal wise you should try talking to azoth, but bear in mind that they are entirely... that they're... look they're a bit odd and this is me saying this. so be very cautious about agreeing to anything or putting anything they offer you in your mouth or whatever. more so than with any other eternal.

as to magic, I'm not sure how far imperial alchemy has gone but I think you have access to realmsroot? you might have a poke around with that and see what you can do with it. the silent gardener is still working at lumi's tea house I think so they should be able to sort you out with a few samples maybe? I kind of lost track of it after the seneca burnt the dark moon down.



alwyn

I do like snacks. What did you have in mind? Right now I'm especially partial to dragonbone, bite-sized bits of chocolate and fruit, and secrets inscribed in ink infused with iridescent gloaming. Just as an example.

I also kind of like mystics although I think they sometimes spend too much time staring at birds and shit. Time that they could be spending invoking magic to seek out actual prophetic visions, and spy on their enemies, and shit like that.

It's not a surprise to me that the mystics are after the patronage of the feathered sage and to be honest I think they're a much better fit than I would be. But I'm interested in this great work thing you mention. What's that about? The people of Wintermark have never built me a great work even though I spend a not inconsiderable amount of time brothing their wizards and what have you.

What's this great work do? Can you think of any way I could convince them to not build that and instead build one for me? I don't mind if they don't, but I'm still interested.



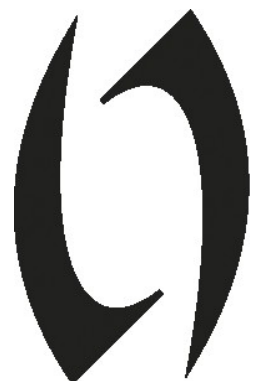
telemachus

well done on expanding your breadth of magical knowledge and so on. I should probably consider the fact that someone might not be an adept of the night realm when they win the game. I'll make a note of it. there's almost no chance it'll help but you never know.

my main interest is still with the arcane architect, if you want another season in the well. get a senate motion raised during the spring equinox, amending the arcane architect with the power to build fanes. I know they're unlikely to grant them the power to concede fanes to eternal, but there might be a way to work something around that. imperial wizards are creative, they'll think of something I'm sure. it doesn't need to pass, you just need to get it raised. get it raised this summit, and you get a season in the well before the autumn equinox rolls round again.

in the interests of not being a complete prick, though, I've got an alternative proposition. I put a lot of effort into helping the suranni wizards get to the empire. I did it on the understanding that the synod would not fuck them about. it feels like there's a bit of backsliding there. I know the senate doesn't do it often, but maybe you can get the equivalent of a declaration of concord raised by the senators welcoming the suranni, making it clear that it's not on to assume they're all hand of dumon lunatics, and telling the synod that it is not a requirement to be a convert to the fucking way to live in the empire. if you get *that* statement raised in senate I'll likewise get you into the well.

obviously, at the autumn equinox there'll be another contest for the well. I assume you want in?



CEDRIC GALLOWES

SO MORWENNA HATES ME BECAUSE HER PEOPLE MADE THE VALLORN AND I WAS UNLUCKY ENOUGH TO GIVE SOME OF THEM SOME MAGIC RINGS AND WHAT HAVE YOU TO HELP THEM DO THE POWERFUL MAGIC THEY WERE WORKING ON THAT HAD NOTHING TO DO WITH ME?

ALRIGHT THEN I'LL STOP WORRYING ABOUT IT. I SUPPOSE. YOU COULDN'T POINT OUT TO HER THAT I ABSOLUTELY DIDN'T MAKE THE VALLORN AND THE CONCLAVE AGREES WITH ME COULD YOU?

IF YOU CAN FIND OUT WHAT HAPPENED TO THE DAMN RING, THAT'D BE GREAT. I'D DEFINITELY CONSIDER A REWARD OF SOME KIND FOR THE RETURN OF WHAT AMOUNTS TO A NICKED OBJECT OF SIGNIFICANT SENTIMENTAL VALUE. MAYBE SOMETHING BOOK RELATED, AYE?

ALSO YOU'RE AMBASSADOR TO THE IRON CONFEDERACY AREN'T YOU? I'D APPRECIATE IT IF YOU COULD KEEP AN EYE ON THE SURANNI WIZARDS THAT I SPENT A LOT OF TIME AND EFFORT HELPING GET TO THE EMPIRE ON THE UNDERSTANDING THEY'D GET A CHANCE TO START A NEW LIFE. I'M NOT ENTIRELY HAPPY WHEN I HEAR THAT THERE'S SOME KIND OF PREDICTABLE NOISES BEING MADE ABOUT TRYING TO FORCE PEOPLE WHO DON'T REALLY WANT TO ENGAGE WITH ORGANISED RELIGION TO CONVERT TO THE FUCKING WAY. AGAIN.



HEBRUN WEAVER

BOLLOCKS. I have absolutely no idea how you ended up with the toad wand but thank you for ensuring it got where it was going to. Given I have no idea how you ended up with it... I can't swear it won't happen again. Oh well! By all accounts the little toad had a few adventures along the way so I'm not worried about it.

On the other hand I suppose I owe you a little something? What would you like as a reward, Weaver?



SERENUS ALERIO

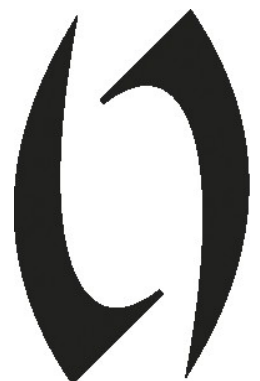
you should never worry about wanting to explore possibilities! that's what leads a wizard to making an actual breakthrough or creating a really cool

don't worry about the threat thing, apparently morwenna is pissed off because they think i created the vallorn or something? if you could pass on that i definitely didn't create the vallorn, and remind them that the conclave has absolved me of any wrongdoing in that regard, i'd appreciate it.

i liked the poem by the way - i do like a nice tight twenty~five word poem, especially one with a bit of alliteration. "irreplacable icon of intrigue" indeed! haha!

unfortunately i don't think i can help you with the algolic songs, i can poke around and see if i know anyone who knows about them but i suspect all the people who have any understanding of the things are in the empire at the moment, are you working alone or are you part of a, you know, gang of a scholars and such? presumably yes if you're only missing the last bit.

to be honest the best place to look might be with the violet fellow, but i have no idea how to put you in touch with them and if i'm honest they're a bit of a smug prick so forget i mentioned them, the last thing i want them doing is starting up sending me cyphers and riddles and complicated logic puzzles again just so they can try and prove they're smarter than me. i mean, i never had to hide out in an otherworld just to get away from barien so who's clever now eh? eh?



aleksandr zoravich novosad

SO WHAT IS A SHROUD WEAVER? I MEAN I CAN TELL WHAT THE WORDS ARE AND WHAT THEY PROBABLY MEAN BUT WHAT ARE YOU SPECIFICALLY TALKING ABOUT? DO YOU MEAN A WIZARD WHOSE JOB IT IS TO WEAVE SHROUDS OVER THINGS AND HIDE THEM - WHICH SOUNDS COOL IF A BIT REPETITIVE?

OR DO YOU MEAN A SHROUD WEAVING MAGIC ITEM, SOME KIND OF MAGICAL FOCUS THAT WOULD HELP PEOPLE CREATE MORE POTENT SHROUDS? THAT'S DEFINITELY DOABLE AND I MIGHT EVEN BE ABLE TO HELP OUT WITH IT. THERE'S EVEN A COUPLE OF THINGS HERE IN THE NIGHT REALM THAT MIGHT BE USEFUL - THE WHISPER GALLERY HAVE QUITE A FEW OF THEM IN FACT I THINK. ALTHOUGH OBVIOUSLY TALKING TO THEM ABOUT GETTING SOME WOULD BE... PROBLEMATIC.

OR DO YOU MEAN BUILDING SOMETHING THAT MAKES SHROUDS MORE POWERFUL? WHAT DO YOU HAVE IN MIND? I SUSPECT IT'D BE MORE EFFECTIVE IF YOU INCORPORATED A NIGHT REGIO INTO IT BUT YOU PROBABLY KNOW THAT.

I'M INTERESTED IN MORE MAGIC, ALWAYS. LET ME KNOW WHAT YOU MEAN BY SHROUD WEAVER AND THEN I'LL HAVE A BETTER IDEA OF HOW I CAN HELP.

OH AND ON A TANGENT - I'M GLAD TO HEAR THE LITTLE TOAD WAND IS WHERE IT'S MEANT TO BE AGAIN AND HAS HAD ADVENTURES. I'VE NO IDEA HOW IT WENT ASTRAY IN THE FIRST PLACE. LET ME KNOW IF IT HAPPENS AGAIN, ARCHITECT.



SYRYÐ REKLAWKOORB

sksat? sksat! haey I nac kniht fo a wef sgniht I'd ekil
a ðnah htiw. I'll tsuj tsil 'me tuo.

tsrif ffo eht innarus sðraziw. yeht'er ni eht eripme
tub I'ev ðraeh a wef ykran stnemmoc taht eht ðonys
si llits gniyrt ot ecrof meht ot trevnoc ot eht yaw
ro eb nevird tuo. I nðid't og ot lla eht elbuort fo
gnipleh meht teg yawa morf eno tes fo suoigiler
gnikcuþ scainam tsuj ot ðnah meht revo ot rehtona.
fi uoy nac pleh elpoep ðnatsrednu yeht tsuj tnaw ot
eb tþel enola ot teg no htiw rieht gniðraziw taht'd eb
tnim.

ðnoces, ereht's a vohlov eman fo hctivohcel-azor
gnivah emos smelborp htiw livna. og, ðniþ meht -
ylbaborp ni akhsurav - ðna pleh meht tuo. I'ev on
aedi tahw taht lliw liatne.

ðriht, I raeh a ruomur taht emos fo eht rravan era
ni a ports esuaceb eht evalcnoc ðeerga htiw eht eht
fles-tneðive tcaþ taht eht nrollav nsaw't ym tluaf.
enoemos ðellac annewrom? fi uoy ðluoc ðniþ tuo
yltcaxe tahw rieht melborp si taht ðluow eb ytterp
lufesu.

htruof, a elttil tab sllet em ereht's emos ðnik fo
laciþam naginannehs gniog no ni agurðam ta eht
tnemom. tahw eht kceh si gniog no ereht? I
ðnatsrednu eht revlis ecilahc thþim evah emos aedi.

ereht's ðnuob ot eb rehto ffuts tub I nac't kniht fo
gnihtyna thþir won ffo eht ffulf fo ym srae. tel's ees
woh uoy oð htiw eseht ruof.

ho ðna I emussa uoy'er ton gnireffo ot oð
sksat roþ em tuo fo eht ssendoog fo ruoy
traeh - tahw si ti uoy'er gniksa roþ ni
nruter?



clèrabéla vicente de metri

I think we have a game at the autumn equinox - I'll try and remember to give you an invitation, once I've worked out what we're going to play. It's the least I can do for one of my favourite citizens of the League.

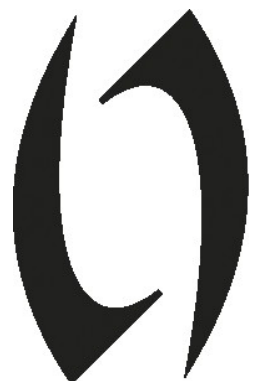
having conclave appreciate the stuff I do for them is nice and rarer than I'd like! I'm joking, or am I? yes I am, mostly.

I'm glad the suranni are finding a place in the empire but I'm worried that the synod is going to fuck everything up by insisting everyone bows their neck to the yoke of their fucking rules. I didn't spend so much time and energy helping these wizards escape one bunch of militant priests obsessed with their own version of truth only to hand them over to another one. Is there anything I, you, or conclave can do to help? I'm not talking about any bollocks like having to officially accept dumon as a virtue or anything. just... see if you can get the synod to leave them alone to get on with their wizarding?

the morwenna thing is frustrating. I didn't do it! the conclave absolutely has the power to confirm that! sometimes I think the one thing stopping the navarr dealing with the vallorn is that it's the only thing that makes them important.

I'm joking, or am I? yes I am, mostly.

anyway... Last thing, the conclave has stepped in to declare the whisperers to be anathema and I find that really entertaining. they're very smug. but if you're going to deal with them, just be careful. stay polite, don't agree to anything you don't understand, maintain boundaries, but don't be afraid to take advantage of their need for mortal agents. they're a good source of secrets and magic trinkets, not as good as me, but still there's bound to be something they can do for you. just don't get caught by the conclave!



DRŽILJUĐI BUĐIVELI ĐANYLESKI

GLAD YOU FOUND PIPSKI, LOOK FORWARD TO RECEIVING
THE DRAGONBONE!

IS PILF FUCKING? I... WELL... IT'S FUCKING TASTY? DOES
THAT COUNT? I LOVE A BIT OF PILF. YOU CAN HAVE IT
THE TRADITIONAL WAY, BUT I PARTICULARLY LOVE IT
WHEN IT GETS COMBINED WITH SOMETHING UNEXPECTED!

ACTUALLY... MMMMMM. ONCE YOU ADD IN ALL THAT
TALK OF SPICED BISCUITS, MEAD, HONEY, AND THE
REST I MIGHT HAVE TO GO SORT MYSELF OUT A
COUPLE BOWLS RIGHT NOW.

YEAH THAT'S THE TICKET.

GOOD LUCK WITH THE MAGIC AND LET ME KNOW WHAT
YOU USE THE FIRE FOR ONCE YOU GET IT.



annORA!

I have indeed been enjoying the things you and your spiremate grabbed together for me. DELICIOUS, CRUNCHY things are the best things. I've used them to make a thing for you to help you work more potent magic more often.

It's a shame that your friend Leo Summerscale doesn't seem to be a magician or I'd maybe work something for them as well. If they do become a magician any time soon, get them to get in touch with me and maybe I'll have a wee boon for them as well.

On the other hand, Leo being hopelessly mundane means I've been able to use all the crunchy things to make one big boon for you to have, and in the long run that's what matters.

The ring of fog and waves looks unassuming but is fairly potent. I hope you appreciate it. It'll last a year or so, like most enchantments, but I'm not averse to restoring its enchantment if you can keep me supplied with the crunchy stuff to do so. Let me know next spring or something maybe.

I, too, look forward to working together a bit more in the future.



Wily SIGEBRYHT!

I like it when people call me regal and wise, I won't lie to you. I'm flattered. Some people say flattery is hollow, and get suspicious, but not me. If you were after my attention, more than a dozen poetic missives is a fine way to get it. Yet you say you want nothing at all? I'll confess I'm intrigued.

So I've grabbed together a couple riddles of my own. Once you unravel them, let me know your answers maybe and we'll see where we go from there.

I always run
but never walk
and have a mouth
but never talk

treat me rough
I'm sure to crack
show me a smile
and I'll smile back

give me freely
keep me still;
bind me tight
as nowt else will

the more there is
the less you see
the more you have
the less you'll be

real enough
to kill a mountain
forged of mist
easily forgotten

