

Archmage

Tonight, when the sun has set and the stars have come out, the Brother of Wizards is planning to make his way to the hidden threshold of the Imperial regio in Anvil. Between the ninth and tenth hour after noon on this first night of the Summer summit, the Toad King will converse with any magician who can use the cantrip of opening to open the gate at the regio.

The Father of Bats intends to speak with each of the six Grandmasters of the orders in turn, starting with the Shattered Lantern and ending with the Sevenfold Path. The Watcher in the Black Abyss has contacted the Grandmasters and they should be able to work out the order themselves. Surely. They're magicians, after all.

During the discussions, one member of each order will have the opportunity to place before the Dark Lord a single gambit - one single thing that the Black Sloth can do to help that order achieve it's goals - and by doing aid the conclave and the Empire. Once all the gambits are heard, the Eater of Secrets will consider how best to fulfill those gambits with which he feels he can help. Where he can offer aid he will do so, to the benefit of the Order and the magicians of the Empire, as befits one who has been granted the boon of amity by the Conclave.

This should all be reasonably straightforward, he thinks. It would please Patricia Negra if the Archmage of Night would help herd the confused bats to the regio; make sure they understand that the meeting will take place at the regio and not in the Hall Between The Worlds; get them to understand the need to perform the opening cantrip to allow the Custodian of the Mammoth-Bone Tower to converse with them; and remember that it is one magician with one gambit.

It will also mean that the regio is occupied for about an hour before the first meeting of the Imperial Conclave. The Scribe of the Thousand Leaves has no idea whether the Imperial regio will still be good for the use of magical rituals – and given there will be a high level summit taking place in it, it's probably best not to try and find out.

The Giver of Gifts has asked the Gremani family to herald his arrival with song – a festive atmosphere should thereby be achieved. He would appreciate any aid the Archmage of Night could give in this regard. Assuming this is Pavel he is writing to, he knows that you know how to enjoy yourself!

Once this impromptu meeting with the Grandmasters is completed, the Hand of Gold offers an audience of a more personal nature. At half-past ten, he wishes to meet with the Archmage of Night (assuming it is still you, Pavel – if someone has deposed you, then only bring them along if they are a trustworthy Varushkan) and with Simarghl the Empty One on a matter of specifically Varushkan interest. There should be a Herald at the back of the Hall of the Worlds who can usher you through to an appropriate venue. The meeting shouldn't take too long – but it will be highly sensitive, and I think – he thinks – it will be of particular benefit to the magicians of Varushka and potentially the Empire as well.

Feel free to bring an extra person to the meeting, Pavel – but let it be stressed again that this is a meeting for the magicians of Varushka, not for every Tomás, Richard, and Harlech of the Empire.

The Emissary of the Hidden Name looks forward to receiving the Archmage of Night, throw in the usual pleasantries, hint he should bring a bottle, maybe a little light innuendo, sign it with the rune, then get me some more of this whatever it is it's excellent.

