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Enclosed documents

Report from Agent Couros, Nemoria (Asavean Archipelago)

Report from Agent Umshalla, Sarcophan Delves (Sarcophan)

Report from Agent Vassa, Robc (Iron Confederacy)

Report from Agent Scorrero, City of Jarm (Jarmish Principalities)

Report from Agent Gancio, Port-city of Leerdam (Commonwealth)

Report from Agent Nepenthe (Axos)

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In each case, reports are compiled by local agent-handler (per code name) and dispatched by winged messenger.

Report compiled by Rhuin Blackwater

Spring 382YE



Report of Agent Couros

Synopsis: Plenum remain broadly pro-Empire. Some concerns among priesthood over establishment of temple to "Seven Lords of Virtue" but mostly mollified. Much interest in temple – primarily novelty value. The Way still seen as being associated with rebels and Sumaah Republic. Tarquinius family still disgruntled but their small anti-Imperial faction is largely dismissed in Plenum. Sarcophan Delves expanding trade interests here. Grendel are surprisingly welcome – playing to the mysterious, exotic orc character.

Commentary: Asaveans have quelled one rebellious satrapy, but two others are on verge of open revolt against Nemoria. Sumaah involvement almost certain – one of the satrapies openly voicing secessionist intent has recently created temple of the Way in main town, with obvious Sumaah styling.

On the whole Plenum remains content with Imperial relations. Success with White Granite trade (via Heraclien and Rangabe) shows obvious benefits of trade with Empire. Some opportunities being snapped up by the Sumaah, but other houses looking toward Empire for chances to make money and spread influence.

Tarquinius remain problem. Have started complaining about Empire again following loss of white granite shipment near Brass Coast (?) Claim ship ran aground following false beacon – heavily hinting at Senate involvement although this last largely ignored. Tarquinius continue to trade white granite to Grendel orcs.

Grendel embassy well established, and "exotic orcs" popular guests at many society functions. There is an element of condescension but the Grendel are playing it for all it is worth. Rumours that Grendel are preparing to arrange trade in mithril with Military Procurement.

Religion: Temple of Balo and the Black Bull point of pride for priests and lay followers of that religion, remains bitter bone of contention for other priesthoods. If Empire is prepared to allow a temple, then presumably its refusal to allow any more is simply a matter of finding the right bribe! Pressure being placed on Ambassador and other officials with Imperial connections to arrange more temples for comfort and security of Asaveans abroad.

Trade: Remains roughly positive; plenty of opportunity for Imperial captains. Action to suppress rebellious satrapies means Master of Military Procurement has activated powers to set prices and acquire items deemed necessary for the war effort. Mostly aimed at herbs at the moment – Nemoria unlikely to have herb surplus for at least a year. Increased taxation of other satrapies means more luxury goods in Nemoria – but runs risk of offending other satrapies especially with Sumaah involvement.

Report compiled by Agent Couros, Nemoria, 382 YE



Report of Agent Umshalla

Everything is going well. More Imperial ships trading at the Delves would improve relations between the two nations – as might more concessions to Sarcophan. The Bedelaar Huisabaas are interested in their prosperity, the prosperity of their family, and the prosperity of their nation but see no reason that the Empire might not share in their prosperity.

While the Grendel orcs have an embassy here, they have very little impact or influence. After some initial interest, the Sarcophan view them as just another minor nation and there is almost no significant trade with them to speak of.

In addition to ships from all five major powers, there are regular fleets of black sailed Axou ships here exporting drugs and crystal mana.

Everything is going well. If the Empire simply keeps on doing what it is doing then everyone will be able to prosper. Bedelaar Huisbaas Annike in particular remains a good friend to the Empire.

Report compiled by agent Umshalla The Delves Sarcophan 382YE



Report of agent Scorrero

For most part, House of Princes reasonably predisposed to Senate. Lord-Magister Anton Trescher advises the princes and seems reasonably pro-Empire (or at least not actively anti-Empire). Northern princes are exporting their "White Seed" to the Empire, and are keen to expand their operations. Southern princes continue to welcome Imperial captains with excellent mana deals. Eastern princes continue to struggle – Imperial trade largely propping up the Radz regime.

Politics remain volatile – increasing criticism of Radz regime in the East but both North and South making overtures to factions within the alliance. All signs point to a growing dissatisfaction in her own power base – not happy with increasing reliance on Empire. She has been more-or-less forced into arranging a political marriage between her nephew Barov and Konstantin, son of major political rival. Barov has been named formal heir to the Principality of Rigia.

Jarmish and the Commonwealth disagreements becoming more heated. Both nations are involved in increasingly unsubtle attempts to bring border nation of Lantir under political aegis. If Lantirri invite one or other to offer "protection" will mean land border between Commonwealth and Jarm (albeit limited in scope). Opportunities for Imperial profit selling weapons to one side or the other assuming Ambassadors can keep Imperials from having to offer aid to one side or the other. Jarm likely to win any ensuing conflict due to superior magical capabilities.

Report compiled by agent Scorrero, Vezak, Jarm, 382YE

ADDENDUM: Barbara Radz overthrown in violent coup from within own alliance. Fighting on the streets of Rigia, Imperial embassy aflame. Civil servants evacuated by Lord-Magister Anton Trescher but not seen since. Barov and Konstantin have taken the Principality in power-sharing move, obviously designed to mollify Eastern critics. Source in the House of Princes suggests that final straw was Jarmish Ambassador – Eriktho – severing ties with Aunt immediately after she attempted to enforce pro-abolitionist policies on the rest of the alliance. Real swell of anti-Imperial feeling in Eastern principalities, may cause problems for Pallas Docks with Parnau Principality.

Factions in North and South basically told East that they can sit at the big table – as equals – but that they need to cut ties with Empire. Faction more than happy to do so – without Radz remaining alliance apparently feels no debt to Empire.



Report of Agent Gancio

Commonwealth attitudes to the Empire remain cool, as is to be expected given Imperial/Principalities of Jarm relations. There is some argument that the Empire are hypocrites – possibly even tyrants – who appear to embrace the greater good but are actually no better than Asavea or Jarm. Criticism of Empire is the norm.

Relations with Jarm entering a new phase. Border nation of Lantir lies between Commonwealth and Jarm, trades with both, but tends towards Commonwealth. There is concern about a powerful cabal of Lantirri magicians who are being wooed by Jarm, and may stage a coup. If this happens, current government likely to call on Commonwealth for assistance. If Commonwealth moves in they will probably win but it may see open fighting between Jarm and Commonwealth, as well as leaving a live border between the two (although not a large one). A lot of eyes are on Lantir at the moment.

There is little doubt in the Commonwealth that the Empire will support Jarm. Confirmation that the Empire has been trading magical secrets to the Magician-Princes has done much to tarnish Imperial status.

For the most part though the Commonwealth don't seem to really care about the Empire – it doesn't seem that diplomacy is doing much to change that. One major positive move, however, was the dissemination of the new Doctrines of the Way relating to orcs. Philosophers in the Commonwealth have welcomed what is seen as a growing acceptance of non-human people as equals which is obviously very much in line with local opinion.

There's signs of the Commonwealth increasing ties with Sumaah, albeit cautiously. The religious problems between the two nations are not going away any time soon, but both consider themselves highly principled people committed to greater good. Ironically, Imperial work to incorporate orcs into the framework of the Way has laid a path for the Republic and th Commonwealth to overcome one of their main stumbling blocks – Sumaah attitudes to non-human people. It is early days yet but we should keep an eye on this situation as it develops.

Report compiled by agent Gancio Volkavaar Commonwealth 382YE



Report of Agent Nepenthe

Axos as a whole is enjoying good relations with the Empire. Kantor in particular is prospering from Imperial trade. The priesthood – generally not the most important people in Axou society – are seeing increased prominence with easier access to liao although the uses they are putting it to are somewhat suspect given the Axou do not differentiate between the seven Virtues and other, more malign, spiritual powers.

Kantor and Ipotavo remain broadly pro-Imperial, while Maykop is reasonably neutral. Some successes in diplomacy from the Empire has seen Maykop becoming somewhat less neutral and pro-Empire, but it is early days yet. Issyk remain largely anti-Imperial, and are securing closer ties with the Grendel – who are also reaching out to Maykop and Kantor. The main export from the Broken Shore appears to be slaves at the moment – the Grendel appear to be actively opposing Imperial abolitionist initiatives. There is also talk that the Grand Ilarch of Issyk has arranged a deal to acquire mithril from the orcs, but we've been unable to track down concrete proof. The Grendel certainly have a small embassy in Issyk – a bone of contention given that Grendel pirates are preying on ships from other citadels engaged in trade with the Empire.

Slavery is very much a topic of discussion here, but there are concerns that nice as Imperial trade is, it is no basis for a strong economy. The Grand Ilarch's are remaining closed mouthed on the topic, but a number of the wealthier Ilarchs are growing concerned that the basis of their wealth (their unpaid labourers) are about to be taken away to appease the notoriously fickle Empire.

Sarcophan ships are regular visitors to Kantor, and to a lesser extent to Maykop and Issyk. There has also in the last few months been a surprisingly competent diplomatic envoy from the Commonwealth who has been deep in discussion with Ilarch Maxatious – the main trade advisor to the Grand Ilarchs – and with some of the more prominent priesthoods and Ilarch families.

Report compiled by Agent Nepenthe, Towers of Kantor, Imperial Year

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Report of Agent Serpes

With the port of Robec open to Imperial captains, we are able to operate more openly. I must warn you however that our situation here is somewhat precarious. The High Priest of the Maiden of the Forge, Jeanne de Hibernat, appears very concerned about Imperial spies and has templars of Arav the Judge investigating any suggestion of espionage. They are not particularly subtle – worse than Winterfolk and Dawnish combined – but we must remain cautious if we are to avoid being identified.

Merchants are watched, often without their knowledge, and there is a lot of concern about attempts by Imperials to import narcotics (specifically liao), crystal mana (a proscribed substance viewed as the droppings of their evil god Dumon), and blasphemous philosophy (they mostly mean the Way, but almost anything else will do it seems including political thought that does not think the Suranni way of life is the best ever).

Someone is bringing liao into the Iron Confederacy – Imperial liao – but I have no idea who or how. It has apparently been coming in for a couple of years now, since long before the port was opened. The Suranni are less aware of the extent of the trade, but it may be an issue of some concern if it becomes public knowledge.

Kalino – or as the Suranni call it, Arbonne – has been given to the Guiscard, raising them to the level of a Ducal family. There's been some problems with disgruntled slaves but by all account Duke Guiscard has it all under control.

As always, it is imperative that the Empire ensures that no orcs are involved in diplomacy with the Iron Confederacy, and that the ambassador never be revealed to be a magician or priest. I would recommend that if possible the Empire discourages anyone other than the appointed ambassador having anything to do with them – their internal politics are worse than the worst kind of inter-Guild squabbling in Tassato made worse by the fact that every Duke considered every other Duke to be (metaphorically) from the wrong side of the wrong river.

Agent Serpes

Robec

Iron Confederacy



Report of Agent Alephan

The Embassy remains at the Court of Five Winds, which is no great hardship. Trade with Faraden appears largely one way- it is no surprise given that the main routes between Empire and Faraden are through hills dominated by the Jotun who are considerably more effective at intercepting caravans than the Lasambrians ever were.

The Faraden continue to be at peace with the Jotun – there has been some further negotiation I believe although I've been unable to find out many details. It appears to have been somewhat in favour of the Faraden – the Faraden are very good at negotiation as you might expect. There are definitely clauses around not fighting the Jotun, but the Faraden have managed to secure trade concessions with the Empire allowing their caravans to pass through Reinos in return for a hefty tax on their goods.

The Faraden are focused on land trade routes obviously – and the completion of Moonwater Hall in the Marches has proved very popular. There is also talk of some sort of arrangement with the Imperial Ambassador to arrange the extension of the Blood Red Roads to the eastern borders of Reinos, which the Faraden are very keen to see as you can imagine. Marcher food and beer has proved very popular indeed – prompting more interest in Varushkan wood and metal, and Dawnish luxuries.

The Faraden have lost almost their entire production of iridescent gloaming, a major blow to a nation that values brightly dyed fabrics. The gloaming road – trading mithril for iridescent gloaming – continues to make the merchants involved rich.

Internally, the families continue to manoeuvre against each other until an outsider tries to involve themselves at which point they close ranks against them. House Ogudai and House Tsagaani continue to oppose any involvement with the Empire – I have had to tread carefully as any slight might give cause for a blood feud.

The merchant families continue to support Lady Saretta, who advises the Lady of the Five Winds on interactions with the Empire, and who are doing quite well from the improved trade. Thank you very much. The wizard families are split roughly equally between pro- and anti-Imperial groups but for the most part they ignore the Empire as being largely irrelevant. It's possible the Imperial Conclave might do something to improve their attitude, but our magicians should tread carefully as to help one family more than another would certainly have unpredictable outcome.

Agent Alephan, Faraden, 382YE



Trading Summary

All numbers represent significant fleets trading with the named port following the Equinox or Solstice in question.

Asavean Archipelago

Port of Nemoria

Spring Equinox 381YE – 8 fleets
Summer Solstice 381YE – 9 fleets
Autumn Equinox 381YE – 15 fleets
Winter Solstice 381YE – 21 fleets

Sarcophan Delves

Port of Sarcophan

Spring Equinox 381YE – 5 fleets
Summer Solstice 381YE – 4 fleets
Autumn Equinox 381YE – 5 fleets
Winter Solstice 381YE – 6 fleets

Principalities of Jarm

Port of Vezak

Spring Equinox 381YE – 31 fleets
Summer Solstice 381YE – 18 fleets
Autumn Equinox 381YE – 43 fleets
Winter Solstice 381YE – 17 fleets

Port of Kavor

Spring Equinox 381YE – 23 fleets
Summer Solstice 381YE – 8 fleets
Autumn Equinox 381YE – 21 fleets
Winter Solstice 381YE – 12 fleets

Port of Rigia

Spring Equinox 381YE – 18 fleets
Summer Solstice 381YE – 14 fleets
Autumn Equinox 381YE – 34 fleets
Winter Solstice 381YE – 29 fleets

Citadels of Axos

Port of Towers of Kantor

Spring Equinox 381YE – 22 fleets
Summer Solstice 381YE – 19 fleets
Autumn Equinox 381YE – 45 fleets
Winter Solstice 381YE – 28 fleets

Commonwealth

Port of Leerdam

Spring Equinox 381YE – 5 fleets
Summer Solstice 381YE – 5 fleets
Autumn Equinox 381YE – 9 fleets
Winter Solstice 381YE – 7 fleets

Port of Volkavaar

Spring Equinox 380YE – 6 fleets
Summer Solstice 380YE – 4 fleets
Autumn Equinox 380YE – 4 fleets
Winter Solstice 380YE – 4 fleets

Iron Confederacy

Port of Robec

Spring Equinox 381YE – 0 fleets
Summer Solstice 381YE – 0 fleets
Autumn Equinox 381YE – 0 fleets
Winter Solstice 381YE – 5 fleets

Note: this port was not open to Imperial captains until after the Winter Solstice 381YE.