

# Anvil Almanac

Summer 3837E



## ✧ Current Imperial Concerns ✧

Summaries of the news carried to Anvil by winds from across the Empire and beyond, and including all currently known Sentinel Gate conjunctions and opportunities

## ✧ Much Other Useful Information! ✧

Commission opportunities, budget figures, Synod mandates, items for sale, Parlays with Eternals and their Heralds, and current Enmity and Amity status

Published by the House of Seven Mirrors

*We respectfully acknowledge the hard work of the Imperial Civil Service in compiling information included within.*

The House of Seven Mirrors is a political salon and publishing house originally founded by Lisabetta von Holberg to promote advances in political thought.



Empress Lisabetta is the twentieth occupant of the Throne.

### Abbreviations

T - thrones cr - crowns r - rings  
ww - weirwood wg - white granite mi - mithril



# Military Campaign

## Shrouds & Fortifications

Stars are missing in the Barrens, Spiral, Zenith, Holberg, Ossium, and Semmerholm.

All Thule territories are shrouded by the *Penumbra Veil*.

Magical fortifications have been raised in the hills of Semmerholm and Spiral, and in the marshes of Bregasland.

## The Barrens 0 of 11 regions

Determined Imperial forces supported by Knights of Eleonaris are repelled by concerted defence by the Druj, bolstered by reinforcements from Spiral bearing cursed blades infused with glass from the Black Plateau. The Imperial advance falters and is pushed back into Semmerholm, with a loss of 1,000 soldiers.

Raids by Imperial Captains and Children of Papa Otec (Eternal Irra Harah) free all the human child prisoners held at Drycastle. Others held in slave camps across the Barrens are also liberated: two-fifths of the Imperial citizens missing from Dawnguard, and also a thousand adult orcs and three hundred orc children who are reunited with their Great Forest Orcs families in Therunin.

**Armies:** Eastern Sky (overwhelming assault) Golden Axe (take their land), Golden Sun (grinding advance), Gryphon's Pride (push the line), Hounds of Glory (no matter the cost)

## Bay of Catazar

Imperial fleets engage Grendel privateers throughout the bay, wreaking significant damage to their ships. Grendel piracy against Imperial fleets is ended for the foreseeable future, and their trade with Asavea, Sarcophan and Jarm significantly damaged. Grendel navies can only resupply in territories they hold, and only at half the normal rate, due to damage to supply convoys. Yet Imperial fleets have suffered considerable damage in these raids, reducing effective strength by 40.

## Brocéliande 0 of 7 regions

The Vallorn has been held back by the combined forces of the Urizen army, the Great Forest Orcs, and Imperial military captains with aid from Dawnish troubadours, Highguard priests and bone-armoured knights of Tharim. Citadel Guard also supported by Quickening Cold Meat husks, but vallorn magic causes them to decay. The Vallorn is predicted to surge once more in Autumn, with greater strength, after which it will subside.

**Armies:** Citadel Guard (arcane consolidation)

## Reikos 7 of 7 regions

Tamarbode is completely liberated and the fungal eternal Llofir's central fortification destroyed. The region is now forested and 'Springtouched', but Spring magic may have lingering effects on those who fought.

**Armies:** Towerjacks (storm the walls), Wolves of War (storm the walls)

## Spiral 4 of 7 regions

Druj activity is not currently apparent - after they performed rites at the Black Plateau and took away black glass carved from that accursed place.

## Segura 6 of 7 regions

Two Highborn armies fight the Lasambrian Jotun to a standstill in Segura. The Lasambrians still control of Anduzjasse, but make no further headway into Anozeseri. Economic collapse from the tide of destitute Freeborn refugees is averted for the short term, but is still a real threat.

**Armies:** Granite Pillar (strategic defence), Seventh Wave (solid defence)

**Sermersuaq**  
*1 of 7 regions*

The Jotun hold all of Sermersuaq except Sealtoq. Raids into Skarsind, Kallavesa and Hahnmark are met with Imperial resistance. Jotun forays into the two Wintermark territories are particularly difficult, thanks to early warnings given by the Beacons of Wintermark.

**Liathaven**  
*2 of 7 regions*

The Empire has reclaimed the West Wood, taking a sizeable force against the Vallorn and creatures of Yaw'nagrah - only possible because the Empire foiled Jotun plans to conquer West Ranging in the Spring. The Liathaven vallorn is now contained to only one region, but there it is stronger. Military units have been depleted, with effective strength reduced by two-fifths.

**Armies:** Black Thorns (overwhelming assault), Blood Cloaks (steady conquest), Drakes (steady conquest), Fire of the South (steady conquest), Fist of the Mountain (steady conquest).

**Feroz**  
*3 of 5 regions*

The Grendel almost complete conquest of Fontargenta, taking nine-tenths of the region. Asavean Temple of the Black Bull gives sanctuary and escape to a few Freeborn friends. The Grendel have taken the two traded-illum Bourse seats (Broken Shore Bounty and Scorrero Nets), but cannot access the illum themselves. Mora's Rock fort construction is too far from the coast to be attacked and will be completed next season. If the Grendel destroy bridges across the Scorrero, they will make travel between Madruga and Feroz impossible.

**Armies:** Bounders (balanced attack), Quiet Step (whatever it takes), Strong Reeds (balanced attack), Summer Storm (steady conquest).

**Kahraman**  
*5 of 5 regions*

Fifteen thousand Jotun invade Kahraman, conquering two-thirds of Serra Damata, but are prevented from establishing a beachhead by the Fort Braydon garrison.

**Resupplying Armies**

**Astolat:** Green Shield (solid defence), Winter Sun (solid defence)

**Morrow:** Iron Helms (solid defence), Northern Eagle (solid defence), Valiant Pegasus (tend the fallen)

**Mournwold:** Red Wind Corsairs (solid defence)

**Mitwold:** The Tusks (strategic defence)

◆◆◆◆◆ **Guerdon Support (Spring 382VE)** ◆◆◆◆◆

Granite Pillar, Hounds of Glory, Quiet Step, Wolves of War

◆◆◆◆◆ **Sentinel Gate Conjunctions** ◆◆◆◆◆

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

**Saturday only** I. Heartway, Westwood, Liathaven - area saturated with Spring magic.

- Sunday only**
- I. Scorrero Bluffs, Oranseri, Feroz - defend crossing or move to engage the forces (very likely Grendel).
  - II. Ambergris Valley, Yellow Chase, Segura - fertile land settled by Zemress Islanders (very likely Jotun)
  - III. Rojota Road, Serra Briante, Kahraman - engage Jotun force.
  - IV. Fallen Thorn Stead, Western Scout, Liathaven - meeting point for Jotun Jarls that control southern Liathaven.

## force Weights

Each of the two battles must have at least 87 and at most 90 force weight sent on it.

'Force Weight' represents rough size of fighting force of Anvil heroes.

Wintermark	47	Navarr	27	Dawn	26	Highguard	14	League	12
Marches	15	Urizen	8	Varushka	7	Brass Coast	11	Imperial Orcs	10

## Sentinel Gate Minor Conjunctions

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

### Friday

6.30pm	Golden Keys, Free Landing, Madruga	Fight a fractious and motley force of Grendel looters	70
7.00pm	Letivius Station, Apulus, Spiral	Fight a fractious and motley force of Grendel under the effects of the Black Plateau (causes weakness)	70
8.30pm	Thenga's Camp, East Floes, Sermersuaq	Battle Jotun defenders and use cunning to investigate four small defensive stockades in the eastern tundra of Sermersuaq.	60
9.00pm	Hall of Crows, East Floes, Sermersuaq	Battle Jotun defenders and use cunning to investigate four small defensive stockades in the eastern tundra of Sermersuaq.	60

### Saturday

3.00pm	Arroweye's Fast, East Floes, Sermersuaq	Battle Jotun defenders and use cunning to investigate four small defensive stockades in the eastern tundra of Sermersuaq.	70
3.30pm	Bearer's Rest, East Floes, Sermersuaq	Battle Jotun defenders and use cunning to investigate four small defensive stockades in the eastern tundra of Sermersuaq.	70
5.30pm	Exile Trod, Elerael, Brocéliande	Rescue warriors trapped in the vallorn miasma, bearing a supply of Spring vis, kill a large force of vallorn husks, granting 1000 extra fighting strength to hold back the vallorn in the coming season.	80
6.00pm	Deep Weaver Wood, Boar's Dell, Brocéliande	Gloriously hunt and kill prodigiously large vallornspawn - a Dire Canthon!	80
8.00pm	Lomaa Spoils, Galath Fields, Ossium	Destroy Druj miasma pillars. (Druj miasma - causes weakness)	60
8.30pm	Semmerpine Shore, Misericorde, Holberg	Destroy or drive off a Druj spying party who have followed the Sandfishers from Ossium to Holberg.	60
9.00pm	Tanglethorn Glade, Near Weald, Ossium	Destroy Druj miasma pillars in Ossium. (Druj miasma - causes weakness)	60
9.30pm	Korlack Marsh, Drownbark Forest, Ossium	Battle Druj wights requiring exorcism to defeat (Druj miasma - causes weakness)	60

# Senate Budget

## The Empire spent 127% of its tax income last season

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

**Spring:**    Senate Income **1692T**                      Maintenance Costs **2153T**                      Deficit **461T**

**Summer:**    Senate Income .....                      Maintenance Costs .....                      Deficit .....

**NOTE** Maintenance costs will rise by an additional 90T in Summer 383YE  
(2 army enlargements completed & Doyen of the Spires)

# Commission Slots

## The Empire can build 12 commissions this season

Senate: 9

Wayleaves: 3

Note: some opportunities do not count against this limit.

# Materials Supply Per Season

Source	Ilium	Mithril	Weirwood	White Granite
Bourse	23 rings	183 wains	169 wains	179 wains
Other	Up to 16 (Conclave) Up to 1 (Mines of Gulhule)	Up to 7 (Gloaming Road, Mines of Gulhule)	Up to 21 (Pallas Docks)	Up to 46 (Concordium & Cavabianca Docks, Cinderpath Exchange)

# Military Strength Numbers

Our armies are outnumbered, and barbarians can resupply faster.

Imperial Strength:				Barbarian Strength:				
113,344				166,700 + vallorn				
Imperial max natural resupply capacity				Barbarian max natural resupply capacity				
14,250				19,500				
Season	Imp. Armies	Full Str.	Actual Str.	Barbarian Nations	Imp. Armies	Full Str.	Actual Str.	
Winter 381	25 (3 lg.)	132,500	97,010	Druj	12 (2 lg.)	65,000	58,750	
Spring 382	26 (3 lg.)	137,500	100,508	Grendel	4+4 navies	63,200	37,000	
Summer 382	26 (3 lg.)	137,500	105,916	Jotun	15 (6 lg.)	40,000	65,000	
Autumn 382	26 (3 lg.)	137,500	113,829	Vallorn	n/a	??	??	
Winter 382	26 (3 lg.)	137,500	112,963					
Spring 383	26 (5 lg.)	142,500	113,344					
<b>Total</b>			<b>113,344</b>	<b>Total</b>			<b>195,000 +vallorn</b>	<b>160,750 +vallorn</b>



# Empire-Wide Concerns

## Defeating the Vallorn

Several opportunities have arisen for the Empire to marshal their forces against the Vallorn.

- ❖ **Navarr Army:** Navarr can raise a third army (senate motion, 200 mi, 50 T, 1 year).

Two options exist to make the army particularly effective against the Vallorn:

- ❖ **Arhallogen's Aid:** The Eternal Arhallogen has offered to help. This requires a Declaration of Amity **or** a Declaration of Concord explicitly inviting them to raise a training school in Brocéliande. 100 wains of weirwood could be substituted for mithril in raising the army. Army could have the *Tear Down the Weak* attacking order
- ❖ **Thornbound army:** Vates could train the Navarr army to be *Thornbound*, granting them access to the *Poison Thorns* attacking order. (200 mi, 50 ww, 500 cr, 1 year)

Both new orders are effectively the same: casualties inflicted are increased by three-tenths, ability to conquer territory decreased by one-fifth, and no additional casualties for fighting in Vallorn miasma. Both orders are incompatible with Wintermark's *Fight with Honour* order, which would change them to *Balanced Attack*.

## Brocéliande

The vallorn is now at its strongest. Military units will be able to Slow the Vallorn, this season, receiving herbs in payment. The results of this action will depend upon numbers:

- ❖ **Up to 8,000:** the vallorn's spread will be unimpeded, the Broch will fall and the defenders will be consumed by the vallorn which will spread into Elerael and Boar's Dell.
- ❖ **8,000-15,000:** The vallorn will push into Elerael but will be held back in Boar's Dell. The Broch will fall, but at least half the people will be able to make it to safety.
- ❖ **15,001-30,000:** the vallorn will not expand into Elerael or Boar's Dell, but the Broch will be overrun by the vallorn. All inhabitants can be got to safety before it falls.
- ❖ **Over 30,000:** The vallorn will not expand into Elerael or Boar's Dell; the Broch will be saved. The vallorn's expansion will be stopped and its strength depleted enough for an opportunity to try to clear it from Dark Ranging (in a similar manner to the clearing of the West Wood after the defeat of the vallorn's expansion in Liathaven). This opportunity would last for six months.

### Aid offered

The forces currently committed to this effort provide an additional strength of 2,500 (Highguard congregation, the Great Forest Orcs and the Eternal Tharim). Additional strength could come from questing knights of Dawn. Day eternal Zakalwe has provided a Boon to the Grandmaster of the Rod and Shield to help cast *Find the Best Path* to swift-move an army willing to fight the vallorn.

Minor conjunctions of the Sentinel Gate could also help this effort.

## Brocéliande (continued)

### Additional Forces

- ❖ **Imperial Armies:** Up to 15,000 strength can be committed by Imperial Armies, but it is only possible to reach Brocéliande unimpeded through Reikos. Casualties would likely be 1,500 per region attacked, and casualties would be affected by the orders given.
- ❖ **Arhallogen's Aid:** for every 10 doses of magical herbs provided, Arhallogen will arrange for a warband of 100 strength to fight the vallorn, limited to 50 warbands at most (5,000 strength).
- ❖ **Tharim's Aid:** If Conclave pass a Declaration of Concord to permit Tharim to feast upon the herb gardens and forests of Highguard, the Brass Coast, the League and Wintermark, additional 3,000 strength can be provided. Every herb garden in those nations will lose two random herbs and each forest will lose two resources for the next six months (until the start of Winter 383YE).

### Ritual Magic

- ❖ **Rivers Run Red/Rivers of Life:** use of either of these rituals would be disastrous.
- ❖ **Wither the Seed:** while not immediately useful, this ritual will be useful in the long run. If Imperial forces are able to weaken the vallorn sufficiently that there is an opportunity to try and clear it permanently from Dark Ranging, the opportunity to do so will certainly extend to at least a year - perhaps longer.

### Yaw'nagrah's Proposal

If the Empire abandoned Brocéliande, Yaw'nagrah would turn her attention to the vallorn of the Druj lands, driving its expansion there, and would refrain from any interference with the vallorn of the Empire.

## National Concerns

### Dubhtraig Orcs

The orcs liberated from Dubhtraig have been safely escorted to Skarsind by Imperial military captains with aid from the Winter Sun army, heralds of Irra Harah and Great Forest orcs & briars. All Imperial Orcs who owns a business, farm, forest, or herb garden gain one rank of production until Winter 383YE due to increased prosperity in Skarsind.

### Shrine for Zoria

An inspirational tomb could be built at one of two sites for this Paragon of Wisdom. Both would create an Imperial title of Guardian of Zoria's Shrine (9 liao, 18 votes)

- ❖ **Zoria's Maze:** located in the Vale of Gniejezdo, in Miekarova, the maze is regarded as the first shrine of Zoria (commission, 18wg, 36cr, 1 season).
- ❖ **Zoria's Cave:** Black Hill in the Opascari mountains in Volodmartz are home to a cave regarded as Zoria's final resting place (commission, 20wg, 5T, 1 season).

As with all inspirational tombs, True Liao is required for permanent consecration.



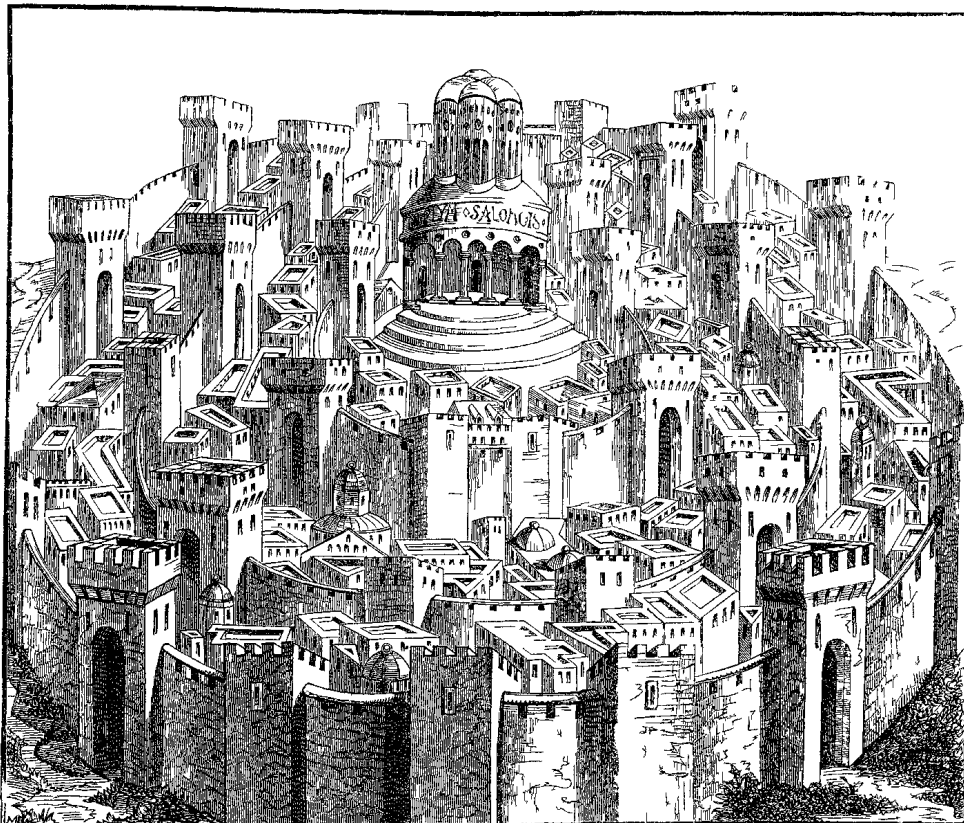
## (Another) Architect's Inquisition

Architect Frederick di Sarvos was inquisited by the Inquisitor of Ambition at the Spring Equinox. Affronted, he now refuses to work on any of his ambitious centres of learning until he is Vindicated. Anything less than a vindication will result in his departure for the Commonwealth.

## Sand Fishers in Holberg

Misericorde region in Holberg has been ceded to the Sand Fishers orc tribe who once lived in Ossium under Druj subjugation.

- ❖ **Bounty of Herbs:** They have permission to wander over Holberg's farms in other regions to gather herbs. All Holberg farms now produce two herbs each season as well as their regular coin.
- ❖ **Covered Market:** a covered market could be built (commission, 16 ww, 1 season) to facilitate trade between the Sand Fishers and League citizens, creating income for a new Imperial title *Prince of the Misericorde Market* (10 cr, 5 ambergelt, 12 herbs) which would likely become chief liaison to the Sand Fishers. Holberg business owners could then diversify, choosing three herbs in place of income for each diversification.
- ❖ **Imperial Orc Mandate:** the Imperial Orc national assembly could pass a mandate to aid the Sand Fishers (50 liao): every Imperial orc congregation, farm, business, herb garden, forest, mine, mana site and fleet would suffer a one rank penalty for the next 2 seasons, with the Sand Fishers gaining these benefits.
- ❖ **General Assembly Mandate:** The effects of this mandate, calling for preaching the Way to the Sand Fishers cannot be entirely predicted. An Imperial Orc preacher or a League Bishop could enact this mandate. The Sand Fishers would seek higher prices for their wares, reducing the bounty from diversification from three herbs to two.



# Brass Coast Prosperity

## Opportunities

Following several Synod judgements, numerous prosperity opportunities are available:

- ❖ **Kahraman Mithril Ministry:** the *Parador of Dust* would be a mithril ministry similar to the Cinderpath Exchange & the Iron Roundtower, providing mithril for 'Prosperous prices' and reducing the amount of mithril available in the Anvil public auction. (commission, 16 wg, 32 cr, 1 season).
- ❖ **Segura Fortification:** After freeing Anduz the *Zeinodin Caravanserai* could provide the benefits of a rank 1 fortification in Segura, linked to the Towers of Anduz. Any military unit assigned there would receive 8 random resources. (senate motion, 75 wg, 150 cr, 1 year).
- ❖ **Segura Great Work:** The *Zemress* islanders have renewed their interest in the *Iron Qanat*. This great work would allow the Brass Coast to support one more army or navy than they currently can. (senate motion, 50 ww, 100 cr, 1 year).
- ❖ **Madruga Salvage Ministry:** *The Haven of Peredio* would allow salvaged materials including weirwood to be traded. (commission, 25 ww, 50 cr).
- ❖ **Madruga liao ministry:** *The House of Guerra* is still available following an entreaty by the Freeborn national assembly. This liao ministry could also serve as a point of contact for abolitionists. (20wg, 40cr, 1 season).
- ❖ **Relocate the Broken Shore Bounty:** Offices of this ilium trading Bourse Seat could be relocated from invaded Feroz to Madruga (senate motion, 10T). Broken Shore Bounty could then be appointed in Autumn, providing reduced bounty of 4 rings of ilium, then returning to its normal 7 rings. But doing so could well damage morale in Feroz.
- ❖ **Defend Segura:** the Freeborn national assembly could pass a mandate (50 liao) supporting defence of the Brass Coast. If enacted, every military unit supporting an army in Segura would receive payment (5 cr, rising proportionately for stronger military units).

## Mandates

Following two competing statements of principle on raiding, two competing mandates are now possible:

- ❖ **Condemn Privateering:** (25 liao): fleets engaging in privateering would suffer a loss equivalent to one rank for at least the next two seasons.
- ❖ **Encourage Privateering:** (100 liao): fleets doing anything other than privateering would suffer a loss equivalent to one rank for at least the next two seasons, and would likely generate a new opportunity to harry the Grendel in some manner.



## Marcher Concerns

### Mournwold Thralls

Former Jotun thralls in the Mournwold are sufficiently Marcher in temperament to be accepted into the nation if the Marcher national assembly passes a mandate (75 liao). There is no time limit to do so. The ex-thralls may send a delegation to Anvil in the Autumn and want to speak directly with representatives of the Marches and the Imperial Orcs.

- ❖ **Tax income:** if this mandate passes, Mournwold tax income will rise.
- ❖ **Defence:** likelihood of the ex-thralls welcoming back the Jotun will be significantly reduced.

### Religious Problems

Problems that need to be addressed if the thralls are to become Marchers:

- ❖ **Reincarnation:** the thralls have a fervent yet heretical belief that the Choice to be a thrall allows reincarnation, in contradiction of Doctrine.
- ❖ **Hate:** the Whittle folk continue to follow the false virtue of Hate and will react violently to ex-Jotun Marcher orcs.

Two possible outcomes are noted:

- ❖ **Declare Whittlefolk heretics:** Synod could declare all who won't renounce Hate to be heretics. Military units would need to support the militia to arrest and execute them, causing a flare-up of tensions in the Mourn which would require careful diplomacy.
- ❖ **Wait for rebellion:** within a couple of seasons, Whittle folk would begin killing the former thralls. This would require intervention by an army to suppress the revolt, and end with more deaths, but fewer lasting repercussions.

### Warriors

Children of the ex-Jotun thralls might take 'the choice' to become warriors, but this means leaving to become Jotun again. The Imperial Orc national assembly could pass a mandate (50 liao) to encourage these folk to join the Imperial Orcs.

## Navarr Concerns

### Liathaven Weirwood

A forest of weirwood has been located in West Wood. To properly harvest it will require creation of a bourse seat (senate motion, 75T, 1 season) yielding 12ww per season with an upkeep of 5T.

- ❖ Production could be improved by building a road:
- ❖ Dirt road (25T): raises production to 16ww
- ❖ If Liath's Ring and Liaven's Glen were liberated from the Jotun, production would increase to 20ww
- ❖ A paved road could then be built (commission, 15 wg, 30 cr) increasing production to 24ww

The Bourse seat needs to be named and allocated. The choice is between Imperial and National, creating the usual arguments.

## Navarr City of Seren

Three options to construct mutually exclusive great wonders could reshape the nature of the city of Seren in Miaren. These options never expire unless the Empire loses Miaren.

- ❖ **City of Flowers:** *The Gardens of the Heart* would provide a bounty of 90 herbs to the herb gardens of Miaren and create Imperial Title, *Brand of the Garden City* with income of 35 herbs each season (senate motion, 70ww, 20wg, 10mi, 25T, 3 seasons).
- ❖ **City of Dreams:** *The Temple of the Waking Dream* would provide 80 synod votes and 40 liao to congregations in Miaren, and create Imperial title *Dreamer's Guide*, who would receive 20 synod votes and 10 liao. This title could also lead the Navarr national assembly, and increase the prominence of Dreamspeakers (those guides who focus on liao dreams for the faithful) within the Navarr (senate motion, 90ww, 30wg, 30T, 3 seasons).
- ❖ **City of Leaves:** the library of *Isaella's Legacy* would allow the Empire to support another Historical Research request each season (senate motion, 100ww, 50wg, 300cr, 1 year).

## Varushkan Concerns - Ossium

### Conversion

The virtue of Pride has been brought to the people of Ossium, but fear of the return of the Druj and the effects of the miasma prevent the Way being fully embraced.

- ❖ **Fear of the Druj:** Ossium inhabitants need a solid demonstration of Imperial military commitment (fortification or army presence) before further integration will be possible.
- ❖ **Druj miasma pillars:** one of the fear-creating pillars has been destroyed, two more have been located in Galath Fields and Nearweald, and there are probably three more. Until they are all destroyed, fear will impede efforts to bring the Way fully to Ossium. Miasma pillars also make re-invasion easier for the Druj armies, increasing their ability to take land by a fifth.

### Orc Inhabitants

The thousands of subjugated orcs cannot be accepted as Varushkans by the egregore. Legally, they are barbarians. Options are:

- ❖ **Foreigners - Ossium:** Senate could grant the status of foreigner status, stabilising the region and aiding its economic recovery.
- ❖ **Foreigners - Skarsind:** the large population could be granted the status of foreigners and then escorted to Skarsind, which would swell to the limit of its capacity. Economic recovery of Ossium would be severely slowed. Escort would require an Imperial army to spend a season in Ossium, then a season travelling to Skarsind, and upkeep costs would be doubled during this time.

## Wintermark Concerns

### Raid on Ikka's Tears

Wintermark military captains can join a stealthy raid on the Pride of Ikka's Tears mithril mine in Sermersuaq. Only enchantments that make a military unit more effective for scouting will be of benefit. Raid is unpaid. Results depend on numbers:

- ❖ **Up to 5,000:** Raid will not reach the mine, but Suaq thralls elsewhere will be freed from the Jotun.
- ❖ **5,000-15,000:** Capture of current season's mithril. Thralls working the mine freed.
- ❖ **Over 15,000:** In addition, mine will be blocked up, requiring a season to clear. Any Imperial attack into the region of Suaq Fount before Winter Solstice would not suffer the usual penalty for a beachhead.

**Fist of the Mountains:** this army can support the raid by taking a clearly-worded defensive order which will commit half its strength to the raid. Enchantments are ineffective; defence would be at half strength.

**Possible mandate:** Wintermark national assembly can support the raid. If enacted, every Wintermark military unit taking part will receive two additional ranks of strength for the next two seasons.

### Kallavesi Aviary in Ishal

Senate could commission rebuilding of an aviary to aid divination, creating an Imperial title, *Raven Seer*. This would allow the purchase of *Maggie*, *Ravenwing* and *Goosewhisper* infusions per season, as well as the bounty of five *Goosewhisper Infusions* (senate motion, 20 wg, 10 ww, 60 cr, 1 season)

**Parliament of Owls:** additionally each summit the mystics of Ishal could answer one question by the Raven Seer on matters concerning Wintermark, through this Night ritual of the eighth magnitude.

### Chronicle of Heroism

Senate could commission a Chronicle of Heroism: Wintermark national assembly could then add each new name to the Chronicle by passing a statement of principle with a greater majority. Judgement should include a clear description of the heroic deeds being chronicled, to be added to the record along with the hero's name. (Note: greater majority passing statements of principle often have potential for additional effects.)

### Voice of the Past

Senate could create a new Wintermark national position with the power to conduct historical research into tales of Wintermark heroes of old.

### Fate of the Frayed

Despite statements condemning for people living under Jotun rule for cowardice, many people in Wintermark oppose this idea or that the Synod can determine if someone is already Frayed. The Wintermark assembly could take a less unyielding stance by passing a mandate that encourages those who took 'the choice' to consider their skin.



# Items for Sale

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

## friday

7 pm	Marquis Joueur, herald of Malleas, secretary to Callidus	Hall of Worlds, then Brass Coast	Auction of an invitation to a game of Threadweaver, to be hosted by Prospero in Autumn.
------	--	----------------------------------	---

## Saturday

11:15 am	An unknown, recent dweller on the other side of a small night regio	Night chamber in Miaren, via the Hall of Worlds	Request for company, offering "rewards for new experiences", accommodating up to five visitors for ten minutes at a time.
2 pm	Vulpius, herald of Ephisis	Hall of Worlds	Silent auction of Autumn Realm curios.
7 pm	(owned by Alejandro i Galiano i Erigo)	Public Auction	<i>The Passion of Flames</i> , a rank 3 fleet

## The Revelry

The Revelry is a rank two military unit of ex-bandits based in Misericorde, Holberg. They seek a new patron. Finn von Holberg will be coming to Anvil on Saturday and will report to whichever League egregore they find first.





## foreign & Barbarian Nations

### Asavea

Imperial fleets trading with Nemoria receive a -2 rank penalty to production but an additional measure of iridescent gloaming.

- ❖ **Insurrection:** The insurrection in Asavea has ended with the defeat of the rebels. Imperial military captains may no longer aid the rebels nor the Plenum.
- ❖ **Evacuation:** Imperial fleet captains can transport fleeing rebels out of Asavea in return for payment. Captains may transport the rebels & former slaves to safety in Aracossa or wealthy citizens to safety in Telios.
- ❖ **Temple of the Way in Nemoria** has been severely damaged. The Plenum has given Senate permission to repair the structure if desired (senate motion, commission slot, 10T)

### Axos

Relations with Axos remain positive.

- ❖ A Synod mandate is available to encourage trade with Axos. (General, 50, 100 or 150 liao). If enacted between one and three further opportunities to improve trade will then become available.
- ❖ Imperial fleets trading with Kantor experience a one rank penalty due to disruption from transition to free society.

### Commonwealth

War continues to brew between the Commonwealth and Jarm over the contested small nation of Lantir.

- ❖ Imperial captains visiting Leerdam receive an additional dose of Bladeroot; captains visiting Volkavaar receive an additional vial of Artisan's Oil.

### Faraden

Relations with the Faraden have suffered greatly from the swift ratification of the Liberty Pact and consequent trade sanctions. Senate has formally apologised to the Faraden.

- ❖ **Cultural Attachés:** Following a Synod statement of principle, cultural attachés will arrive at noon on Saturday for several hours, to discuss aspects of their culture with the understanding that these discussions will not constitute a religious crime.
- ❖ **Gloaming Blight over:** Gloaming Road ministry has diminished due to lack of trade demand. A bequest of 3 mithril a season from Faraden merchants has been gifted to Conclave to recognise their role in ending the blight on iridescent gloaming in Faraden. To be endowed on the Conclave Order most instrumental in the creation and distribution of the cure.
- ❖ **Smuggling:** Faraden smugglers are avoiding tariffs along the western borders of the Brass Coast. If not dealt with, Imperial tax income will drop further.

### Jarm

Relations with Jarm have declined as a result of the Liberty Pact. War continues to brew between the Commonwealth and Jarm over the contested small nation of Lantir.

- ❖ Any Imperial fleet trading with Vezak or Kavor has a -2 rank penalty to production.
- ❖ The eastern port of Rigia remains closed to Imperial shipping.

# Construction Opportunities

Pg	Loc.	ww	wg	mi	cr	rough size	upk	factor	type	Notes
16	Enclave in the Delves	40	30		140	258	0	-	s	Improved trading with Delves. Goods Ministry (I)
16	Temple in the Delves		40	30	140	298		-	s	Spread the Way in Delves; Goods Ministry (I)
16	Huge Enclave in the Delves	40	70	30	280	555		-	s	Both advantages as above.
13	Repair Temple in Asavea				80	10		-	s	Fix the Temple
16	Kruidenkenner Warehouses	8			16	26	0	7/10	sw	Single Herb Ministries (TV, IR, MW); more expensive; last season available.
8	Parador of Dust		16		32	68		-	sw	Mithril Ministry (N)
8	Zeinodín Caravanserai		75		150	319	10	9/10	s	Rank 1 fort. Pays 8 resources to supporting military units
8	Iron Qanat	50			100	163		-	sw	Support BC armies. Allow BC to support additional army or navy.
8	Haven of Peredio	25			50	82		20/10	sw	Resource and Weirwood Ministry (N/I)
16	Gjullit Docks	30	20		100	183	0	-	sw	White Granite & Weirwood ministry (I/N)
8	The House of Guerra		20		40	85		-	sw	Liao Ministry (N/I)
7	Covered Market	16			32	52		1/10	sw	5cr, 5 ambergelt, 12 herbs (N/I)
24	Capodomus Cathedral		20	10	60	128		10/10	sw	10 liao & 20 votes (N)
24	Seminary of Margaret's Oak	4	8		24	47		7/10	sw	8 liao & 16 votes (N)
5	Navarr Army (Silent Hunters)	100		100	400	750	50	9/10	s	Tear down the Weak Order; requires Arhallogen.
5	Navarr Army (Thornbound)	50		200	500	1013	50	12/10	s	Poison Thorn's order.
10	Gardens of the Heart	70	20	10	200	355		11/10	s	35 herbs (N); 90 herbs to herb gardens
10	Temple of Waking Dream	90	30		240	420		10/10	s	10 liao & 20 votes (N); 40 liao & 80 votes to congregations
10	Isaella's Legacy	100	50		300	538	10	-	s	Additional historical research

Pg	Loc.	ww	wg	mi	cr	rough size	upk	factor	type	Notes
17	Great Forest Liao Distillery	8			16	26		8/10	s	6 liao (N)
9	West Wood Weirwood				600	0	5	-	s	Weirwood Seat (12 wains)
9	West Wood dirt road				200	0		-	s	Additional 4 wains
9	West Wood paved road		15		30	64		-	s	Additional 8 wains
6	Zoria's Maze		18		36	77		9/10	s	9 Liao & 18 votes (I)
6	Zoria's Cave		20		40	85		10/10	s	9 Liao & 18 votes (I)
11	Ishal Aviary	20	10		60	108		13/10	s	5 Goosewhisper sinecure & potions ministry (N)
11	Hall of Rund	10	6		32	58		7/10	sw	9 liao & 18 votes (N)

## Key

Location	national location of commission	upk	Upkeep in Thrones
ww	weirwood	factor	Stated as proportion of 'standard' costs. 8/10 means that opportunity is eight-tenths of usual costs.
wg	white granite	Type: s	Can use Senate motion
mi	mithril	Type: w	Can use Wayleave
cr	crowns	Type: x	Doesn't count against commission limit of 12
		N or I	Creates National or Imperial title
rough size (remaining)	Calculated and rounded up on the following notional price/wain: ww 3 wg 4 mi 4 <b>Figures may be too low or high. Sole purpose is to allow for rough cost comparison.</b>		

## foreign & Barbarian Nations

### Sarcophan Delves

#### Opportunities

- ❖ The Gjullit family propose a ministry to handle both white granite and weirwood at a new docks at Siroc on the Brass Coast. Senate commission (30ww, 20wg, 100cr, 1 season; expires Summer 383)
- ❖ The Kruidenkenner propose expansion of the titles High Herbalist of Sybella, Master of the Clearing House, Vizier of the Incarnadine Satchel & Kruidenkenner Trademaster; adding purchasing capability to all these positions (senate motion, 24ww, 48cr, 1 season, expires Autumn 383)
- ❖ The Sarcophan Kruidenkenner guild wants to build more warehouses in Navarr, Dawn, Wintermark and the League, to follow the ones in Karsk & the Marches. Each is a ministry for herbs, where price per herb gets cheaper with bigger purchases. Each warehouse can trade a single type of these herbs - True Vervain, Imperial Roseweald, or Marrowort - and each must be different. Opportunity remains until the end of the Summer Solstice 383YE.
- ❖ Johan van Basten's one-off offer to purchase 100wg for 500T, to the Master of the Mint or the Sarcophan Delves Ambassador, expires Summer 383.

#### Imperial Enclave

In return for the ceding of the Alivetti Estates in Sarvos or the ruins of Isemer in Karsk, to build trading enclaves, the Delves will cede similar areas to the Empire, to build two potential commissions. Both require a Senate motion (not a wayleave) and could be incorporated into a treaty by the Sarcophan Ambassador.

- ❖ **Mercantile Exchange:** any Imperial fleet trading with the Delves would receive one extra Beggar's Lye and an additional ingot of weltsilver. The exchange would create an Imperial title and a ministry (40 ww, 30 wg, 140 cr, 6 months).
- ❖ **Temple:** An Imperial title could acquire trade goods in return for liao, and minster to Way-followers in Sarcophan. The Delves would invite Sumaah to build a similar temple to keep diplomatic parity. (40 wg, 30 mi, 140 cr, 6 months).
- ❖ **Combined Enclave;** as part of a treaty, both options could be combined into a single enclave at reduced cost, requiring just one commission (70 wg, 40 ww, 30 mi, 280 cr, 9 months)

### Sumaah Republic

**Symposium:** The Sumaash propose a symposium to discuss the Way, during Winter 383YE. A delegation will arrive during Autumn to determine how this symposium will take place and the scope of discussion.

**Port of Zemeh:** Trading here attracts no penalties due to the Liberty Pact.

**Crown:** Sumaah still illegally hold the Imperial Crown.

### Tsark

**Spy Network:** The spy network in the Mountains of the Moon has been dismantled.

## Iron Confederacy (Suranni)

The priestly ambassador from the Iron Confederacy has been replaced by a secular ambassador, Baroness Katerine Lavasse.

- ❖ **Sanctions:** the Suranni have responded to the Empire's sanctions on merchants with an embargo on Imperial goods. The port of Robec is closed to Imperial citizens.
- ❖ **Executions:** Ten Imperial citizens have been found guilty of espionage in the Iron Confederacy and executed.
- ❖ **Border Incident:** the Imperial citizens responsible for the violent incident at the Brass Coast-Kalino borders, where several Templars were killed, were heavily fined but not executed as requested by the Suranni, who are scornful of the outcome. Their Duke of Kalino has been told to secure his borders more stringently.
- ❖ **Liao Smuggling:** illegal trade in liao was disrupted by Imperial citizens following investigations by the Silent Bell.

## Great Forest Orcs

**Great Holt:** Construction continues on the Holt of the Oak in Lower Tarn Valley and should be finished by the beginning of the Winter Solstice.

**Embassy:** The Great Forest orcs once again offer to help with the construction of an embassy. If not completed by the beginning of Winter the relationship with the Great Forest Orcs will continue on a purely ad hoc basis.

**Delegation:** A delegation from the Great Forest tribe is expected to arrive in Anvil during the summit, probably on Saturday afternoon.

**Liao sinecure:** The briars of the Great Forest wish to build a vinum distillery at Peakedge Stead. This would create a sinecure assigned by the Empire but with half the liao production (6 of the 12 liao per season) going to the briars of the Great Forest (commission, 8 ww, 16 cr, 1 season)

## Grendel

**Fleet Master:** The Grendel have requested that the Imperial Senate grant the Imperial Fleet Master the authority to deal with them as an Ambassador. Amending the title would require a senate motion.

## Jotun

**Weregild:** A delegation of Jotun journeyed to Anvil last summit, to demand a weregild of 200T, which the Imperatrix then offered to pay. A band of Jotun warriors will arrive on Saturday to join a contest in the nation of Wintermark. They intend to take back the weregild with them. They will be in the Wintermark encampment at 3pm on Saturday.

## Thule

**Fortifications:** forts in the Bonewood and the hills of Krevsaty have been completed at double speed, presumably through use of the ritual Immaculate Architect that was given to the Thule last season.

**Diplomacy:** Rak Who-Speaks-For-The-Dragons-Undivided has extended an invitation to the Ambassador to Otkodov to join him in the Caucus Forum (accessible via the Hall of Worlds) from 11pm onwards on Saturday night.

**Murder:** Thuli, the Thule owner of a mine in Krevsaty has allegedly been murdered by Imperial citizens, a Sentinel Gate conjunction exists for 4 people at 7:30 pm on Friday to investigate what has occurred

# Potential Synod Mandates

Unless otherwise indicated, the Mandate wording has been drafted by the Civil Service.  
Citizens should check with the Civil Service to confirm which Mandates would be in competition.

Pg.	Mandate	Assemblies	Liao	Wording
23	Brass Coast - Festival of the Broken Wheel	General	50	<i>"The doctrine of the Way is not diminished by the parody of the Broken Wheel, precisely because it is a parody. What matters to the faithful is the beliefs people hold in the heart, not the practical jokes they play on their friends. We send ...to reassure the Freeborn that there is no need for concern about the feast."</i>
23	Dawn - love and glory	General	50	<i>"The Doctrine of the Seven openly acknowledges that qualities other than the seven Virtues may benefit humanity - and there can surely be no doubt that Love and Glory benefit humanity. We send ... to encourage the Dawnish to celebrate love and glory."</i>
23	The League - Dead Reckoning	General	50	<i>"The essence of Dead Reckoning is an embodiment of prosperity, a system to ensure that people get the just rewards for their labours. We send ... to encourage League citizens to remember that it is virtuous to despise the thieving bandit, the lazy wastrel, the grasping miser, and those who take without giving."</i>
23	The Marches - shriving & reincarnation	General	50	<i>"Neither the practice of shriving nor the belief that humans can be reborn in the bodies of trees or animals are directly contradicted by any part of the Doctrines of the Faith. We send ... to reassure Marcher citizens that their traditional customs and beliefs are an acceptable expression of the Way."</i>
23	Navarr - The Great Dance	General	50	<i>"The essence of the Great Dance is the belief that each person must find the time and the place where they can become their most virtuous self. It is a practical way to help people become more virtuous and we send ... to confirm to Navarr citizens that there is nothing in the Great Dance that is incompatible with the Way."</i>



Pg.	Mandate	Assemblies	Liao	Wording
23	Urizen - Sulemaine & the Sword Scholars	General	50	<i>"Although the Synod has not accepted that Sulemaine meets the criteria to be judged a paragon, it is clear that she taught and practised widely on the virtue of Wisdom. As such she cannot be regarded as a false paragon. We send ... to acknowledge to Urizeni citizens that it is acceptable to call for any virtuous human to be recognised as a paragon."</i>
23	Varushka - bargaining with Sovereigns	General	50	<i>"Sovereigns are clearly inhuman entities, but the Doctrines of the faith do not prohibit bargaining with them anymore than they prohibit bargaining with eternalists or their heralds. We send ... to remind every Varushkan that humans are the greatest of all beings in creation."</i>
23	Wintermark - interment in the Kallavesa swamp	General	50	<i>"To sleep in Kallavesa' is a metaphor that describes the hero's reward and interring the bodies of heroes in the Wintermark swamp is no different to the tombs and mausoleums of Highguard. We send ... to assure every citizen of the 'Mark that it is right to be inspired by the heroic and virtuous achievements of our forebears."</i>
13	Favour Trade with Axos	General	50, 100 or 150	<i>"The Axou have turned their back on slavery. The General Assembly urges every Imperial citizen to support the change we wish to see in the world by looking for new trading possibilities with the Axos. We send ... to urge Imperial citizens to engage with the Axou traders and look for new opportunities to enrich us both by enhancing trade between us."</i>
7	Preach to the Sand Fishers	General	25	<i>"The Sand Fishers are entirely without Ambition, Courage or Pride. They lack the strength of character the virtues provide, they will never prosper without them. We send ... to teach the Sand Fishers of Misericorde the Seven Virtues."</i>
24	Loyalty Mandate	Loyalty	75	<i>"We urge pilgrims to know their heart and what commands its devotion above all else. We send ... to warn pilgrims against those who seek to compel their loyalty and urge them to keep faith with those they are loyal to, whatever it takes."</i>
23	Send Troubadours to Highguard	Dawn	50	<i>"The Highborn have come to Dawn to show us the Highborn Way in their words and deeds. We should rise to the challenge and send our best troubadours to teach them about Dawn. We send ... to urge every troubadour to travel to Highguard and teach them about glory and love."</i>

Pg.	Mandate	Assemblies	Liao	Wording
8	Defend Segura	Freeborn	50	<i>"It is better to live free than to die, or serve as a thrall. We send ... to convince the people of the Coast to dig deep and support the defence of the Brass Coast. Let us commit every coin to the cause of our freedom!"</i>
8	Condemn Privateering	Freeborn	25	<i>"We must not allow ourselves to act as lazy wastrels, the Freeborn are as prosperous as anyone alive. We send ... to encourage the Freeborn captains to turn away from privateering and look for more honest returns."</i>
	Encourage Privateering		100	<b>Competes with:</b> <i>"We must never shy away from what makes us who we are. We send ... to encourage the corsairs to engage in privateering."</i>
23	Highborn Commitment	Highborn	50	<i>"A virtuous life leads the faithful to further righteous action but vile behaviour spreads just as easily if not checked. Blasphemy, idolatry, and heresy have been allowed to spread unchecked through the Empire for too long. We send ... to commit every citizen in Highguard to the struggle to eradicate the seeds of corruption from the Empire before they can flourish."</i>
7	Aid the Sand Fishers	Imperial Orc	50	<i>"The Sand Fishers are broken, they survived under the Druj, but now they are foreigners living in the Empire. It is our duty to show them that they can be more. We send ... to urge every Imperial Orc to do what they can to support them."</i>
9	Accept Mournwold Orcs as warriors	Imperial Orc		<i>"Every orc who hears the ancestor's call to battle and feels themselves ready to face the challenge of the Abyss has a place in the Imperial Orcs. We send ... to make them aware that a life in the Imperial Orcs will help them to cross the Howling Abyss."</i>
9	Accept the Mournwold Thralls	Marcher	75	<i>"Land matters above all else. The Mournwold orcs have repeatedly demonstrated that they understand this fundamental truth. We send ... to ask every Marcher to encourage Jack to bring them into the nation so that they may become Marcher orcs."</i>
23	Shun the Grey Pilgrims	Marcher	50	<i>"The Grey Pilgrims have no right to be encouraging people to question their faith - it ain't their place to be asking their questions. We send ... to urge every citizen to shun the pilgrims."</i>

Pg.	Mandate	Assemblies	Liao	Wording
23	Drive off the Grey Pilgrims	Marcher	50	<i>"Highborn folk should stay in Highguard, not come over here asking hard-working folk questions no-one needs answers to. We send ... to urge every Marcher to drive the Highborn off with rough music wherever they appear."</i>
11	Support the Raid on Ikka's Tears	Wintermark	50	<i>"The Wintermark National Assembly applaud the cunning and guile of every brave Wintermark hero taking part in the raid on Ikka's Tears. Let all look to those who partake of the raid as exemplars of heroism. We send ... to support the scops and the stormcrows in lauding the boldness of those involved."</i>
11	Fate of the Frayed	Wintermark	25	<i>"The Wintermark National Assembly condemn the cowardice of every denizen of Sermersuaq who put down their weapons before all hope of victory was lost. Those who lacked the cunning and the daring to fight with heroism against the Jotun should consider the damage to their skein. We send ... to urge those who fell short to become frayed."</i>



# Synod Concerns

## Active Mandates

**Assembly of Nine:** Encourages Imperial citizens to accept the sermons of the grey pilgrims which would make their mission more effective, but also reminds the pilgrims that they act with the blessing of the Imperial Synod - and that the guidance of the Synod is available to them when needed. (Onan of the Chantry)

**Pride:** The inhabitants of Ossium will speak to them about the virtue of Pride. (Vasili Zoryakovich Zverokaz).

**Brass Coast:** For the next year the general of the Fire of the South can issue the Plunder order in addition to the normal orders they can issue. If they do use this order, or if the Red Wind Corsairs use their Daring Raid order, they are likely to see a small increase in the amount of resources they take and they will be significantly more likely to acquire mithril rather than either weirwood or white granite as part of the spoils they receive. (Luis i Guerra).

**Dawn:** Tracks down miasma pillars in Ossium. (Ser Ancél Watcher)

**Highguard:** Urizen refugees are offered sanctuary in Reikos (Lina of Felix's Watch)

**Highguard:** Urges Grey Pilgrims to avoid trying to spread the Way to the barbarian or foreign orcs. (Yarona of the Chantry)

**League:** Colossus of Sarvos has been consecrated with a dose of true liao. (Astrid Fjellrevening Rezia di Tassato).

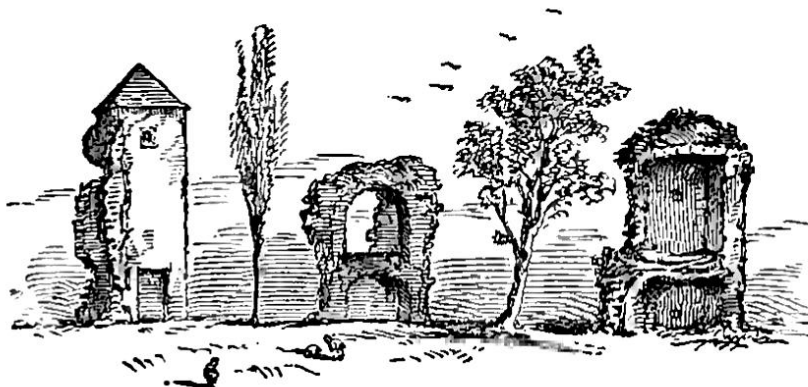
**Imperial Orc:** Provides rewards to those helping to bring lost orcs to Skarsind at the cost of Imperial Orcs production. (Skywise Tulva)

**Marches:** allows any Imperial army to take the new *billet* order in Marcher territory with access to the Imperial Breadbasket. (Friar John of the Mourn)

**Urizen:** Zenith refugees will settle in Redoubt and Morrow. (Aurum of the Nightingale Temple).

**Varushka:** Several benefits including urging Varushka to embrace farms and mines. A story has been included: *The Treasure on the Mountains*, by Doubravka Nadjaovna Vanek. (Raskylov)

**General:** This mandate will inspire architects, masons, and builders to force their way into the buildings designed by the Asavean priest. The images of false gods will be carefully and meticulously removed and then repurposed in such a way as to provide a lasting symbol of opposition for the Asaveans and their faith. (Rafael Barossa di Tassato).





## Grey Pilgrims

### Questions

As the Grey Pilgrims travel the Empire, they pose questions regarding the varied heterodoxical beliefs of many of the Imperial nations. A number of General Assembly mandates seek to resolve these questions (see Potential Synod mandates, p18-19):

- ❖ Brass Coast - Festival of the Broken Wheel
- ❖ Dawnish - attitudes to love & glory
- ❖ League - Dead Reckoning
- ❖ Marcher - shriving and beliefs regarding reincarnation as animals
- ❖ Navarr - the Great Dance
- ❖ Urizen - following Sulemaine's teachings on Wisdom, and whether that is promoting teachings of a False Paragon.
- ❖ Varushka - bargaining with Sovereigns.
- ❖ Wintermark - interring the dead in the Kallavesa swamps.

Each mandate, if enacted, will resolve the Grey Pilgrims' question and will remove that the current penalty to congregations in that nation from that questioning.

No alternative mandates can currently be submitted to the civil service. National assemblies that wish to affect the situation differently would need to pass Statements of Principle first.

### Highborn Mandate

A mandate is available to the Highborn national assembly that commits them to combating blasphemy, idolatry and heresy. If enacted, the current reduction in attendance in Highborn congregations will cease. But Highborn statements of principle that do not directly address those particular matters would be significantly less likely to result in a mandate.

### Opposition

Marches and Dawn national assemblies have both passed statements of principle opposing the Grey Pilgrims in some manner. As a result, these mandates are available:

- ❖ **Marches - shun the Grey Pilgrims:** (50 liao) no significant initial effect, but if other nations follow suit, then the penalties on Highguard to support the Grey Pilgrims will return.
- ❖ **Marches - drive off the Grey Pilgrims:** (50 liao) Shunning will reduce the beneficial effects on suppressing the Vallorn, and will stop Highborn armies from resupplying in the Marches.
- ❖ **Dawn - Send troubadours to Highguard:** (50 liao): unknown consequences. But likely to inflame conflict between Highborn and Dawnish.

## Other Synod matters

### Idolatrous buildings

Synod and Senate both voted to deal with buildings created by the Asavean Architect Almodin Oktistis. The former sent mobs who stripped and despoiled the idolatrous decorations. Then the latter paid for the repair and remodelling. Normal functions are restored, but every trace of the former blasphemies are gone. The Asaveans consider this a grave insult. Imperial magistrates are treating the mob-action as criminal damage, and will be investigating those responsible for inciting vandalism.

## Loyalty Mandate

The Loyalty assembly has made clear definitive statements about the nature of that virtue. As a result a mandate could be enacted with far-reaching effects for a year:

- ❖ Statements that try to compel Loyalty will fail.
- ❖ Statements that prioritise the greater good over personal loyalties will be less effective.
- ❖ Revocations and Excommunications for disloyalty to nation or Empire would risk causing dissent.

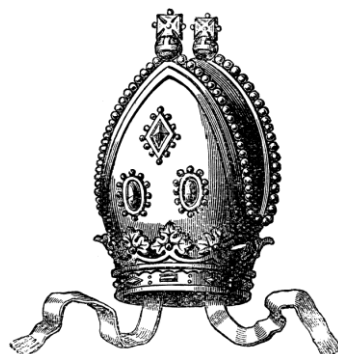
For the next year the Cardinal of Loyalty would be able to use their Judgement to submit a single proposed mandate for consideration by the Loyalty Assembly *in addition* to whichever Assembly was already deliberating it. If the mandate passed in both assemblies then Loyalty priests would seek out those already committed to that cause and use the *Eyes of Loyalty* to grant them strength to give everything in pursuit of it. That action would require 25 doses of liao - and the effects are hard to predict.

## National Speakers

Some nations have opportunities to create their own national assembly 'Speakers', similar to the new 'Speaker of the Highborn Assembly'. All these titles typically have responsibility for guiding their national assembly, encouraging priests of their nation to vote, and tending to the spiritual traditions of their nation. Each would be annually appointed by the relevant national assembly granting synod votes and liao.

- ❖ **League: Archbishop of Capodomus Cathedral** - requires refurbishment of the revered cathedral in Sarvos (commission, 20 wg, 10 mi, 60 cr, 1 season; 20 votes, 10 liao, 7cr).
- ❖ **Wintermark: Voice of the Crows** - requires rebuilding the Hall of Rund in Kallavesa (commission, 10 ww, 6 wg, 32 cr, 1 season; 18 votes, 9 liao). Could also be given the responsibility to advise the 'Thanes' Council as 'Speaker for the Crows'.
- ❖ **Marches: Prior of Margaret's Oak** - requires building of a new seminary dedicated to exemplar of Ambition Margaret of Meade (commission, 8wg, 4ww, 24cr; 16 votes, 8 liao). Would have the responsibility to help Marchers attain Imperial titles. If successful, sinecure income would likely increase.
- ❖ **Varushka: Tender of the Hearth** - existing sinecure of Tender of the Hearth could have its responsibilities amended by a Senate motion to incorporate the duties of Speaker, increasing its prominence (to 20 votes, 10 liao)

Other nations could pass Synod judgements to indicate suitable national options. Any gaining a greater majority would likely create similar opportunities.





# Conclave Concerns

## Three Watchers

The great wonder "The Three Watchers" has been created in Morrow, with aid from the Eternal Adamant to serve as a permanent tribute memorialising the Highborn sacrifice for Urizen. It has been consecrated with True Liao.

## Imperial Necromancer

Options to further enhance the powers of the Imperial Necromancer.

- ❖ **Stewards of the Dead:** a Highborn chapter who do not usually attend Anvil wishes to ensure that frivolous use of necromancy is reduced, and asks for a declaration from Conclave to make it the Necromancer's responsibility. In return they will provide unofficial support similar to ministry to purchase relevant magical items.
- ❖ **Sung:** the Night eternal fascinated by mysteries offers magical tokens to assist casting *Whispers Through the Black Gate*, and two doses of a rare Axou drug that permits imbiber to speak with the recently dead. She wishes Conclave to interdict speaking to those who have been dead for more than a year.

## Cursed Chapter

Zephaniah's Lament chapter has been cursed, turning the land around their chapterhouse into a dusty wasteland and badly affecting its inhabitants, particularly when they look in mirrors.

## Cathan Canae's Gifts

The Summer eternal has gifts for those that have impressed her.

- ❖ Osric of Sigehold Hall, Odelia Nelda, and Jag of the Embers of Ashenhall have impressed her with courage, cleverness and insight. If Conclave passes a Declaration of Concord recognising the strength of the Winterfolk in their stand against the Jotun she will send two legions of ice giants to help guard the Beacons of Wintermark for the next year.
- ❖ Alexander of House Tallstag is gifted with a draught of potent Summer magic.
- ❖ Will Talbot is gifted with a ritual to grant dangerous strength to the halberdiers and pole-axe wielders of the Marches. She will entrust the Marchers with it for a year, at the end of which she will request its return.
- ❖ Archmage of Summer, Brother Luke is requested to "issue the challenge" to seek out champions to fight on her behalf in the tourney to come.

## Adamant's Disappointment

Having not been thanked for raising the gate of Adamant, the eternal has registered his disappointment with Dawn. Experienced enchanters of Dawn have suggested that this be rectified quickly.

## Meraud - battlefield magic

Meraud will provide three gifts to the winners of a competition of battlefield magic. He requests the presence of the Archmage of Summer, the Warmage, the Master of Ice and Darkness, and the Grandmaster of the Rod and Shield as part of the judging panel. He also requests that the Academy provide a judge as well.

Judging will take place in the Hall of Worlds, at five o'clock on Saturday.

## Eleonaris' Heralds

Nezha, herald of Eleonaris, intends to visit the Hall of Worlds shortly before Friday Conclave, most likely regarding the Empire's failure to construct a statue to Eleonaris and its summoning of six thousand Knights of Glory last summit.

The Leonine Child comes to discuss her own matters, early Friday evening.

## Night Magic Across the Empire

### Empire-wide effects

*Wondrous Forests of the Night*, a magnitude 160 ritual, has been cast across the Empire, by the Sussivari Frost Coven of Wintermark, with the following effects:

- ❖ All forests produce additional bounty.
- ❖ Additional ambergelt, beggar's lye, dragonbone, and iridescent gloaming available at public auction.
- ❖ Naga lineage and tendencies are strengthened; nagas may find their heroic reserves increased slightly. More naga children are likely to be born over the next year.

### Ritual Changes

- ❖ *The Eight-spoked Wheel* and *The Retrograde Wheel* affect twice as many resources if performed at the Summer Solstice.
- ❖ *Verdant Bounty of the Twilight Bayou* can be cast on herb gardens in addition to forests at the Summer Solstice. It produces four random herbs and a dose of Night vis.
- ❖ Additional magnitude of *Tithe of Bats* has changed from 4 to 12 but extra effects are much more potent.
- ❖ *Still Waters, Running Deep* is reduced to magnitude 24 (plus 13 for each additional target).
- ❖ The magnitude of *Distill the Serpent's Stone* has increased to 100 this summit, during which time it will produce up to two stones.
- ❖ The ritual *Wondrous Forests of the Night* is more difficult to cast at the Summer Solstice, rising to magnitude 200.

### Gifts from Eternals

- ❖ **Azoth** offers a boon to magicians who are interested in transmutations. Their herald Alembic will be in the Hall of Worlds at 8.30pm on Friday. Any magician can provide a name and eleven measures of a single material to the herald. Alembic will return at 11pm with a talisman - equivalent to a *Mask of Gold and Lead* - that will aid in the casting of alchemical rituals to be given to that named magician.
- ❖ **Lashonar** will provide nine Jarmish Quills (that allow *Call Winged Messenger* to be cast once per day) to the ambassadors of the Empire if requested by a Conclave Declaration of Concord.
- ❖ **Janon** sends its herald, Spark, to hear tales of passion, arriving at the Hall of Worlds at 6pm on Saturday. Spark wishes to speak with Cardinal of Pride Astrid Fjellrevening Rezia di Tassato, Archmage of Night Elyssiathain or Kahendrin Wordsmith the 'Champion of Janon'.
- ❖ **Sung** has acquired three 'motes of the Bronze Idol's Eye' - powerful Night items from the Dreamscape which increase Night powers - and will gift them to Conclave nominees. Any unlineaged human who consume one will likely develop naga lineage.

## Whisper Gallery Threats

The Whisper Gallery want the return of a ritual text *Quell the Thief of Secrets*. They claim the Militia have it. If Conclave pass a strongly worded declaration condemning the Militia, then the Whisper Gallery will remove a single person from their existing list of enemies, whose deaths they seek:

- ❖ Livia of the Spire of the Celestial Cascade, of Urizen, Seer of the Gateway.
- ❖ Hywel Summercrow, of the Navarr, Cardinal of the Way.
- ❖ Siân of the Eternal Family, of the Navarr, Advisor on the Vallorn.
- ❖ Caleb of the Cenotaph, of Highguard, Minister for Historical Research

The Whisper Gallery offer reward to any who bring the hearts of those above to the Imperial Regio at midnight at the Summer Solstice.

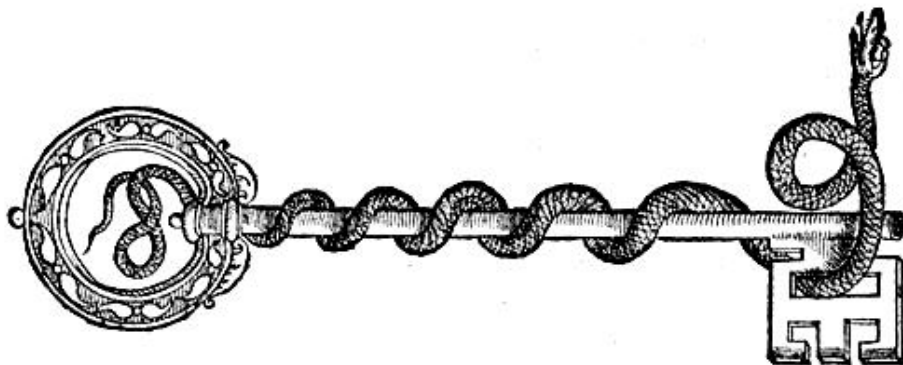
## Parlays with Eternals

### friday

8 pm	Irira Harah (Spring)	Hall of Worlds	The future relationship between Irira Harah and the Empire.
10 pm	Sinokenon (Day)	Hall of Worlds	Discussion to include Imperial Cardinals.
11 pm	The Lictors (Autumn)	Hall of Worlds	Three questions may be asked, and three answers given.

### Saturday

2 pm	Rhianos (Summer)	Hall of Worlds	Tales of adventure.
8.30 pm	Sadogua (Night)	Hall of Worlds	Parlay.
9 pm	Sadogua (Night)	Hall of Worlds and then on to 'somewhere else'	A secondary request has gone out to gather: Brat Umbral Path, Eliza of the Guild of Ash and Embers, Sovica of Varushka, a member of the Sussivari Frost Coven, a representative of the Circle of Zulgan Tash, and the most glorious Dawnish witch-adept of Night.
11 pm	Skathe (Winter)	Hall of Worlds	Parlay; contingent upon Amity Declaration by Conclave.



# Eternals - Amity & Enmity

*Status correct at end Spring Summit 382*

Any Eternal not listed as having either amity or enmity is neutral.

## Eternals under Amity (extends to their Heralds)

	Declared By	Date
Adamant	Solomon	Spring 382
Barien	Corvus Auric Horizon	Date unknown
Kaela	Palaphon Ankarien	Autumn 382
Irra Harah	Asenath	Winter 382
Phaleron, the Celestial Library	Mari Linkforge	Summer 379
Rhianos	Solomon	Summer 381
Roshanwe	Gancius di Sarvos	Summer 380
Sadogua	Elyssian of Endsmeet	Spring 382
Tharim	Sirus Skybreaker	Summer 381
Zakalwe	Gabriel Barossa	Winter 381

## Heralds under Amity (extends to their Eternal)

<i>Uk'ta the Messenger (Lashonar)</i>	Pavel	Spring 379
---------------------------------------	-------	------------

## Eternals under Enmity (extends to their Heralds)

Llofir	Solomon	Winter 383
Siakha	Rosamund Holt	Spring 381
Wendigo	Beloslava Velkovitch	Winter 306
Whisper Gallery	Gregor	Autumn 379
Yaw'nagrah	Allegra Foundhome	Winter 380
Ylenrith	Skywise Gralka	Winter 381

## Collectors and Curators of Knowledge

<b>Imperial Offices</b>	Matters pertaining to the Imperatrix, the Great Houses of State, and Foreign Policy.
<b>Anvil Library</b>	The Anvil Library is a public lending library and repository of knowledge. The main location is in the centre of Anvil.
<b>The Looking Glass</b>	Journal of Fashion and Politics. Ask in the League.
<b>Livia, Seer of the Gateway</b>	Recorder of True Liao Visions, published as 'Echoes of the Labyrinth'.
<b>Qusay i Kalamar i Guerra</b>	Producer of 'The Thrifty Squid' - a guide to market prices at Anvil.
<b>Tiberius of the Ankarien Magesterium</b>	Curator of the Library of the Anvil Hospital: information on known ailments and poisons, physical and magical.

# THE EMPIRE

IMPERIAL  
VALIORN

JOTUN

THULE

DRUJ

GRENDDEL

HORDALANT

REINOS

LIATHAVEN  
22

SEGURA  
92

KAHRAMAN  
71

BREGASTAND  
64

KALLAVESA  
55

SERMERSUAQ  
18

KALINO

FEROZ  
24

MADRUGA  
88

MOURNWOLD  
43

MITWOLD  
76

HAHNMARK  
64

URDUR

NITHOGGIR

TASSO  
60

SANOS  
95

UPWOLD  
72

CASINEA  
39

MIAREN  
74

TEMESCHWAR  
87

HERCYNIA  
63

SKARSIND  
67

VERIHANDI

REDOUBT  
58

NECROPOLIS  
43

BASTION  
38

REIKOS  
44

ASTOLIAT  
58

THE BARRENS  
29

SEMMEHOLM  
63

WEIRWATER  
62

KAROV  
70

MIERAROVA  
71

NOLODMARZ  
67

SKULD

SPIRAL  
22

ZENITH  
19

MORROW  
41

THERUNIN  
70

BROCELLANDE  
26

HOIBERG  
83

OSGIUM  
3

KARSK  
64

**19** CAX INCOME  
Red if negative

Figures from  
Civil Service  
figures for  
Spring 382 Y.E.  
This does not  
include impact  
of recent  
invasions.



# Civil Service Timetable

including deadlines for submissions to each Great Council

Hour	Senate	Conclave	Military Council	Synod	Bourse & Other
<b>Friday</b>					
6-7			Election (6)		
7-8					Lots by 7pm
8-9	Deadline 8pm	Deadline 8pm	Muster		Public Auction
9-10		Conclave			
10-11	Senate			Vote closes 10pm	
11-12					
12-1					
<b>Saturday</b>					
10-11					Vote opens 10.30pm
11-12			Patrol/Battle (to 12.30)		
12-1					Senator Elections
1-2					
2-3	Deadline 2pm		MC	Vote closes 2pm	
3-4					Seat Auctions
4-5	Senate				Vote closes 4pm
5-6		Deadline 8pm			
6-7		GM Elections		Vote closes 6pm	Lots by 6pm
7-8	Deadline 7pm	Conclave			Public Auction
8-9					
9-10	Senate				
10-11				Vote closes 10pm	
11-12					
12-1					
<b>Sunday</b>					
10-11					
11-12			Patrol/Battle (to 12.30)		
12-1	Deadline 12pm				Student Council Graduation
1-2			Military Council		
2-3	Senate			Vote closes 2pm	