

Anvil Almanac

Spring 381 VE



✿ Current Imperial Concerns ✿

summaries of the news carried to Anvil by
winds from across the Empire and beyond

✿ Imperial Titles and their Holders ✿

taking especial note of those Titles due for election

✿ Collectors and Curators of Knowledge ✿

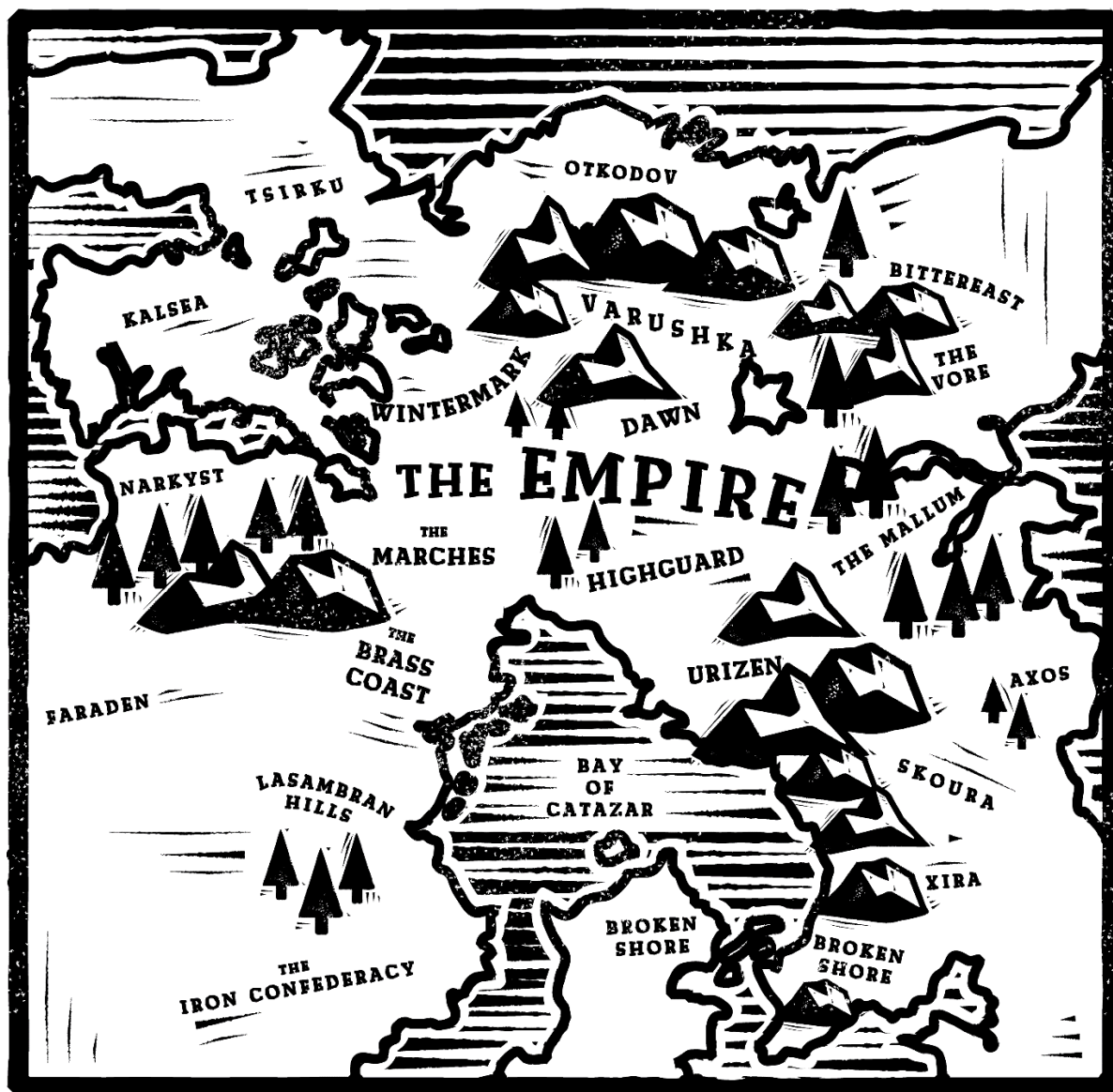
✿ Civil Service Timetable ✿

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.



Imperial Concerns

Military Campaign

Magical shroud severely hampers scrying across the Empire and some adjacent disputed territories, except for Urizen and Skarsind

Mournwold

0 of 7 regions

Rivers Run Red, The Hardest Choice.

Jotun advance into the Mourn is met with a co-ordinated Imperial strategy to give ground while the territory is under the effect of two casualty-increasing rituals. Some 12,000 Jotun die, over twice the number of Imperial deaths. A sixth of the civilian population also dies, and fully half in Greensward, which becomes haunted and ruined. The Jotun do not entirely conquer the Mournwold - the Empire retains a precarious foothold, including the Singing Caves mithril mine. The Jotun have reacted to this mass slaughter as a blasphemous act.

actions of the Feni of the Forest of Alderly - who also suffered the twin curses - may also affect the war in the Mourn, if they cease harrying the Jotun or even side with them instead

Armies: Citadel Guard, Drakes, Fist of the Mountain, Golden Axe, Hounds of Glory, Red Wind Corsairs, Seventh Wave, Summer Storm, Valiant Pegasus, Winter Sun, Wolves of War

Liathaven

0 of 7 regions

Black Thorns use Paths of Lan Thúven to cross into Jotun-controlled northern Liathaven leaving behind loosed husks. Imperial forces launch a concerted attack upon Jotun forces, gaining foothold in West Ranging. Hardly any Navarr left in southern Liathaven. So if recaptured, territory would need extensive rebuilding.

Armies: Black Thorns, Fire of the South

Spiral

1 of 7 regions

Foam & Spittle of the Furious Sea

Large Grendel attack takes almost all of Spiral. Grendel forces are highly co-ordinated, likely magically-enhanced. The Legacy is lost to Grendel raiders; Imperial citizens are captured and enslaved. Imperial armies driven back to Cinion.

Armies: Green Shield, Northern Eagle

Redoubt

*All regions
(Grendel retain a
foothold in Naris)*

Grendel forces depart, leaving small pockets of invaders in possession of several spires. The hospital Spire of Evenstar falls to the Grendel.

Grendel-summoned magical storms lash Redoubt, blocking roads and passes, causing impeded travel. Army movements in Redoubt are slowed by half. Problem will take 4 seasons to clear if nothing is done, 2 if an Imperial army is deployed to clear the roads and one season by deploying a siege army. Any deployed army would be able to resupply.

Armies: Eastern Sky

Reikos

6 of 7 regions

Tamarbode region still 'claimed' by the Spring Eternal Llofir.

Armies: None

Skarsind

All regions held

Dogri Thulebane captured alive & arrested by magistrates with the Iron Helms. Three clear opportunities to render themselves into the custody of Imperial Magistrates were refused. Excellent discipline maintained by army officers, no atrocities committed. 700 Imperial citizens killed - 500 Wintermark lawbreakers, 200 Varushkan soldiers.

Armies: Iron Helms

Barrens

1 of 11 regions

Druj peace treaty cedes Murderdale and the Carmine Fields to the Druj. Imperial forces withdrawn to Astolat. Druj are now considered Foreigners. Empire still holds Dawnguard.

Armies: none

Resupplying Armies

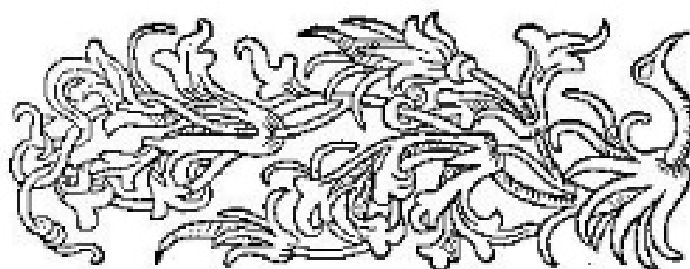
Astolat: Golden Sun, Gryphon's Pride, Quiet Step;

Casinea: Tusks, Granite Pillar;

Madruga: Bounders;

Necropolis: Towerjacks;

Sarvos: Strong Reeds.



Sentinel Gate Conjunctions (Battle Opportunities)

Military Council decides which of the following
Sentinel Gate Conjunctions will be used.

Saturday *Western Front*

- I. Liathaven: West Ranging
- II. Mournwold: Greensward

Also a significant conjunction on Saturday evening will occur near Ossuary in Spiral for a large force.

Sunday *Spiral*

- I. Cinon: head off Grendel attack, deny them advantage
- II. Ateri I: disrupt Grendel slave-taking operations
- III. Ateri II: also to disrupt Grendel slave-taking operations

Force Weights

Wintermark 22 Navarr 17 League 10 Urizen 7 Brass Coast 7
Dawn 17 Highguard 11 Varushka 9 Marches 6 Imp. Orcs 5

Each of the two battles must have at least 54 and at most 57 force weight sent on it. 'Force Weight' represents rough size of Anvil fighting force.

Previous Concerns

Detente in Sermersuaq

The raids by the odd hunters that have been going on for the last six months or so have petered out. It is not obvious if this is a temporary respite, or whether Savik Summerstorm has secured a permanent resolution.

Krampushall Complete

The home of the supernatural creature known as the Krampus is now complete in Pakaan's Pass in Skarsind. This may be something of a mixed blessing for the Imperial Orcs.

Trial of Dogri Thulebane

Magistrate Reinholz will conduct the trial of Dogri Thulebane on Saturday 5pm in the Senate building.

Senate Concerns

Butterfly Reserve

A side-effect of Empire-wide Night magic allows for a sinecure to be built this season only that will provide 20 measures of iridescent gloaming. This sinecure could be auctioned through the Bourse or appointed by Declaration of Candidacy in Conclave (15 ww, 30 cr, 3 months)

Bourse Concerns

Traders and Merchants from across the Empire visit Anvil with wares to sell

Druj Traders

Saturday 2pm. Here to exchange White Granite for Mithril at a rate of 3 for 2. They also have magicians seeking business with the Conclave and traders looking to trade herbs for resources and mana. The Druj are foreigners under Imperial law. It is illegal to attack, rob or kill them.

Droplets of Night

Saturday 6 pm. House Cudo of Redout will be selling to Urizen three vials of 'Tears of the Night Realm': geodes that reduce the magnitude of a single Night ritual by 10. One vial will be sold for coin, one for mana and one for artisan resources.

Navarri Relic Dagger

Emris Oakhaven has an ancient relic lost long ago in the darkness of Lan Thuven. His preference is to sell it to a fellow Navarri.

Pre-Imperial Relic

Saturday afternoon. Naomi of the Highborn chapter of the Wandering Star has a pre-Imperial Relic for sale. Her preference is to sell to Highborn but for not less than it is worth.

Seal Skin

Marcher trader Walter Applecart is in possession of a strange seal skin from Sermersuaq. It is likely that he will wish to talk to fellow Marchers and pay to gather knowledge of potential buyers.



Empire-Wide Concerns

Religious Schism

A schism has developed within the Synod regarding the proposed Doctrine of the Land Without Tears by Yael of Felix's Watch which was rejected by the General Assembly. The Wintermark, Varushka, Navarr, Urizen and League assemblies have all outright rejected Yael's claim to be the First Empress reborn. But the Dawn assembly has supported her. The Imperial Orc assembly has removed itself from the controversy. The assemblies of Highguard and the Brass Coast are still to voice a clear opinion.

Statements of Principle passed at this summit decisively accepting or rejecting Yael will take effect immediately if they pass with a greater majority.

Preaching Against Yael

Any national assembly that has already passed a Statement of Principle with a greater majority could pass a further mandate, repudiating the non-doctrinal teachings of Yael and subsequently reducing her congregation (national, 25 liao minimum). The effects of any such mandates will be weighed against other relevant mandates, specifically those that turn her congregation into an army or incorporate it into a Dawnish army.

Divided Nations

Wintermark, Varushka, Navarr, Urizen, and the League have their ability to provide effective military unit aid to Highguard, Dawn, the Marches and the Brass Coast halved - and vice versa.

Highguard

Highguard is extremely divided re Yael - Highborn armies have their ability to take territory reduced by one-tenth and will break if their strength falls below 1200.

The Highguard national assembly could pass a Statement of Principle for or against Yael, which would require a greater majority. Passing such a statement against Yael would allow the Highguard national assembly to preach against Yael as described below.

Imperial Orcs Unless a further Statement of Principle is passed, this nation is no longer affected by Yael-related turmoil. Citizens will play no further role in this matter and their armies and military units may support and be supported by members of any other nation

Dawn Yael may choose to challenge for Queen of Dawn, outcome to be determined by a Grand Tourney. The Dawnish national assembly may pass a mandate (Dawn, 25 liao, lesser majority) to bring the song of the First Empress to the Dawnish people. This will increase **every** personal resource in Dawn by 1 rank for 1 year, or by 2 ranks for 1 year if Yael became Queen of Dawn.

Dawnish Army of the faithful A synod mandate (Dawn, 25 liao minimum) can be raised to incorporate the Congregation of the First Empress into the Dawnish army of the Gryphon's Pride, making it a large army within one season. This would require a Senate motion and would cost 75 mithril. Alternatively, an elite cadre of Dawnish troops could be attached to the Gryphon's Pride, improving the quality of the army. This would require 75 mithril and a dose of true liao. Either option will cease if Dawn stops supporting Yael.

The Army of the first Empress The Courage Assembly could issue a mandate to turn the Congregation of the First Empress into an army (Courage, 25 liao). This army would have the following qualities:

- ❖ Initial fighting strength 2,000.
- ❖ Requires no upkeep, and does not need to be supplied.
- ❖ Would not be under Yael's command - but would be advised by her.
- ❖ The army can only submit orders 'overwhelming assault' and 'heroic stand'.
- ❖ No natural resupply, but could receive emergency resupply from Yael.
- ❖ Once completed, a further Courage assembly mandate and supply of liao could provide emergency resupply, or increase its fighting strength to a maximum of 5,000.

Foreign Nations & Barbarians

Stable foreign policy leads to more trade opportunities and prosperity

Hsavea	Relations good. Imperial fleets visiting Nemoria will receive an additional ingot of orichalcum.
Hxos	Liao prices still high due to Axou's continued purchases. Civil Service will buy at 18 rings a dose. However, the Axou religion is highly critical and antithetical to The Way. The Synod has yet to issue a Statement of Principle relevant to this.
Commonwealth	Relations remain neutral. But when the inevitable Jarmish-Commonwealth conflict occurs, the Empire may be caught in the middle.
Faraden	The execution of the Honradez sisters (three Imperial citizens dedicated to the false Virtue of Vengeance) has had repercussions. The three had been adopted into the influential Tsagaan Faraden family. A high-ranking priest has been sent to investigate. Tal'Shar i Zabala i Erigo, the Faraden Ambassador, will receive an early briefing.
Great forest Orcs	Delegation to Anvil on Saturday evening. Below-strength army of ex-Barrens orcs is currently in Therunin. Tribe has asked to control one of three northern regions of Therunin (Upper Tarn Valley, Lower Tarn Valley or Eastring) - humans to continue living alongside - which would allow natural resupply. Tribe refuses to discuss religion. Accompanied by human briars who may or may not be Anarchy heretics from Dourfell Keep. After 6 months without any resolution, tribe is now in discussion with the Thule.
Jarm	Positive relations continue to yield trade benefits. Jarmish ports provide additional resources to trading Imperial fleets.
Jotun	Jotun opinion of the Empire is at an all-time low. The recent actions in the Mourn are seen as blasphemous in some manner by the Jotun, making any prospect of a future treaty more difficult.

Thule

Relations are reasonable. Diplomatic Envoy: Rak Who Speaks For The Dragons United. Trade envoy: Gar the Trader

Northern Trade Network Commissioning of a road construction would allow trade between the four northern trade outposts and the Thule, allowing each trade outpost to use their ministry to trade for crystal mana. (30wg 60cr, six months). Would also allow Imperial visitors to learn more about the Thule territory of southern Urdur.

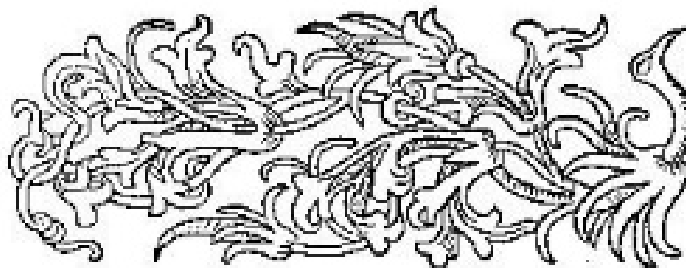
Thule Ambassador No Embassy building required. The Thule want the post to be a Varushkan national title, appointed through any of the well-worn paths.

Gildenheim Ruins The Thule wish to pay 30 wains of white granite
Access for two months' access to the runeforge ruins of Gildenheim in Skarsind including permission to remove relics. This will require a Senate motion.

Thule Slaves The General Assembly of the Synod could raise a Statement of Principle demanding the return of Imperial citizens currently held as slaves. Passing with a greater majority would send a significant signal.

The Senate could also make a formal approach to the Thule to negotiate for the return of Imperial citizens held as slaves and regarding the alleged murder of citizens at the green iron mines in Crow's Ridge. The law regarding slavery makes it possible to pay for the repatriation of slaves, but could be a challenge re their descendants, who are not technically citizens.

Approach should be made by a (newly appointed) Thule Ambassador, the Imperial Consul, or the Advisor on Orc Affairs.



Synod Concerns

Imperial Orc Sinecure

Opportunity to transform Cardinal Atla's congregation into a great work providing 25 votes and 12 liao distributed amongst congregations in Skarsind (15 wg, 5 ww, 5T, 3 months)

Doctrinal Missionaries

Synod may issue a mandate (General, 100 liao) to spread the word of the new doctrines regarding orcs to foreign lands. This will damage relations with Jarm and to a lesser degree, the Sarcophan Delves, but will be another step forward in the dismantling of the unjust practice of slavery.

Sumaah Inquisition

High-ranking Sumaah Wisdom priest, Tipoa the Insightful has demanded an inquisition of Bonewall Rek and Bonewall Cole. They have further demanded that only Imperial Orcs may attend the inquisition. This is an opportunity to repair relations between Sumaah and the Empire if Imperial Orc pilgrims can convince the Sumaah that they are sentient beings with souls.

Asavean Temple in feroz

Idolatrous Temple of the Black Bull completed in Oran, Feroz. Synod may issue mandates: **Isolate the Temple** (Freeborn, General or Nine, 50 liao) - reduces Freeborn fleet captain revenue from Nemoria by a fifth and temporarily reduces business income in Feroz until Summer; future constructions by Asavea will likely have a caveat excluding the Brass Coast. **Encourage Tolerance** (Freeborn, Prosperity, General or Nine, 25 liao) - increase business income in Feroz by a fifth until Winter; will improve relations with Asavea and forestall any further attempts to interfere with the operation of the Temple of the Black Bull. **Enlighten the Idolators** (unknown, 50 liao) will likely result in syncretic adoption of Virtue into the existing beliefs of visiting Asaveans and almost certainly precipitate a diplomatic incident. Doing nothing will leave the situation unchanged. Some Imperial citizens will visit the Asavean Temple.

Asavean Architect

The Synod may issue a mandate denouncing the priests of Baddu the Builder (Freeborn, General, Nine, 25 liao) which will likely result in the architect resigning his Senate-granted stipend, and returning to Asavea.

Tassato Hate Cult

Marcher immigrants from Whittle continue to hold fast to the false virtue of Hate. The League assembly can pass a mandate to warn the people of Tassato against this blasphemy (League, 50 liao). This would create a ghetto, the additional income of green iron from their presence would cease, and the Whittlefolk would likely move out of Tassato by the end of the year.

The Marcher assembly could condemn the Whittle folk with a mandate (Marcher, 50 liao) that instructs others to shun them. This would prevent the Whittle folk from receiving sanctuary in the Marches should they be ejected from Tassato

Conclave Concerns

Astromantic Alignment

The Wanderer has aligned itself with the Chalice indicating portents of transformations, potions, unsettling truths, confusion and drunkenness.

Magistrate Investigation

In Winter, the Archmage of Night arranged for Ancel Steward to communicate with the Whisper Gallery, who are under Enmity. The magistrates have said that they will be investigating this matter further due to complications around Enmity and Declaration of Sorcery laws, and specifically that the recently-uncovered special dispensation of Archmages to be able to contact Eternals under enmity does not extend to others.

The forest of Arden

Political shifts in the Summer Realm concerning the Forest of Arden, domain of Eternal Hayaak, which has become more dangerous amid conflicting stories as to what has occurred. Eternal Jaheris is said to know, and has indicated that they are prepared to discuss it with "a certain worthy representative of the Empire" (*not publicly identified*).

Archmage Parlays

During the Winter Solstice, five of the Imperial Archmagi used their power of plenipotentiary to contact eternal, and the eternal have responded publicly.

- Spring** Rosamund Holt & the Voice of Yaw'nagrah regarding interference with imperial affairs. (2 pm Saturday Hall of Worlds - formal parlay)
- Summer** Solomon & Cathan Canae's herald 'The Warden of the Adamant Tower' to discuss the Icy Crag of the Eternal Sun Summer college. Will Talbot has also been invited. (6pm Saturday evening)
- Autumn** Maurice de Gauvain & Supervisor Quench, Herald of Estavus to meet with the Archmage and magicians of the Marches (4pm Saturday afternoon).
- Winter** Syrus Skybreaker & Tharim (private conversation to be arranged)
- Night** The Whisper Gallery want to speak with Ancel Steward of House Vexille - a recently-declared sorcerer (time unknown)

Roshanwe offers reward for curses

Eternal Roshanwe has offered a reward of 10 vials of prismatic ink (day vis) for each pawn/agent of the Whisper Gallery cursed with 'All the World in a Grain of Sand'. Roshanwe deems the following to be pawns or agents of the Whisper Gallery:

- ❖ Any individual convicted by the magistrates of ignoring the enmity under which the Whisper Gallery have been placed.
- ❖ Anyone declared as a sorcerer by the Empire for trafficking with or promoting the agenda of the Whisper Gallery.
- ❖ Anyone who declares themselves in support of those monstrous eternal by speaking on their behalf in the Senate or the Conclave.

Roshanwe will also send a favoured Herald to speak with Kyra Halcyon Spire, Grandmaster of the Unfettered Mind.



Imperial Titles



Winter



Spring



Summer



Autumn



Declaration



Sinecure



Dies, abdicates or revoked

The Throne

Empress Lisabetta von Holberg of the League



Senate

		Proposed	Seconded	
BRASS COAST	Feroz	Oria		
	Kahrman	Qusay i Kalamar i Guerra		
	Madruqa	Anwar i Del-Toro i Riqueza		
	<u>Segura</u>	<u>Avisena i Ezmara i Guerra</u>		
DAWN	Astolat	Bohemond de Rondell		
	Semmerholm	Escalados de Carsenere		
	Weirwater	Valentin Ivarovich Orzel		
HIGHGUARD	Bastion	Brother Ibrahim of the Cohort of the Winter Bear		
	Casinea	Barrabas		
	Necropolis	Ianthe of Raven's Watch		
	<u>Reikos</u>	<u>Balthasar of the Suns of Couros</u>		
IMP. COUNCIL	Skarsind	Ironside Vio		

Other Imperial Senate Positions

Advisor on Orc Affairs

Bloodcrow Ergot



Advisor on the Vallorn

Siân Eternal



AMBASSADORS:

Asavea

Camilia di Traviciana di Sarvos



Axos

Tarquinius of Ankarien



Commonwealth

vacant



Faraden

Tal'Shar i Zabala i Erigo



Iron Confederacy

Starac Sijed Orzel



Jarm

Owsi Twice-burned



Sarcophan Delves

Thanmir Hrafn



Sumaah Republic

Vera Runova Helgrod



Bursar of the Academy

Titus Hopkirk



Captain of the Senate Guard

status unknown



Dean of the Academy

Faustina Notturmo Di Sarvos



Dean of the Liberated of Jarm

Has never been appointed



Imperial Consul

Aureliana Perpetua Nicasia
Saverio di Sarvos



Minister of Historical Research

Ioseph of Phoenix Reach



Commissioners

Crystal Architect of the Spires

Tiberius Echostorm









Imperial Master of Works

Richard Lancaster



Conclave








Grandmasters

Celestial Arch	Catalina Novarion	
<u>Golden Pyramid</u>	<u>Faustus Vivaci Rezia Di Tassato</u>	
Rod and Shield	Aethelstan	
<u>Sevenfold Path</u>	<u>Zephaniah of Highguard</u>	
Shuttered Lantern	Gregor of the Circle of Zulgan-Tash	
Unfettered Mind	Kyra of Halcyon Spire	

Archmagi

Spring	Rosamund Holt	Winter	Syrus Skybreaker
Summer	Solomon	Day	Gancius della Notte di Sarvos
Autumn	Maurice de Gauvain	Night	Elyssiathain of Endsmeet

Other Conclave Positions

Arcane Architect	Vitore Van Temeschwar	
Bursar of the Conclave	Abel of Reikos' Renown	
Dean of the Lyceum	Simargl, "the Empty One" of the Circle of Zulgan-Tash	
Imperial Magus	Cyrus, son of Felix of Highguard	
Imperial Seer	Finn Finnson of Wintermark	
Imperial Censor	vacant	
Master of Ice and Darkness	Brother Luke of The Shattered Tower of Highguard	

Synod

Cardinals, Gatekeepers and Virtue Inquisitors

	Cardinal	Gatekeeper/Conscience Virtue Inquisitor	
The Way	Atla of the Imperial Orcs	Ingrid Sigeing Yarrick Ursan of Wintermark	
<u>Ambition</u>	<u>Serrusto Caeli Rezia di Tassato</u>	<u>Viviane de Coeurdefer of Dawn</u> <u>Robin of Swindale of the Marches</u>	
Courage	Levitia of Endsmeet of Urizen	Jorma Steelhail of Wintermark Rodrigo Whittington of Dawn	
Loyalty	Oberon di Tassato of the League	Tess of the Marches Corwin Leafstalker of Navarr	
<u>Pride</u>	<u>vacant</u>	<u>Astrid Fjellrevening Rezia di Tassato of The League</u> <u>Ephrael of Highguard</u>	
Prosperity	Ricardo Almieda Desmondo di Tassato	Morgan Leafstalker of Navarr Vaurus Korppitkotka of Wintermark	
<u>Vigilance</u>	<u>Irada von Temeschwar</u>	<u>Alys of Highguard</u> <u>Martin Orchard of the Marches</u>	
Wisdom	Agnetha De Rondell of Dawn	Amris of Varushka Sariel of Highguard	

Other Synod Positions

Auditor of Senatorial
Accountability (ceremonial)

Sargon of Felix's Watch, Highguard



High Exorcist

Solas of Urizen



Imperial Inquisitor

Ephron of Adina's Charge, Highguard



Imperial Chaplain Consular

Hywel Summer Crow of Navarr



Seer of the Gateway

Livia of the Spire of the Celestial
Cascade, Urizen



Military Council

Brass Coast



Red Wind Corsairs

Fire of the South.

Freeborn Storm

Dawn



Golden Sun

Hounds of Glory

Eastern Sky

Gryphon's Pride

Highguard



Granite Pillar

Valiant Pegasus

Seventh Wave

Imperial Orcs



Winter Sun

Summer Storm

The League



Wolves of War

Towerjacks

Estana i Mestiere i
Guerra

Vrael i Sol-Devorador i
Erigo

Edgardo i Ruiloba i
Guerra

Zoran Orzel

Tancred de Rondell

Vincent Vexille

vacant

Mathayus

Cayleb

Cuth

Bloodcrow Morgur

Irontide Skar

Gabriel Barossa

Natalia Barossa



The Marches



Bounders

Alusair Farstrider



Drakes

Will Talbot



Strong Reeds

Jack Flint



Tusks

Nedry of the Cullachs



Navarr

Black Thorns

Ulric Y'Basden



Quiet Step

Brennos Brackensong



Urizen

Citadel Guard

Nicassia Avicia of Phoenix's Reach



Varushka

Golden Axe

Coiska Graemovna Sulich



Northern Eagle

Nikolai Zakharovic Prochnost



Iron Helms

Akstis Eiguly's

Wintermark

Green Shield

Iron Osric



Fist of the Mountain

Erkenbrand



Other Military Council Positions

Warmage

Barthol de Rondell



Quartermaster General

Brendan (Dan) Brackensong



Imperial Fleet Master

vacant



Bourse



Winter:
Weirwood



Spring:
Ilium



Summer:
White Granite



Autumn:
Mithril

			Bid History	Yield
	Arratan Gamble	Issebel Vittoria Barossa	325 (400, 165, 41, 10)	25
	Brilliant Star	Vasily Strascovich	590 (451, 240, 78, 13)	26
	Canterspire Circle	Rada Prochrost	50 (385, 265, 90, 11)	22
	<u>Damation Cliffs</u>	<u>to be allocated in Spring</u>	405 (170, 18)	27
	Fortress of Salt	Tobias Shanks	600 (495, 305, 80, 9)	25
	Golden Trees of Seren	Adelajda von Temeschwar	50 (350, 303, 145, 11)	28
	The Great Forest at Reikos	Nemuel of Ravensfell	56 (150)	25
	Great Mine of Briante	Siliva Alcham	200 ^{RT} (355, 355, 215, 9)	22
	Great Pits of Ennerlund	Lukash Biessek von Temeschwar	590	27
	Heartwood of the Great Vale	Landon of Longridge	50 (375, 310, 100, 7)	23
	Hunt of Alderei the Fair	Dyta von Temeschwar	50 (200, 200, 112, 13)	26
	Night Quarry	Meric Freysson	406 (370, 170, 49, 8)	26
	<u>Scorrero Nets</u>	<u>Kali of the Saker</u>	130 (??, 37, 4)	5
	Singing Caves	Falko von Temeschwar	165 ^{RT} (500, 400, 19)	28
	Sutton Stone Quarries	Peter Carter	300 (345, 155, 93, 10)	23
	<u>Syrene's Wisdom</u>	<u>Falko of the Bloody Butchers</u>	155 (58, 48, 10)	7
	Weirwater Vales	Jack Plank	50 (400, 280, 98, 8)	23

^{RT} = Reduced Term

Unassigned Bourse Positions

	Stonefield Ice Caves	Ceded to the Thule	5
	The Legacy	Captured by the Grendel	22

National Bourse Positions

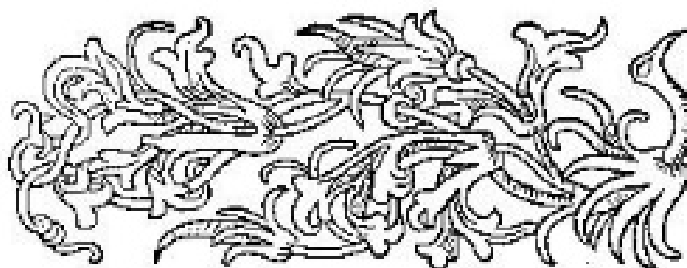
Means of Allocation – typically by vote of the relevant resource holders.

									
Bid	Business	Congregation	Farm	Fleet	Forest	Herb Garden	Mana Site	Military Unit	Mine



				Allocated	Yield
	Brilliant Shore	Imperial Orcs	Gaterender Brik		26
	<u>Broken Shore Bounty</u>	<u>Brass Coast</u>	<u>Karlos i Shartha i Riqueza</u>		7
	Eternal Shafts of Time	Varushka	Tomasz Strascovich		27
	<u>Gift of the Dwindling Star</u>	<u>Varushka</u>	<u>vacant</u>	 	4
	Granites of Veltsborg	Varushka	Vitaly Dukov		26
	<u>Master of the Imperial Mint</u>	<u>League</u>	<u>Ferrero</u>		Senate powers
	Pride of Ikka's Tears	Wintermark	Ragnar Stormspire		15
	<u>Regario Dossier</u>	<u>League</u>	<u>Rodrigo Barossa</u>		4
	<u>Steel Fist</u>	<u>Imperial Orcs</u>	<u>Irontide Wesk</u>		8
	The Thimble	Navarr	Idris Eternal		24
	Vigilant Swan	Highguard	Azeal of Cantiarth's Hold		26

Sinecures, Elected Bourse Titles, & Ceremonial Titles

Title ^{Nation}	Holder	Season	Election
Bailiff of the Grand Market ^M	Errol		
<u>Bonesetter of Torfast Trading Post</u> ^{IO}	<u>Sunhammer Kragg</u>		
Broker of Treji Wayhouse ^N	Wyl Brackensong		
Castellan of Spiral Castle ^D	Maryc		
<u>Custodian of the Assayers Guild</u> ^L	<u>Marat Jaroslav</u>		
Dhomiro of the Cinnabar Hills ^B	Sagua i Ezmara i Murit i Erigo		
Foreign Trade Envoys ^(ceremonial)			
Axos	vacant		
Asavean Archipelago Commonwealth	Adrianna Donati di Sarvos		
Faraden	vacant		
Principalities of Jarm	Roberto Murdochich di Sarvos		
Sarcophan Delves	Owsi Twice-burned		
Sumaah Republic	Thanmir Hrafn		
	Aedred apMagor		
<u>Foreman of the Mines of Gulhule</u> ^{IO}	<u>Irontide Flax</u>		
Mistress of the Glass Parador ^B	Constanza i Kalamar i Guerra		
Northbound Trademaster ^L	Jan von Schmied de Temeschwar		
Operator of Brock's Toll ^M	Robert Shanks		melee
Overseer of the Westward Road ^V	Pavel Novak		 
Provost of the Halls of Knowledge ^U	Octavius of Auric Horizon		
<u>Vizier of the Incarnadine Satchel B</u>	<u>Esteban i Ezmara i Erigo</u>		



Sinecures & Ministries selected by Senators

Title ^{Nation}	Holder	Income
<u>Broken Shield Guardian</u> ^{IO}	<u>vacant</u>	18 herbs
 <u>Celesti Lighthouse Keeper</u> ^{BC}	<u>vacant</u>	Ministry (mana)
Custodian of the Claw ^U	Valeria of Phoenix Reach	10 mana
Custodian of the Starlight Drift ^U	Palaphon	9 mana
Custodian of the Storm Vault ^U	Xanthius Echostorm	10 mana
Dredgemaster of Feverwater ^N	Brennyn Bronwen's Rest	4 ingots; <small>Historical research</small>
Dean of Pilgrims ^{Senate}	Nina of Cantiarth's Hold	18 liao
<u>Eternal Flame of Miaren</u> ^N	<u>vacant</u>	9 mana
Gatekeeper of Falling Snow ^W	Pendraed the Maker	12 herbs
Granger of the Golden Orchard ^N	Merel Pathfinder	9 mana
Guardian of the Cairn ^W	Tarqeq Icetongue	9 mana
Guardian of Dunfrith ^W	Ham Dunning	21 herbs
Healer of Dawn ^D	Isabella de Rondell	18 herbs
Herbalist of the Hearth ^W	Brienne-Walda Stormborn	21 herbs
High Herbalist of Sybella ^H	Tolamy of the Scions of Ravensfell	Ministry (herbs)
 Keeper of Aurelie's Garden ^{N or D (melee)}	Kiarten Twofeet	18 herbs
<u>Keeper of the Dour Fens</u> ^M	<u>vacant</u>	10 mana
Keeper of the Glorious Fountain ^U	Tatiana of Auric Horizon	9 mana
Keeper of the Memorial Gardens of Treji ^{Hercynia}	Ceinwen	18 herbs
Keeper of the Sapphire Stair ^L	Domitila Sanguineo Rezia di Tassato	20 Crowns
Keeper of the Spice Gardens ^{BC}	Reina i Shartha i Riqueza	18 herbs
<u>Keeper of the Tower of the Fall</u> ^U	<u>vacant</u>	10 mana

Title ^{Nation}	Holder	Income
Master Apothecary ^W	Freya Krestinar	21 herbs
Master of the Clearing House ^L	Wilhelmina Aurora Sanguineo	Ministry (herbs)
Master of the School of Exorcism ^H	Naomi of Felix's Watch	6 liao; silent bell
 <u>Mayor of Caricomare</u> ^{L, Sarvos}	<u>Aria di Notturmo</u>	15 Crowns; 25 votes (Sarvos senator)
Preceptor of the College of Warcasting ^{IO}	Irontide T'onk	9 mana
Shepherd of the Great Herd ^{IO}	Sunhammer Kirrik	216 rings
Spider's Tollkeep ^{BC & L}	Rafa'et i Contra i Guerra	2 thrones
Steward of the Tassato Mana Exchange ^L	Beatriz Sanguineo Rezia	Ministry (mana)
Storm Shaman ^{IO}	Ashborn Rauur	9 mana

Sinecures appointed by the Synod

Title ^{Appointed By}	Holder	Income
<u>Crow Keeper of the Rest</u> ^W	<u>vacant</u>	6 liao, 12 votes
Curator of the Printer's Guild Museum ^{L, Prosperity}	Taddea Ginori	6 liao, 12 votes
Curator of the White City Museum ^H	Apollos of Highguard	7 liao, 14 votes
<u>Custodian of the Imperial War Memorial</u> ^H	<u>vacant</u>	6 liao, 12 votes
Dean of Laroc Cathedral ^D	Lady Eleanor de Rondell	6 liao, 12 votes
Limitu Principality House of the Way ^{Jarm}	Lord Marcus Drummond	Ministry (liao-mana)
Watcher of Britta's Pool ^W	Eldeen Wulfssdottir of Wintermark	9 liao, 18 votes
 Voice of Barbs ^N	Corey Brackensong	6 liao, 12 votes



Civil Service Timetable



Senate

Conclave

Military
Council

Synod

Bourse &
Other

Friday

6 pm	Elections			
7 pm				Lots Deadline
8 pm	Motion DL	Add/Dec DL	Military Council	Pub. Auction
9 pm		Conclave		
10 pm	Senate			Vote Closes
11 pm				
12 am				
1 am				

Saturday

10 am				Vote Opens (1030)
11 am	Patrol/Battle (to 12.30)			
12 pm				Senator Elections
1 pm				
2 pm	Motion DL		MC	Vote Closes
3 pm				Seat Auctions
4 pm	Senate			Vote DL
5 pm		Add/Dec DL	Skirmish (off-Anvil)	
6 pm		GM Elections		Vote Closes
7 pm	Motion DL	Conclave		Pub. Auction
8 pm				
9 pm	Senate			
10 pm				Vote Closes
11 pm				
12 am				
1 am				

Sunday

10 am				
11 am	Patrol/Battle (to 12.30)			
12 pm	Motion DL			Student Council Graduation
1 pm			MC	
2 pm	Senate			Vote Closes

Collectors and Curators of Knowledge

If you wish to be listed here, please advise the House.

Garth, Keeper of the Library of Phaleron and the Anvil Library

The Anvil Library is a public lending library and repository of knowledge. The main location is in the centre of Anvil with auxiliary libraries based in various nation encampments. In addition, the Library in the Hall of Worlds contains copies of all books sent to the Eternal Phaleron.

Bloodcrow Ergot

Founder of The Oathwright newspaper.

Ladies of the Looking Glass

Journal of Fashion and Politics. Ask in the League or at the House of Seven Mirrors.

Livia, Seer of the Gateway

Recorder of True Liao Visions, regularly published in 'Echoes of the Labyrinth'.

Qusay i Kalamar i Guerra

Producer of 'The Thrifty Squid' - a guide to market prices at Anvil.

Tiberius of the Ankarien Magesterium

Curator of the Library of the Anvil Hospital which contains information on all known ailments and poisons, physical and magical.

Wisdom

- ❖ The Virtuous apply what they have learned; wisdom knows all knowledge is incomplete.
- ❖ Let every word you speak carry meaning; do not use forty when four will do.
- ❖ Wisdom is not always knowing the answer; wisdom is finding the right question.
- ❖ Test what you learn; only fools accept hearsay as truth.
- ❖ Despise folly and chastise the fool that spreads it.

Please advise the House of Errors or Omissions.

