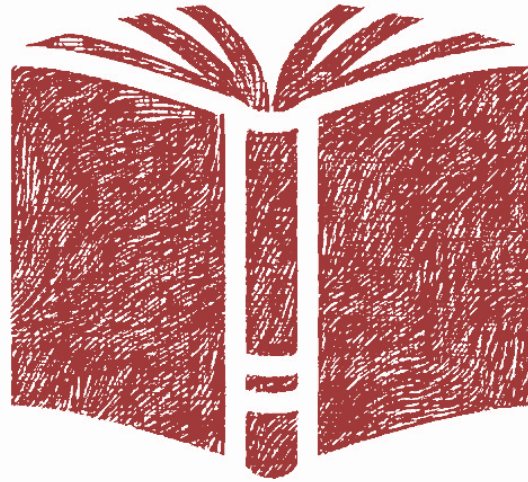


Anvil Almanac

Autumn 3827E



✧ 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

✧ Imperial Titles and their Holders ✧

taking especial note of those Titles due for election

✧ Eternals - Amity & Enmity ✧

✧ 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.



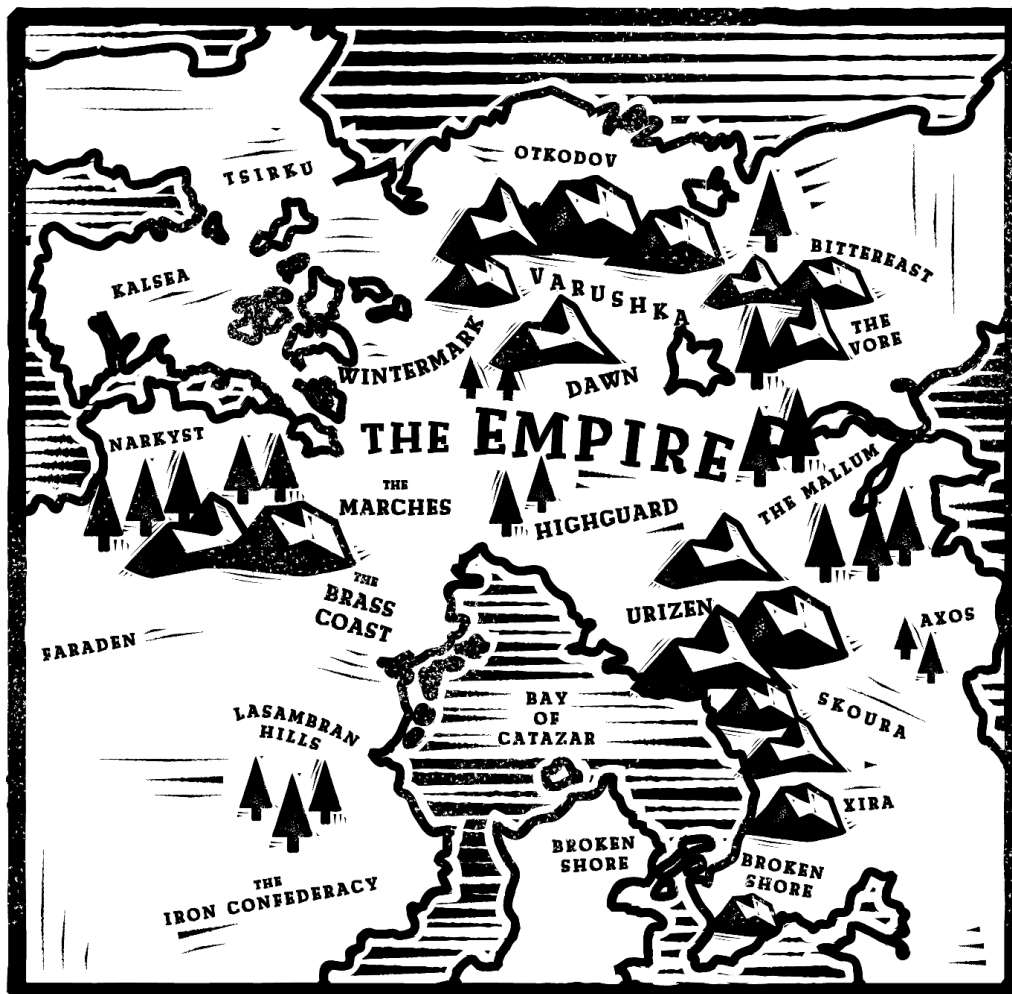
Empress Lisabetta is the twentieth occupant of the Throne.

Abbreviations

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

Opportunities & Mandates are written in the following form:

Opportunity (materials required; time to build, commission if required, time limit). Effect.
Mandate (Assembly, # liao, duration, time limit) & excerpt of mandate text. If enacted: results



Imperial Concerns

Military Campaign

Stars missing in Semmerholm, the Barrens, and Zenith: shrouds with a strength of at least 50. *Most likely by the Druj, with Whisper Gallery help.*

Penumbral Veil drawn over Otkodov, *most likely by the Thule*

Penumbral Veil drawn over the Imperial territories of Necropolis, Redoubt, Sarvos, and Madruga, Feroz, Temeschwar and Morrow *most likely by Imperial magicians.*

Kahraman

5 of 5 regions

Imperial covens cast *Rivers of Life* cast across the territory and raise a *Frozen Fortress* in Serra Briante. Three armies under Clarity of the Master Strategist are joined by 15,000 troops commanded by Imperial military captains and face similarly-sized Jotun forces in the foothills of Gambit region. The Jotun forces are driven out of Kahraman and back into neighbouring Reinos. The Damation Cliffs white granite quarry is recovered and can be allocated at the Autumn summit. The Damata town walls are damaged and a civil service assessment is awaited.

Armies: Drakes (overwhelming assault), Quiet Step (steady conquest), Strong Reeds (overwhelming assault)

The Mallum (Ossium)

2 of ? regions

All four Dawnish armies journey across the Golden Causeway into the unmapped Druj homeland, with 3,500 troops commanded by Imperial captains, and join up on the other side with the Varushkan army of the Golden Axe. Initial scouting reveals that they have invaded the Druj territory of Ossium, arriving in the region of Bittershore. North is the Bonewood, east is the Ghalath Fields, with the major settlement of Lomaa also in the east. Two clans hold power here - the Bone Serpents and the Amber Scorpions.

Imperial forces conquer Bittershore and the Ghalath Fields, faced only by vastly inferior foes, pushed a short distance into the Bonewood; broken the Bone Serpent clan and established an armed camp around the town of Lomaa and its mithril mine. Druj magic turns the forest of the Bonewood into a defensive wall. Imperial forces have only taken minimal casualties. An Ossium mithril mine will be available for allocation at the Autumn summit.

Armies: Eastern Sky (overwhelming assault), Golden Axe (take their land), Golden Sun (grinding advance), Gryphon's Pride (push the line), Hounds of Glory (triumphant charge).

Sermersuaq

0 of 7 regions

*(1 held by Thule,
6 by Jotun)*

Rivers of Life cast in Sermersuaq and Imperial forces withdraw south into Kallavesa, Mournwold and Astolat to regroup. Unopposed, the Jotun completely conquer Sermersuaq, except the Thule-held Silver Peaks.

Shortly after the Summer solstice, undead husks rise and attack indiscriminately. The Jotun fight fiercely to protect their newly-conquered thralls.

The Eternal Ephesis has aided the Empire to safely recover the last mithril bounty from the Pride of Ikka's Tears mine.

Morrow

3 of 5 regions

Three resupplying Highborn armies guard Morrow, bolstered by a *Frozen Fortress*. Against 45,000 Druj they are only able to slow the inevitable advance. Druj destroy the un-built Legacy of Wisdom; the Gardens of Morrow; the Glorious Fountain of Dawn and Dusk; the Temple of Winds and the re-located Halls of Knowledge.

The Druj control Perego and Caeli, and a tenth of Operus. Complete loss of a third region would give the Druj control of Morrow. Urizen lands cannot support the Citadel Guard army, which will start to decay again.

Armies: Granite Pillar (strategic defence), Seventh Wave (guard the gates), Valiant Pegasus (tend the fallen)

Resupplying Armies

Astolat - The Tusks (solid defence), Winter Sun (solid defence)

Casinea - Citadel Guard (give ground), Summer Storm (solid defence), Towerjacks (solid defence), Wolves of War (give ground)

Kallavesa - Blood Cloaks (solid defence), Fire of the South (solid defence), Fist of the Mountain (solid defence), Green Shield (solid defence)

Mournwold - Bounders (solid defence)

Redoubt - Iron Helms (solid defence),

Northern Eagle (hit and run)

Upwold - Black Thorns (solid defence), Red Wind Corsairs (give ground)

Sentinel Gate Conjunctions

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

- I. *Saturday*: Druj supply lines (back to the Mallum) in Lustri, Zenith.
- II. *Either day*: Jotun forces retreating from Serra Damata,
- III. *Sunday*: Druj Spring regio in a defensive stockade in Lomaaa, Ossium

force Weights

Each of the two battles must have at least 59 and at most 63 force weight sent on it. 'Force Weight' represents rough size of fighting force of Anvil heroes.

Wintermark	Dawn	League	Urizen	Brass Coast
Navarr	Highguard	Varushka	Marches	Imp. Orcs

Armies assigned to Guerdon support in Winter 3817E

Army	Nation	Deployed
Quiet Step	Navarr	Liathaven
Hounds of Glory	Dawn	Semmerholm
Drakes	Marches	Kahraman
Wolves of War	League	Spiral

The Bay of Catazar

Large Grendel armada is anchored outside Sarvos. Ultimatum delivered: "Pay 400 Thrones or we will invade and sack one of the southern territories (Madruga, Feroz, Sarvos, Necropolis, Redoubt or Spiral)". Full demand details including how to pay and sufficient mana to magically scry the existence of the armada will be delivered to Empress Lisabetta at the start of the Anvil Summit.

Grendel Emissary

Last season a Grendel commander, Innevia surrendered to Imperial forces. A Grendel emissary will arrive in Anvil this summit to meet with the 'Talbot general' and negotiate on the behalf of Salt Lord Moorvain of Vorlac over the ransom. It is not clear when they are due to arrive. John Cooper, the Secretary to the Diplomatic Corps will inform the General and the Imperial Consul.

Raiding the Grendel

Combined effort from Imperial fleets and Imperial military units can strike at the Grendel while they are over-extended and overconfident. To be coordinated by the Imperial Fleet master, Estaban i Del Blanco i Guerra. Opportunity is only available this season.

Various targets have been identified by mapping the Bay of Catazar and outcomes vary according to the 'strength' of fleets and military units committed. (As a rule of thumb, each 'normal' fleet or military unit is considered to have a strength of 100; each rank of improvement from investment or ritual magic adds 20.) Total fleet strength determines target. Total military units strength determines outcome.

Targets Five potential targets:

- ❖ Less than 5,000 - **Grendel shipping**
- ❖ At least 5,000 - **Temple of Tempest Jade**, centre of the Grendel's worship of the Spring eternal Siakha.
- ❖ At least 10,000 - **slave port of Vorlach**, under dominion of Salt Lord Moorvain, it imports slaves and exports mithril and salt.
- ❖ At least 15,000 - **Isle of Balsagoth**, home to a great forest of weirwood.
- ❖ At least 20,000 - **Capital City of Dubhtraig**, ruled by Salt Lord Suriad.

Table below lists likely outcomes including slaves likely to be liberated, rewards for fleet captains and military unit commanders (compared to a normal season's paid work), potential rewards for the Imperial Fleet Master, and any other longer-term effects.

Military Strength (outcome)	fleet Strength (target)				
	under 5,000	5,000	10,000	15,000	20,000
	Grendel shipping	Temple of Tempest Jade	Slave port of Vorlach	Isle of Balsagoth	Capital city of Dubhtraig
5,000	250 slaves Half reward	250 slaves $\frac{3}{4}$ reward	250 slaves $\frac{3}{4}$ reward +2 ingots	300 slaves	250 slaves Full reward Minimal impact

				¼ reward +2 measures of forest materials Grendel weirwood production halted for 1 season	
10,000	300 slaves Full reward Grendel unable to harass Imperial shipping for 1 season	All slaves Full reward +2 ingots of Tempest Jade Information about Temple defences	500 slaves Full reward +2 ingots Vorlach disrupted for a season	500 slaves Full reward +2 measures of forest materials Grendel weirwood production halted for 2 seasons	500 slaves Full reward +72r Fleet Master: 10 ww, 10 mi Weirwood production halted for 2 seasons Shipyards inoperable for 2 seasons
20,000	500 slaves Full reward + 2 ingots of metal Grendel unable to harass Imperial shipping for 2 seasons	All slaves Full reward +4 ingots of Tempest Jade Fleet Master: 50 Tempest Jade Priesthood of Siakha broken & diminished	1,500 slaves Full reward +4 ingots Fleet master: 10 mi Vorlach fired & looted, production of mithril & salt mines disrupted	1,000 slaves Full reward +5 measures of forest materials Fleet master: 10 ww Grendel weirwood production halted for 3 seasons	1,000 slaves Full reward +108r Fleet Master: 10 ww, 20 mi Mithril and Weirwood production halted for 2 seasons Dubhtraig Shipyard inoperable for 3 seasons Delay Grendel raising an army for 2 seasons
30,000				1,000 slaves Full reward +5 measures of forest materials Fleet master: 25 ww Grendel weirwood production halted for at least a year	1,000 slaves Full reward +132r Fleet Master: 10 ww, 30 mi Mithril and Weirwood production halted for 3 seasons Dubhtraig Shipyard inoperable for 1 year Delay Grendel from raising an army for a year

Sentinel Gate Minor Conjunctions

When	Where	Size	Aim
Fri 18.10	Floes Descent, Pakanan's Pass, Skarsind	30	Rescue rearguard of Heroes of Anvil fleeing Jotun invasion of Sermersuaq
Fri 18.30	Floes Descent, Pakanan's Pass, Skarsind	60	Engage larger Jotun force pursuing refugees from Sermersuaq
Fri 20.00	Iron Citadel Field, Caeli, Morrow	35	Rescue Urizeni scholars & engage Druj fighters.
Fri 20.30	Meadow of Clouds, Caeli, Morrow	35	Rescue Urizeni scholars & engage Druj fighters.
Fri 21.00	Peakedge Road, Perego, Morrow	35	Rescue Urizeni scholars & engage Druj fighters.
Fri 21.30	Sulphur Vent, Perego, Morrow	35	Rescue Urizeni scholars & engage Druj fighters.
Fri 21.15	Rookwood Estate, Murderdale, The Barrens	25	Militia raid to bring murderers to Imperial justice, likely to also attract Druj fighters.
Sat 14.30	Silver Light Tower, Operus, Morrow	50	Anvil Hospital healers to bring aid to Highborn physicks; a small force of Druj will need to be driven off.
Sat 15.30	Cascade Pass, Caeli, Morrow	45	Slay monstrous Druj beast known as an Oduli
Sat 16.00	Blood Spike Glade, Bonewood, Ossium	45	Ambush a Druj coven; a Druj fear miasma will be in effect
Sat 18.00	Orieni Villa, Cazar Straits, Feroz	40	Defend Glass Point Cove mana sinecure from Grendel looting
Sat 18.30	Glass Point Cove, Uccelini, Sarvos	40	Defend Broken Shore Bounty ilium seat from disruption by Grendel raiders
Sat 20.00	Wither Oak, Bonewood, Ossium	35	Raid Druj skirmishers escorting covering refugees transporting a cargo of green iron. (Druj fear miasma in effect.)
Sat 20.30	Warden's Reach, Bonewood, Ossium	35	Raid Druj skirmishers escorting covering refugees transporting a cargo of green iron (Druj fear miasma in effect.).
Sat 21.00	Fangmoor Dwell, Galath Fields, Ossium	35	Slay monstrous Druj beast known as an Oduli. (Druj fear miasma in effect.)
Sat 21.30	Scarred Bay, Bittershore, Ossium	35	Destroy a Druj fear misama pillar. (Druj fear miasma in effect.)

Imperial Concerns

Armies

Mandates are available to change the qualities of the armies of The Brass Coast, Dawn and Wintermark.

Freeborn Armies

The army of the Burning Falcon, destroyed 130 years ago, can be re-raised (senate motion, commission). Two competing mandates:

Mandate (Freeborn, 50 liao) "rally the people of the Brass Coast in support of the Burning Falcon"; reduces the cost of the army to 180mi & 320cr, army will be *Glorious* (can use *triumphant charge* & *final stand* orders).

Mandate (Freeborn, 75 liao) "We shall build a roaring beacon to inspire our allies"; reduces the cost of the army to 180mi & 320cr, army will have the *True Conviction* quality (the army can ONLY take the the *triumphant charge*, *final stand*, *forced march* and *desperate reinforcement* actions)

Mithril

The Dhomiros of the Cinnabar Hills may buy up to 20 wains of mithril for 22 crowns per wain; offer is open for 2 years; there will be consequences if mithril is not used to raise a Freeborn army.

A Mandate is available to encourage the acquisition of mithril.

Mandate (Freeborn, 50 liao) "find the mithril we need to restore the Burning Falcon!"; enables the Fire of the South to use the *plunder* order and marginally augments the *daring raid* order of the Red Wind Corsairs. This mandate has no effects if the Burning Falcon is not commissioned.

Dawnish Armies

Two mandates are available; if enacted, no Dawnish general will be able to issue the *give ground* or *cautious advance* orders and during the Winter Solstice, the generals of Dawn will have opportunities to alter or improve the qualities of their armies.

Mandate (Dawn, 50 liao) "urge every Dawnish soldier to commit themselves body and soul to glory in the service of Dawn."

Mandate (Dawn, 50 liao) "Let our glory be immortalised in witch-woven banners"; this mandate focuses on integrating magical traditions with their armies; it will not give any Dawnish army the option to gain the *Magic* quality.

Wintermark Armies

Mandate (Wintermark, 25 liao) "remind our people that a true hero does not strike their opponents from behind with envenomed blades"; if enacted expands the *fight with honour* order so that all the following orders would be changed to a *balanced attack* order when fighting alongside Wintermark: *plunder* (Red Wind Corsairs), *cut them down* (Bounders, Summer Storm) *merciless assault* (Iron Helms), *whatever it takes* (Quiet Step), *fire in the blood* (Venomous armies).

Marcher Armies

Mandate (Marcher, 50 liao) "urge our yeofolk to find new ways to fight that neither scorn our history nor threaten our future."; if enacted, during the Winter solstice, some or all of the generals of the Marches will receive an opportunity to update the quality of their army.

Imperial Infrastructure

Numerous road-building projects (the Blood Red Roads, the Roads of Karsk, the Pilgrim's Trail in Kallavesa and the South-West road road to the Faraden and the Northern trade network) have prompted the Civil Service to draw up a number of comprehensive plans. Road Networks share out a fixed pool of resources to citizens within affected territories. Despite being primarily made of white granite, Road Networks differ from Great Works in that they are not limited to the type of resource they affect. A territory can only draw benefit from one Road Network

Each plan represents one or more Opportunities. due to the complex nature of these Opportunities, **only some of them may be commissioned by an Imperial Wayleave**, those with military applications can **only** be commissioned with a senate motion.

None of these opportunities are time-limited. But beginning construction on one of them in the next two seasons may create further opportunities for Road Networks in other nations than the ones listed below.

Marches: Highways & Canals

Grand Western Highway

Opportunity (100 wg, 200 cr, commission, 3 seasons). Improves existing roads. Affects Mitwold, Mournwold & Bregasland. In Mitwold: 450 rings split between businesses, an additional 180 rings to the bounty to Farms provided by the Breadbasket. In Mournwold: 450 rings to farms. In Bregasland 25 ingots to mines.

The Otterway

Opportunity (20 wg, 20 ww, 80 cr, commission, 2 seasons). Improves 'the only dry road in the the marshes'. Affects Bregasland, providing 360 rings to farms.

These two Marcher opportunities can be combined into a single senate motion **(120 wg, 20 ww, 280 cr, commission, 4 seasons).**

Great Westward Canal

Opportunity (60 wg, 40 ww, 100 cr, commission, 3 seasons). Creates canal connecting Meade & Sarcombe. Affects Mitwold & Mournwold: 560 rings to businesses, Mitwold: 216 rings to farms. Mournwold, 32 ingots to mines.

Wintermark: Beacons

Opportunity (40 wg, 40 ww, 160 cr, senate commission, 2 seasons). Affects Hahnmark & Kallavesa. Creates a network of watchtowers and beacon fires, causing any barbarian invasion of those territories to be treated as contested, even without an Imperial Army present; allows military units to garrison the defence of a chosen territory. If the regions of Kalpaheim or Rundhal Marsh are taken, then the beacons in the corresponding territory would cease to work.

Opportunity (25 wg, 25 ww, 100 cr, commission, 2 seasons). Expand the beacon fires to Sermersuaq (requires control of Sermersuaq). Provides the same effects as in Hahnmark and Kallavesa.

Kalpaheim Trade Hall

A ministry can be built in Kalpaheim, connecting Wintermark to the Northern trade network (16 ww, 32, commission (wayleave) 1 season) creates a ministry that can purchase materials from Imperials and mana from the Thule.

Varushka: Iron Roads **Opportunity (200 wg, 400 cr, commission, 2 seasons).** Improves and connects roads across Varushka. Effects Karov, Volodmartz and Miekarova. Creates a bounty of 35 ingots for mine owners & 35 materials for forest owners in **each** territory; will increase the output of the two national and two Imperial Bourse seats (Eternal Shafts of Time, the Hunt of Alderei the Fair, the Granites of Veltsgorsk, and the Night Quarry) by 2 wains **each** per season. May create further opportunities to expand the League Assayer's Guild, mines in Karsk or investment in richer vales.

Brass Coast **Opportunity (40 wg, 80 cr, commission, 2 seasons).** Expands existing roads in Feroz. Provides 495 rings to to businesses and improves the bounty of the Spice Gardens sinecure by two doses of Cerulean Mazzarine, Imperial Roseweald, and True Vervain each season and would add two doses of Realmsroot each season.

The road network could be extended towards Kalino in the Iron Confederacy, boosting businesses and allowing the creation of a ministry - this would require negotiation by the Ambassador to the Iron Confederacy.

Kahraman: The Cinnabar Roads **Opportunity (80 wg, 60 ww, 240 cr, senate commission, 3 seasons).** Affects Kahraman. Enhances trade routes to the Marches, Tassato, Miaren and even Wintermark. Creates a bounty of 38 ingots to mines, 675 rings to businesses. Additionally it enhances Fort Braydon to a rank 2 fortification. The Dhomiro of the Cinnabar Hills ministry holder would be able to additionally purchase Weltsilver, Beggar's Lye and Ambergelt

Dean of the Academy

The Academy has relocated to Astolat from Morrow. There are several options to re-purpose original Canterspire buildings and the Imperial title of Dean of the Academy:

Canterspire College of the Way - college for studying spirituality (no cost, no commission, senate motion, expires Winter; creates an 8 liao & 16 vote sinecure appointed by the Urizen national assembly)

The Canterspire Trust - centre dedicated to the support of refugees (no cost, no commission, senate motion, expires Winter; creates a liao ministry, appointed by the General Assembly or Assembly of Nine)

Do nothing - the Dean of Pilgrims will continue, but receive reduced liao - only 6 per season

Marcher Concerns

Mournwold Orphans

- ❖ The Sarcombe Register, a set of records to help friars find families willing to take in orphans, could be built as a folly (6 wg, 12 cr).
- ❖ Or it could include shrines of the Little Mother all across the Mournwold - but would only include human settlements.
- Opportunity (40 wg, 80 cr).** bounty of 900 rings to Prosperity congregations dedicated in the Mournwold.
- ❖ Or the shrines and the register could include orc settlements as well as human settlements. This would cost 50 wains of white granite and 100 crowns, and provide the same benefits as the shrines above. It would also be another sign of Imperial intent to incorporate the thralls into Marcher society.

Dawnish Concerns

Champions of Love & Glory

Following the appointment not only of Champions of the seven virtues, but Champions of the Way, love and glory, the Dawn national assembly may raise a further mandate:

Mandate (50 liao, Dawn) "Where we find a noble who truly embodies Love or Glory, we shall name them alongside the champions of the seven Virtues". If enacted, this will inspire the weavers and artisans of Dawn, inspiring them to create favours for these champions (a *Troubadour's Ring* for love and a *Circlet of Command* for glory).

Shieldbearers

Following the creation of the Champion of Courage, who bears the unique Pilgrim's shield *Torchbrand*, the senate could pass a single motion to create six further shieldbearer titles.

Navarr Concerns

Trods & Foreigners

There is an increase in foreigners using the trods. Following a Statement of Principle, the Navarr national assembly may enact a mandate:

Mandate (75 liao, Navarr) "All foreigners who walk the trods should be escorted by a guide..." If enacted, attempts by foreigners to teach anything other than the Way will be significantly mitigated. Each Navarr congregation will be reduced by one rank. Numbers of foreigners on the trods will decrease.

Reports cite brief surge in effectiveness to the east-west trod through Foracci (although not the one that runs north oddly); the trod that runs through the market town of Sarcombe, and the trod that joins the Broch to Anvil. This is unusual behaviour.

Liathaven

- ❖ Casting *Wither the Seed* in Liathaven extends the opportunity to strike against Westwood vallorn is into Summer 383YE.
- ❖ The recently repaired Liathaven trods have been deliberately torn apart by Spring magics.

Broceliande

The 'reversal' of the trods in Broceliande has been fixed by Navarr ritualists.

The vallorn of Broceliande is expanding slowly; a ritual effect of the 60th magnitude bearing the hallmarks of Yaw'nagrah is likely responsible. An Imperial army or military units could halt the slow expansion:

- ❖ Military units will be able to *Slow the Vallorn* as an action
- ❖ MU strength of 1,000 is enough to defend the region of Boars Del.
- ❖ MU strength of 2,000 will be enough to defend the regions of Boars Dell and Elerael
- ❖ An Imperial army in the territory reduces the military units required by 1,000 but the army will suffer casualties
- ❖ Military units will receive payment in herbs

Alternatively, Broceliande could be entirely abandoned, and the vallorn is very unlikely to expand further.

Llofir

The Spring Eternal Llofir will send a representative to Hall of Worlds at ten o'clock on Saturday night to talk about the vallorn. It wishes to speak with the Advisor on the Vallorn, a representative of the Highborn, and the Archmage of Spring if they wish.

feni Tribes

A Feni settlement was also affected by the Great Sinkhole collapse. Two Feni groups are now raiding in the Empire, the Northern Feni in Hahnmark, and the Southern Feni in Upwold. Senate declared these Feni foreigners, which has diminished but not eliminated their raiding.

Hahnmark Feni raiding has continued. Six weeks ago the Northern Feni have abruptly started moving north to an unknown destination. A Suaq grimnir, Kaukana, will arrive in Anvil at around 13:00 on Saturday at the Artisan's Arms to speak on behalf of the Northern Feni. He claims familiarity with "the Feni's patron".

Upwold Attempts to grant aid to the Southern Feni by employing them as farmers have largely failed. They're hunter-gatherers and cannot farm at all. Some have managed to trade gathered herbs for food, so raids have reduced.

Representatives of the Southern Feni will arrive in Anvil around 17:00 on Saturday, accompanied by a beater named Dyl, who has suggested that the Imperial Consul should be there.

Military Options The Feni pose no military threat. An Imperial army could wipe them out and take no more than 50 casualties. This is illegal while the Feni are declared foreigners.

A third, long-standing group of Feni in Alderly have previously been able to avoid Imperial scouts, but their protection has been removed through interception of a magical 'key'. They could be destroyed by an Imperial army, which would suffer no more than 120 casualties, but only during the Autumn Equinox, as the key will be altered subsequently.

Ossium (The Mallum)

The Crawling Depths

- ❖ The Crawling Depths is a mithril resource (14 mithril/season).
 - ❖ The Empire can use a Senate motion to commission the mines to be upgraded; this would cost 300 thrones and take two seasons.
 - ❖ Once upgraded output would double to 28 wains of mithril a season.
- Senate could allocate the Depths as Imperial or National position.

The Bitter Vats

- ❖ The Bitter Vats are a spoil of war – a unique level 10 herb garden
- ❖ The Vats produce 6 true vervain, 2 cerulean mazzarine, 4 bladeroot, 2 Imperial roseweald and 2 marwort each season
- ❖ The Vats also produce 4 doses of Oil of Blackthorn each season
- ❖ As with any spoil of war, the Vats will need to be assigned by the Military Council.

If the region of Ghalath Fields were reconquered by the Druj, control of the Bitter Vats would be lost.

Orc and Human Inhabitants

- ❖ The Sand Fishers are a subjugated orc tribe who believe (with good reason) that the Imperials are likely to kill them all or conquer them.
- ❖ The Ketsov are skilled artisans similar to Varushkans who have managed to make themselves indispensable to the Druj. Their chief concern is to understand what the Empire intends to do next - continue conquest or return home.

League Concerns

Holberg's walls are now the most impressive and greatest fortification in the Empire, having a strength of 12,000, exceeding even the Castle of Thorns in Astolat.

Holberg's Walls

Imperial Menagerie & Asavea

Ilotari family have offered a mated pair of leomarids to the Keeper of the Imperial Menagerie if invited to the Empire's 'anti-slavery summit' in Winter 383YE. Requires formal invitation via a Senate motion passed this summit.

Bite

Imperial magistrates slowly winning the war on the drug Bite. Despite apparently originating from the Druj, supply to the League seems to originate in Holberg. Illegal trade in Bite seems to be on course to be eradicated by the beginning of Spring 383YE.

Giselle's Remains

- ❖ A statement of principle by the League national assembly would allow Giselle's remains to be restored to Caricomare in Sarvos.
- ❖ Or they could be interred in Capodamus Cathedral (10 wg, 20 cr, commission, 1 season) creating an Imperial title: *Bishop of Capodamus* (16 votes, 8 liao)
- ❖ If she were returned to Sarvos in any capacity, the people of Sarvos would be inspired to resist barbarian attackers with the strength of 10 additional military units.
- ❖ Moving Giselle would seriously impact the current Guardian of Giselle's Tomb title, leaving it as a place of interest primarily to the Temeschwari and reducing its bounty to 6 Synod votes and 3 liao

If Empress Giselle were returned to Sarvos and declared an exemplar of Loyalty or Pride, an inspirational tomb might be created that would inspire the people in all four League cities.

Highguard Concerns

Mandate (50 liao, national assemblies) "urge every (nation) citizen to offer food, shelter, and protection to the pilgrims". If enacted, shares the personal resource burden incurred by the Highborn.

The Price of Pilgrimage

- ❖ Each nation (except Highguard) can pass a mandate in their national assembly to support the Highborn pilgrims now walking the trods.
- ❖ Each nation that endorses the mandate will incur a penalty of 36 rings to every farm and business and one rank lost from each military unit, taking half the burden from the Highborn.
- ❖ Each mandate requires 50 liao in the coming season. Penalties would take effect from the Winter Solstice onwards. Navarr and Urizen would need only 25 liao each to persuade their people to support the Highborn in this way.
- ❖ Mandate does not affect the 1/3 drop in tax income from Highborn territories.

Duration of penalties is determined by how many nations pass mandates.

Nations	0	1	2	3	4	5	6	7	8+
Duration	10 years	5 years	4 years	2 1/2 years	1 1/2 years	1 year	3 seasons	2 seasons	1 season

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

Time	Location	Trader	Trade
Friday 9.30 pm	The Hub	Llinos Fabledwing	A Coven Stone from the Summer Realm
Friday 10.30 pm	The Forge	Eli of the Seventh Step	An ancient relic, marked with the sun
Saturday 6.30 pm	via T'wyll Eternal	Mott's apprentice	Blades to fight the vallorn
Saturday 8.15pm onwards	The Brass Coast	Ximen i Suerta i Guerra	Seeks sponsorship for a grand gaming house.

Foreign & Barbarian Nations

Liao price Foreign demand for Liao remains constant: sale price 18 rings a dose.

Cargo fortification The joint endeavour by the Axos, Jarm and and Sarcophan Delves has completed. Cargo in Limus is now protected by a rank 1 fortification.

Hxos Axos remains friendly. Relations have cooled slightly following the deaths of Axos scouts investigating the Mountains of the Moon. The new dock at Kantor indicates increased trade between Axos and the Sarcophan Delves.

Mountains of the Moon The delayed spy network in the Mountains of the Moon to the east of Zenith and Spiral was finally completed. With the aid of the Penumbra Watcher, over twenty-five Imperial captains took members of their warbands across the mountains into the depths of this unknown territory. What they found there is not yet been made public.

Commonwealth Relations neutral but stable, with a marginal improvement. The Commonwealth has accepted the invitation to a symposium to discuss international effort against slaving nations, to be held at the Winter summit.

Sarcophan Delves Situation continues normal. Increase in Sarcophan herbalists & apothecaries in Highguard after Cerulean Mazzarine ministry was built in Necropolis. A representative will be attending the Varushkan Winter markets on Saturday afternoon. Sarcophan Delves have accepted, albeit unenthusiastically, an invite to the anti-slavery symposium in the Winter.

Iron Confederacy Port of Robec remains open to the Empire. Demands continue for the Empire to shut down alleged smuggling of liao into their lands through Feroz. Imperial mapping of the Bay of Catazaar has ruffled feathers all along the Iron Confederacy's western coast. Reparations are demanded in the form of all maps obtained (requires Senate motion and costs 10 Thrones).

- Jarm**
- ❖ Southern Vezak: Imperial Fleets receive +1 crystal mana
 - ❖ Vezak or northern Kador: Imperial Fleets receive -2 crystal mana (Synod mandate)
 - ❖ Eastern Riga closed to Imperial shipping
 - ❖ 'White seed' still being supplied to Imperial magicians to augment their mana sites

Southern-Jarmish Magician-Prince Matvei Kobarid wishes to establish an exchange in the Empire selling three "star jewels" (talismans that allow the casting or swift casting of specific spells, intended for use on the battlefield) per season to an appointed liaison (auction through the Bourse or by Conclave declaration). Following 1 year of successful trade, it might be possible to share secrets of construction with Imperial Artisans.

Opportunity (8 wg, 4 mi, 24 cr; commission slot, senate motion; 3 months, expires Autumn)

Faraden Increased prosperity in Segura after completion of south-west road network. Faraden merchants continue to explore trade opportunities in the Empire. Still positive about trade enclaves, despite lack of progress on creation. Number of Faraden merchants in the Empire continues to rise, meaning abundance of orichalcum and weltsilver, but Faraden demand for iridescent gloaming means it is scarcer. Faraden have expressed an interest in road-building initiatives and may provide reasonably-priced white granite to help with any roads.

- Thule**
- ❖ Thule now control Crow's Ridge in Skarsind.
 - ❖ They have set about restoring and expanding Crow's Keep, and establishing garrisons overlooking the passes into Urdur to the north and the Silver Peaks to the west.

Ambassador from the Thule Rak Who-Speaks-For-The-Dragons-Undivided has indicated the following timings for various discussions:

Autumn Summit

- ❖ **Military aid** and potential alliance will be discussed by grand warlock Fljajokul with the Military Council around 13.30 on Saturday.
- ❖ **Risen dead in Sermersuaq** - a demand for reparations has been sent for deaths and damage caused by the raised husks as the Thule expect the terms of the peace treaty to be honoured.

Winter Summit

- ❖ **Sungold Pass** - negotiations over this contested source of mineral wealth.
- ❖ **Slaves** - the return of Imperial citizens, skilled artisan & runesmiths, who are held as slaves by the Thule.

Great forest Orcs A small number of Great Forest Orcs and some briars have joined the Navarr in walking the trods. Overall the Great Forest Orcs integrate well with the Navarr but the briars less so

- ❖ *Vitality of Rushing Water*, a ritual that protects against vallorn miasma, has been disseminated to the Great Forest Orcs.
- ❖ Great Forest Orcs have started to explore the vallorn-infested Sweetglades in southern Therunin

Jotun Thralls Jotun Thralls from the Mournwold have spoken with Sister Meredith and Bloodcrow Losak regarding their issues in conversion to the Way. While the situation remains publically unknown and unresolved, it has not worsened.

Sumaah Republic Sumaah at peace with the Empire. Port of Zemeh remains closed. The Sumaah consider the Empire to no longer be the centre of the Way. Sumaah missionaries preach this across the Sarcophan Delves, the Commonwealth and Principalities of Jarm.

- Asavea**
- ❖ Imperial Fleets trading with Nemora: +1 iridescent gloaming; +1 orichalcum
 - ❖ Two Asavean provinces still in violent revolt and not going well for the ruling class.
 - ❖ The Asavean architect has enjoyed a restful season spending his Imperial stipend, but is concerned that no progress is being made on his latest commission, the Iron Qanat.

- The Temple of the Way in Nemoria**
- ❖ Jonah Yakovitch, bishop of the League is training select cadre of devout Asavean pilgrims in the Way.
 - ❖ This has led to increased suspicion regarding the Temple.
 - ❖ Several mandates are available to give guidance to the Temple's priests.
 - ❖ Temple could be abrogated by the Senate, ending any practical attempt to spread the Way in Asavea.

Mandate (25 liao, General, Nine or Way) "we call on all slaves to break their chains and take up weapons and fight with the peoples of Marracoss and Empedor to achieve freedom by any means possible". If enacted: will cause an international incident and likely place the priests of the Temple in danger from the ruling Asaveans.

Mandate (25 liao, General, Nine or Way) "Asaveans should find ways to resolve their differences without resort to violence and murder". If enacted: will improve relations between Asavea and the Empire, make it difficult for the Empire to intervene in future slave uprisings, and make it harder for Sumaah to gain influence over the people of Nemoria.

- Mercenaries**
- ❖ Asavea is still hiring Imperial mercenaries to crush their slave uprising, paying well over the odds.
 - ❖ Imperial captains who have accepted this work will have knowledge of how the uprising is progressing.
 - ❖ Mandate is available following the Imperatrix's Statement of Principle against Imperial aid.

Mandate (50 liao, General, Vigilance) "provide the Cardinal of Vigilance and the Imperatrix with the names of every citizen who chose to turn aside from the Way". If enacted: will provide a list of Imperial captains who have aided the Asaveans.

Synod Concerns

Active Mandates Eight mandates passed in Summer with effects summarised here:

- ❖ **General.** Encourage Imperial citizens to reject slavery (Eska Crowspeaker).
- ❖ **General.** The Temple of the Way in Nemoria will begin to train devout Asavean priests (Jonah Yakovitch)
- ❖ **Highborn.** Allows Senate to redistribute white granite from public auction to Highborn (Bartimaeus of the Shattered Tower).
- ❖ **Highborn.** Highborn will undertake pilgrimages on the trods; this will create a new opportunity to fight the Vallorn within 3-7 seasons. (Lilith of the Chantry)
- ❖ **Imperial Orcs.** Defined as a martial nation, this mandate has changed Imperial Orc voting in Senatorial and Bourse elections to military units (Irontide Lok).
- ❖ **Marches.** Ghosts in the Greensward will be laid to rest (Albert Fugglestone-Copperhill).
- ❖ **Urizen & Wisdom.** All mandates in all Assemblies now require a Greater Majority to pass (Palladius & Galene Netherwatch).

Von Holberg Address

The Empire-wide sermon of Severin Von Holberg has caused an examination of the Synod's relationship with the other Great Houses of the Empire. Several proposals exist to redefine these relationships.

Military Council Ten Chaplains, one for each nation, could be created with a single senate motion.

- ❖ Appointed by the appropriate National Assembly.
- ❖ Responsibility to support and guide the Generals of their nation
- ❖ Power to raise an additional automatic Judgement of Inquisition each summit
- ❖ Power to withdraw 5 Thrones from the Virtue Fund each summit.
- ❖ Alternatively Chaplains could be given the power to raise a Judgement of Revocation or Writ of Excommunication, requiring a Synod vote.

Conclave Senate could change the powers of the Grandmaster of the Sevenfold Path, allowing them to:

- ❖ raise declarations of sorcery or interdiction without spending mana
- ❖ speak first in Conclave on any matter of sorcery or interdiction, as long as they spent mana to do so
- ❖ veto any Declaration of Concord when it is announced and before it is presented in Conclave (unless presented under Veil of Night).

Including a power of veto would make the senate motion require a constitutional vote.

Bourse The Senate could reassign an existing Wayleave, or allocate a new Wayleave to the Synod. Wayleave would be assigned by a Judgement of Appointment. Specific Assembly would need to be defined in the Senate motion.

Amendments to the powers of the Grandmaster of the Sevenfold Path would prompt the Civil Service to look at amending the powers of the other Grandmasters.

Alternatively a separate senate motion could be raised, requesting the Civil Service to undertake this all at once.

Senate Several proposals regarding the Senate's devolved powers of Foreign Diplomacy:

- ❖ Synod could be given responsibility for appointing Ambassadors through the General Assembly, which would require a constitutional vote.
- ❖ Chaplain Consular's powers could be expanded, allowing an additional judgement to raise a revocation or writ of excommunication
- ❖ Auditor of Senatorial Accountability could be amended to allow them to raise a judgement of revocation or writ of excommunication against a member of Senate.
- ❖ Imperial Inquisitor, Chaplain Consular and Auditor could all have their powers amended with a single senate motion.

Reduced Strife
The Temple of the Black Bull

There will be no further opportunities for the Synod to interfere with the operation of the Temple in Feroz unless there are significant changes in the relationship between the Plenum and the Imperial Senate, such as a Declaration of War against Asavea, or the abrogation of the temple at Oran.

Asavean Architect

Despite Veikko Bondforger's inquisition, no sanction has yet been levelled at the Asavean Architect. Unless the Senate raises a new motion to build the Iron Qanat, the Asavean Architect is free to oversee its construction.

Ambitious endeavour

The Cardinal of Ambition could make a "statement of endeavour" to spur architects and engineers of the Empire to create something truly remarkable. She has until Winter 383YE to submit a Statement of Principle in this regard.

Conclave Concerns

Imperial Lore
Sutannir's Promise

This magnitude 10 Summer ritual creates an enchantment active on those in area consecrated to Courage that allows the recovery of heroic reserves. Developed by the Icy Crag of the Eternal Sun and now entered into Imperial Lore.

fleet Protection

Magical enchantment of serendipity protecting Imperial Fleets from Grendel pirates is now fading. During the coming season all fleets from Tassato, Sarvos, the Brass Coast, Highguard, or Urizen will suffer a 1 rank penalty if they engage in trade - unless the magic is invoked again.

Magical fortresses

Magical fortifications raised in Kallavesa, Holberg, Morrow, Redoubt, Kahraman, Spiral, Hahnmark, and Semmerholm.

Segura Cursed

Icy Maw Devours the Spark of Essence has been unleashed in Segura after an earthquake, reducing the output of mana sites by half.

Parlays with Eternals

Day	Time	Eternal	Realm	Formal Parlay
Fri	7 pm	Eleonaris	Summer	Yes (?)
Fri	10 pm	Yaw'nagrah	Spring	Yes
Sat	1 pm	Kaela	Winter	Yes
Sat	11 am	Ephisis	Autumn	No
Sat	4 pm	Azoth	Night	Yes
Sat	7 pm	Zakalwe	Day	Yes

Day (Sat 7 pm)

Zakalwe will send representatives to the Hall of Worlds at seven o'clock on Saturday evening. One of the heralds will be empowered to restore the magic of the Circlet of the Master Strategist as Zakalwe is pleased with the use to which the magicians of Urizen have put it. He also intends that a broader discussion of strategy take place in the context of a game.

Night (Sat 4 pm)

The "new" eternal Azoth will meet with representatives of the Empire. It shall receive Elyssiathain for a formal parley at the Autumn Equinox, during which time it will seek to craft a greater mutual understanding between itself and the Empire. Azoth has a specific gift for the Conclave, and would like to deliver it into the custody of Ifan of the Darkwater Forge so the eternal asks he accompany the Archmage

Spring (Fri 10 pm)

Yaw'nagrah will send an emissary to collect the Archmage of Spring Fabienne Accoucher, alone, at ten o'clock on Friday night. Parley will take place in a Spring chamber. She will not risk any of her children to the Hall of Worlds nor allow any other than the Archmage to attend as "the Empire has already demonstrated it cannot be trusted to keep to the bounds of parley".

Summer (6.30 pm - Hub; 7 pm - Senate; & onwards)

Eleonaris will send the Leonine Child and courtiers to a formal reception in the Senate building at 7pm Friday. Prior to the reception there will be an informal meeting in the hub between two courtiers, the Summer Archmage, and anyone who wishes to be considered to present formal tribute. Following the formal presentation in the Senate (do not request boons), courtiers of the Leonine Child will spread out across Anvil to engage in less formal meetings with citizens.

Autumn (Sat 11 am)

Representatives of the City of Gold and Lead will attend an open market in the Hall of Worlds at 11am on Saturday. This will not be a formal parley. Ephisis expects the Archmage of Autumn to help to ensure that the heralds attending will not be harmed.

Winter (Sat 3 pm)

Kaela brings two gifts and will speak with the Archmage of Winter alone. Neither of these gifts will help the Empire militarily and hey must be satisfied with the aid she has already given them.

Eternals

Day The Celestial Library

- ❖ Following an attack upon the knowledge of the Celestial Library, the Eternal Phaleron has reopened its doors after a period of re-evaluation.
- ❖ The ritual known as The Celestial Library is no longer useful. Phaleron will provide a new ritual to replace it, one that places the library less at risk of attack:

- ❖ The Gift of Knowledge will cause the book to be copied into the Library; this will require 5 ingots of weltsilver. Book will then be returned 1 hour later with a vial of prismatic ink as gift.

Phaleron wishes the Senate to create a new Conclave position Emissary of Phaleron:

- ❖ **Appointment:** Declaration of Candidacy
- ❖ **Responsibilities:** Aiding the scholars and librarians of the Empire, aiding the responsible spread of knowledge, and supporting not only the Anvil Library but other centres of knowledge. Phaleron may ask them to act as its representative if there is some specific task it wishes to see fulfilled, but for the rest of the time it will trust them to pursue these duties as they think best.
- ❖ **Regalia:** a magical focus, refreshed each year, that allows the wearer to employ ingots of weltsilver in place of crystal mana when performing either Skein of Years or Gift of Knowledge. Unlike similar items, each ingot of weltsilver will count as a single crystal of mana in the hands of the bearer.
- ❖ The Emissary will be entrusted with a single scroll each season that may be used in conjunction with the operate portal cantrip to request information from Phaleron. The emissary must indicate desired topic and use the operate portal spell at a suitable regio. At the following summit the emissary will receive relevant information from Phaleron, likely to be a few paragraphs at most, but will relate as closely to the matter requested as possible.

The Anvil Library

A Declaration of Concord passed by Conclave will allow Phaleron's power to extend to the Anvil Library. As long as Phaleron does not have enmity, no herald can wield magical power in the Library without the express permission of the Head Librarian. And no hostile herald - specifically those of the Whisper Gallery - will be able to enter the library under any circumstances.

Offer of Aid

Phaleron's representative, Lioc, will speak with the magicians of Urizen on Friday evening regarding a potent arcane projection that offers place of sanctuary for the people of Morrow and Zenith and a refuge for their books and libraries.

Leviathan's aid

Leviathan has offered to help Tarqeq Icetongue speak to the mysterious 'Lake Folk' somehow connected to the recent drowned dead in Sermersuaq. A herald will meet Tarqeq and up to 2 other icewalkers at the Hall of Worlds at 9:30 pm on Friday to convey them to a Day Realm chamber.

Kimus' Experiment

Kimus wishes to better understand emotion, and more specifically, emotion is transmitted in music, song, or artistic speech. She invites those Imperial Citizens who would journey to a chamber of Day to perform or listen to a short performance to make themselves known, for an experience to take place at the Winter Solstice. Citizens should write following information down and put in the receptacle in the Hall of Worlds on Friday evening: Name, Group and Nation of interested party; where in Anvil they are most commonly found; if they remain in Anvil during battle or not and whether they are most likely to want to perform or to be audience. This can be done personally or by someone else on a participant's behalf. Additionally from around 2pm on the Sunday, agents will be in the Hub, in the Hall of Worlds, at the Bitterbark Teahouse and in Lumi's Teahouse, so that they can be easily found.

Spring
Irira Harrah's
Bounty

Spring eternal Irira Harrah (under enmity) offers bounties of boons for delivery of the dead and cut-out hearts of two citizens: Ambassador to the Iron Confederacy Zadkiel de Coeurdefer, and Senator for Feroz Chiara i Zayden i Riqueza. During the Autumn Equinox, anyone who brings one of these hearts to the Imperial Regio and opens the portal there can cast the heart through and it will be received by the eternal.

If both are dead by the end of this Summit, Irira Harrah will meet with the Spring Archmage to discuss a boon to be granted to the Imperial Conclave.

If the Empire succeeds at freeing at least five hundred slaves from the Grendel during the coming season, then Irira Harrah will offer aid in helping to support, feed, and clothe those slaves - provided the Conclave removes the enmity they have placed upon him.

Summer
Meraud's Challenge

- ❖ Meraud has issued a challenge to Imperial magicians to perform spectacular battlefield magic.
- ❖ He will determine the outcome of the contest during the Spring Equinox along with a panel of hand-picked fellow judges who will accept testimonial evidence of prowess

Night
Sadogua's Plans

Sadogua has numerous boons and offers to discuss on Friday night in the Hall of Worlds:

- ❖ He wishes to meet with: Marcus of Endsmeet, Gemma Brightsmith of the Summer Star, and "the three cleverest magicians of the Marches whoever they happen to be"
- ❖ The Shuttered Lantern will receive three pieces of crystal fire each season to last as long as his amity does.
- ❖ On Friday, any magician of Urizen may bring along a pouch, pot, or basket containing any combination of Dragonbone, Iridescent Gloaming, and Tempest Jade. Sadogua will take whatever they bring, and spend the night forging a boon from each offering for the magician who brought it to him to be delivered with the aid of Menos, the Urizen egregore, the next morning before the Sentinel Gate opens.
- ❖ On Friday before midnight, any magician of Urizen or Highguard may come to the Imperial Regio with one of their hands marked with his favourite rune Diras and verbally affirm their friendship with him. For the duration of the Autumn Equinox, their reserves of personal mana will then be increased by 2.
- ❖ If General Nicassia brings him ten rings of ilium before midnight on Friday, when he and his heralds are in the Hall of Worlds, he will devour one sixth of the Citadel Guard's Cyclic Magic. For twenty rings he will eat two. The only one he cannot eat is the one that current lies on the army



Imperial Titles



Winter



Spring



Summer



Autumn



Declaration



Sinecure



Dies, abdicates or is revoked.






















The Throne

Empress Lisabetta von Holberg of the League



Senate

		Proposed	Seconded	
BRASS COAST	Feroz	Chiara i Zayden i Riqueza		
	<u>Kahraman</u>	<u>Qusay i Kalamar i Guerra</u>		
	Madrugá	Adan i Del-Toro i Riqueza		
	Segura	Avisena i Ezmara i Guerra		
DAWN	Astolat	Bohemond de Rondell		
	<u>Semmerholm</u>	<u>Lady Ailliena Devereux</u>		
	Weirwater	Lady Eve Orzel		
HIGHGUARD	Bastion	Sammual, of the Cohort of the Winter Bear		
	<u>Casinea</u>	<u>Nira, of Cantiarich's Hold</u>		
	Necropolis	Jeconiah of Raven's Watch		
	Reikos	Cadeus of the Shattered Tower		
IMP. ORCS	Skarsind	Ironside Vio		

	Sarvos	Magdalena di Sarvos		
LEAGUE	<u>Tassato</u>	<u>Cesare Sanguineo Rezia Di Tassato</u>		
	Temeschwar	Giuseppe Sanguineo		
	Holberg	Caerwyn von Holberg of the Feasting Crow		
MARCHES	Bregasland	Orrick Bolholt		
	Mitwold	William Guildenstern		
	<u>Upwold</u>	<u>vacant</u>		
	Mournwold	Robert Dunlain		
NAVARRE	Hercynia	Rhisiart Dancewalker		
	Miaren	Llewellyn Leafstalker		
	<u>Therunin</u>	<u>Cybi Farkas</u>		
URIZEN	<u>Morrow</u>	<u>Ariadne of Auric Horizon</u>		
	Redoubt	Adronikos		
	Spiral	Tanwyn Ankarien		
VARUSHKA	Karsk	Maarit		
	Karov	Vuk the Wolfeater		
	Miekarova	Father Nikolovich Drakov		
	<u>Volodmartz</u>	<u>Alexei Volostra</u>		
WINTERMARK	<u>Hahnmark</u>	<u>Hengest Dun</u>		
	Kallavesa	Edythe Dunne		
	Conscience of the Senate	Mel o' Bleak House		
	Dean of the Academy	Morana		

Other Imperial Senate Positions

Advisor on Orc Affairs

Bloodcrow Yargol



Advisor on the Vallorn

Siân Eternal



AMBASSADORS:

Asavea

Jarrigk Wegwandelaar



Axos

Tarquinius of Ankarien



Commonwealth

Lucia Sanguineo di Tassato



Faraden

Gonzalo i Riqueza



Iron Confederacy

Colwynn de Rondell



Otkodov (Thule)

Yevgeni Katzev



Jarm

Oswi Twice-burned



Sarcophan Delves

Thanmir Hrafnar



Sumaah Republic

Accalon of Felix's Watch



Bursar of the Academy

Titus Hopkirk



Captain of the Senate Guard

Arther Bannerman



Dean of the Liberated of Jarm

Ventuno de Sarvos



Imperial Consul

Skywise Fal



Keeper of the Breadbasket

Rowan Merrick



Minister of Historical Research

Ioseph of Phoenix Reach



TRADE ENVOYS:

Lapsed: Jarm, Asavean Archipelago, Faraden, Commonwealth, Sarcophan Delves, Sumaah Republic

Commissioners

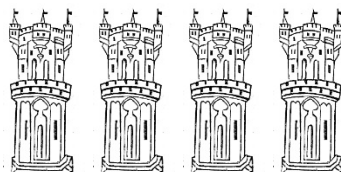
Crystal Architect of the Spires^U

vacant



Imperial Master of Works

Ainsley of Treen



Conclave









Grandmasters

Celestial Arch	Reichard Callan Remidos von Holmaur	
Golden Pyramid	Arsenio Sanguineo Rezia di Tassato.	
Rod and Shield	Aethelstan Korpung	
Sevenfold Path	Zephaniah of Highguard	
<u>Shuttered Lantern</u>	<u>Gregor of the Circle of Zulgan-Tash</u>	
Unfettered Mind	Lord Severin de Rondell	
<u>Silver Chalice</u>	<u>Raewyn Farkas</u>	

Archmagi

Spring	Fabienne of Vexille	Winter	Emilia
Summer	Solomon	Day	Gancius della Notte di Sarvos
Autumn	Marcus of Endsmeet	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	Pavel of Varushka	
Imperial Seer	Drake de Coeurdefer	
Imperial Censor	Ingar of Dawn	
Master of Ice and Darkness	Brother Luke of The Shattered Tower of Highguard	
Penumbra Watcher	Asenath of Felix's Watch	

Synod

Cardinals, Gatekeepers and Virtue Inquisitors

	Cardinal	Gatekeeper/Conscience Virtue Inquisitor	
The Way	Atla of the Imperial Orcs	Mel o' Bleak House of the Marches Hazelelponi of Highguard	
Ambition	Viviane de Coeurdefer of Dawn	Corey Wayfarer of Navarr <u>Ranae de Rondell of Dawn</u>	
Courage	Clarice Novarion of Dawn	Nina of Cantiarth's Hold of Highguard Lucifer, Son of Cyrus of Highguard	
Loyalty	<u>Veikko of Wintermark</u>	<u>Tess of the Marches</u> vacant	
Pride	<u>Astrid Fjellrevening</u> <u>Rezia di Tassato of the League</u>	<u>Azekah of Highguard</u> Rane Jorunsdottir of Wintermark	
Prosperity	Cesaro Enzo di Trivento of the League	Morgan Leafstalker of Navarr Yarona of the Chantry of the Silver Skull of Highguard	
Vigilance	Irada von Temeschwar of the League	Sela of the Suns of Couros of Highguard <u>Ser Ancel Watcher of Dawn</u>	
Wisdom	Sariel of Highguard	Seaver of Wintermark Galene Netherwatch of Urizen	

Other Synod Positions

Auditor of Senatorial
Accountability

Vaurus Korppitkotka of
Wintermark



High Bard of the Empire

Irina Akulinovna Kotor



High Exorcist

Solas of the Waxing Sun of Urizen



Imperial Inquisitor

Corwyn Leafstalker of Navarr



Imperial Chaplain Consular

Chainbreaker Snark of the Imperial
Orcs



Seer of the Gateway

Livia of the Spire of the Celestial
Cascade, Urizen



Military Council

Brass Coast



Red Wind Corsairs

Fire of the South.

Vrael i Sol-Devorador i
Erigo

Marciel i Riqueza



Dawn



Golden Sun

Hounds of Glory

Eastern Sky

Zoran Orzel

Tancred de Rondell

Vincent Vexille



Gryphon's Pride

Granite Pillar

Valiant Pegasus

Seventh Wave

Garravaine de Rondell

Mathayus

Brother Lucifer

Cuth



Imperial Orcs



Winter Sun

Summer Storm

Wolves of War

Bloodcrow Morg'ur

Irontide Skar

Michelangelo de Sarvos



The League



Towerjacks

Natalia Barossa



The Marches



Navarr



Urizen



Varushka



Wintermark



Bounders

Drakes

Strong Reeds

Tusks

Black Thorns

Quiet Step

Citadel Guard

Golden Axe

Northern Eagle

Iron Helms

Green Shield

Fist of the Mountain

Bloodcloaks

Black Jack

Will Talbot

Jack Flint

Marius Woodville-Talbot

Lleu Tarw

Lisabetta von Holberg

Nicassia Avicia of Phoenix's Reach

Belikov Zakharovich Prochnost

Akstis Eigulys

Magnus Anatolyvich Prochnost

Iron Osric

Atte Arrow-Tongue

Lofyn Bloodcloak



Other Military Council Positions

Warmage

Heilyn Bronwen's Rest of Navarr



Quartermaster General

Brendan (Dan) Brackensong



Imperial Fleet Master

Estaban Del Rio Blanco



Positions Appointed by foreign Powers

Imperial Delegate to the Temple in Feroz ^{Asavea}

Franco i Erigo

Ministry (herbs, resources)

Overseer of the Gloaming Road ^{Faraden Ambassador}

Antonio i Carno i Guerra

Ministry (mithril)

Bourse



Winter:
Weirwood



Spring:
Ilium & Runeforge



Summer:
White Granite



Autumn:
Mithril

			Bid History	Yield
	Arratan Gamble	Brother Dagon of the Shattered Tower	200 (300, 325, 400, 165, 41, 10)	25
	Brilliant Shore	Valkyr Jarikson	271	
	<u>Brilliant Star</u>	<u>Tobias Shanks</u>	350 (590, 451, 240, 78, 13)	26
	Canterspire Circle	Bron Mordssen	280 (50, 385, 265, 90, 11)	22
	Custodian of the Concordium Dock	Amulius	10 (5)	Ministry
	Damation Cliffs	(awaiting allocation)	355 (405, 170, 18)	27
	<u>Fortress of Salt</u>	<u>Caleb of the Cenotaph</u>	375 (600, 495, 305, 80, 9)	25
	Golden Trees of Seren	Watkin	280 (50, 350, 303, 145, 11)	28
	The Great Forest at Reikos	Issachar	200 (56, 150)	25
	<u>Great Mine of Briante</u>	<u>Jonah Farkas</u>	370 (200 ^{RT} , 355, 355, 215, 9)	22
	<u>Great Pits of Ennerlund</u>	<u>Vasiliy Strascovich</u>	370 (590)	27
	Heartwood of the Great Vale	Matilda Reaper	275 (50, 375, 310, 100, 7)	23
	Hunt of Alderei the Fair	Raknar Dunning	320 (50, 200, 200, 112, 13)	26
	Night Quarry	Tomislav Strascovich	260, (306, 406, 370, 170, 49, 8)	26
	Seer of the Spiral Sword	Gemma Brightsmith		Runeforge
	Scorrero Nets	Giles Longshanks	75, 75 (130, ??, 37, 4)	5
	Sutton Stone Quarries	Peter Carter	184 (288, 345, 155, 93, 10)	23
	Syrene's Wisdom	Misha Kemi	120, 90 (155, 58, 48, 10)	7
	Prime Factor of Pallas Docks	Caesar of the Concordium of Pallas	8	Ministry
	Weirwater Vales	Rada	280 (50, 400, 280, 98, 8)	23

^{RT} = Reduced Term

Unassigned Bourse Positions



Stonefield Ice Caves

Ceded to the Thule

5

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

				Alloc.	Yield
	Broken Shore Bounty	Brass Coast	Jeziah i Mestiere i Guerra		7
	Castellan of Spiral Castle	Dawn	Maryc Orzel		Resupply golden apples
	Eternal Shafts of Time	Varushka	Tomasz Strascovich		27
	Gift of the Dwindling Star	Varushka	Jarek the Peaceful		4
	Granites of Veltsgorsk	Varushka	Vitaly Dukov		26
	Master of the Imperial Mint	League	Lieselotte van Holberg		Senate powers
	Legacy	Urizen	Thalia		
	Overseer of the Cavabianca Dock	League	Benedict Pacelli von Holberg		Ministry
	Pride of Ikka's Tears	Wintermark	Algar of Ashenhall		15
	Regario Dossier	League	Rodrigo Barossa		4
	Singing Caves	Marches	Abbot Thomas Arch		
	Steel Fist	Imperial Orcs	Bloodcrow Losak		8
	The Thimble	Navarr	Idris Eternal		24
	Vigilant Swan	Highguard	Bartimaeus of the Shattered Tower		26

Sinecures, Elected Bourse Titles, & Ceremonial Titles

Title ^{Nation}	Holder	Season	Election
<u>Bailiff of the Grand Market</u> ^M	<u>'Magic' Errol</u> ¹		
Bonesetter of Torfast Trading Post ^{IO}	Irontide Kragg		
Broker of Treji Wayhouse ^N	Trystan Brackensong		
Custodian of the Assayers Guild ^L	Johan van den Berghe		
<u>Delver of the Depths</u>	<u>Tobyrtan</u>		
<u>Dhomiro of the Cinnabar Hills</u> ^B	<u>Demitrio Taziel i Riqueza</u>		
Foreman of the Mines of Gulhule ^{IO}	Irontide Flax		
Kruidenkenner Trademaster	Dino i Sol- Devoradore i Erigo		
Mistress of the Glass Parador ^B	Safya i Kalamar i Guerra		
Northbound Trademaster ^L	Aurelio Duarte		
Operator of Brock's Toll ^{M/D}	Tomothy Crowle		melee
Overseer of the Westward Road ^V	Borys Vardovich Strascovich		
Vizier of the Incarnadine Satchel ^B	Esteban i Ezmara i Erigo		

Imperial Wayleaves

Three Imperial Wayleaves are auctioned each season, and must be used to announce a sinecure, great work or ministry in the same season.


This almanac only records the names of most recent season's holders.

		Bid History
<u>Imperial Wayleave I</u>	Shauni di Vergo	15 (6, 10)
<u>Imperial Wayleave II</u>	Sandro Visconti di Sarvos	35 (8, 5)
<u>Imperial Wayleave III</u>	Maccus Belisarius Trahern	20 (8½, 5)
Total		60 (22 ½, 20)




¹ "the most honest citizen in the Empire" – *Errol Butcherson*

Sinecures & Ministries selected by Senators

Title ^{Nation/Selection By}	Holder	Income
Blackroot Broker	T'wyll Eternal	Ministry
Broken Shield Guardian ^{IO}	Redhand Gezzar	18 herbs
Caretaker of New Dunhall	Brigantia Dunning	16 crowns
 Celesti Lighthouse Keeper ^{BC}	Bakar i Erigo	Ministry (mana)
<u>Collector of Prosperity's Boon</u> ^W	<u>vacant</u>	10 mana
Custodian of the Bloody Great Sausage ^L	Kurt Kaiser	Luxurious Sausage
Custodian of the Claw ^U	Valeria of Phoenix Reach	10 mana
Custodian of Glass Point Cove ^L	Dalibor Marek	9 mana
<u>Dean of the Thorned Rose</u> ^N	<u>vacant</u>	9 mana
Dredgemaster of Feverwater ^N	Eleri of Bronwen's Rest	4 ingots; hist. research
Dean of Pilgrims ^{Senate}	vacant	18 liao
Eastern Broker ^N	Kiartan Twofeet	Ministry (mat. & mana)
Eternal Flame of Miaren ^N	Tanwen Snowstep	9 mana
Fallsheart Guardian	Breeta Dunning	9 mana
Four Seasons Boneweaver	Palerictus Tog	Ministry (mana)
Gatekeeper of Falling Snow ^W	Pendraed the Maker	12 herbs
Granger of the Golden Orchard ^N	Merel Pathfinder	9 mana
Grim Gardener ^V	Maegruth Bearonovitch Strascovitch	27 herbs
Guardian of the Cairn ^W	Tarqeq Icetongue	9 mana
Guardian of Dunfrith ^W	Kai Dunning of Wintermark	21 herbs
<u>Guardian of the Prosperity of Afal</u> ^M	<u>vacant</u>	9 mana
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)
Jade Custodian ^L	Giacomo Corvinoscuro	12 mana
 <u>Keeper of Aurelie's Garden</u> ^{N or D (melee)}	<u>Katrina Gardner of Dawn</u>	18 herbs
Keeper of Beroslav's Rest ^V	Goran Berislavin Kovacevic	216 rings
<u>Keeper of the Cox</u> ^M	<u>vacant</u>	3 golden Apples
Keeper of the Crystal Vale ^W	Torunn Volcarona	10 mana
Keeper of the Dour Fens ^M	Bill of Middleton	10 mana
<u>Keeper of the Golden Fields</u> ^M	<u>vacant</u>	9 mana
Keeper of the Imperial Menagerie ^{Throne}	Kay Griffinsbane	winter vis
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

Title ^{Nation/Selection} By	Holder	Income
Magic Butcher ^L	Lisabeth von Temeschwar of the Pledge	Ministry (mana)
Master Apothecary ^W	Kesa Algarsdottir	21 herbs
Master of the Clearing House ^L	Beatrix Amalia De Rondell zu Holberg	Ministry (herbs)
Master of the School of Exorcism ^H	Naomi of Felix's Watch	6 liao; silent bell
 Mayor of Caricomare ^{L, Sarvos}	Aria di Notturmo di Sarvos	15 crowns; 25 votes
Preceptor of the College of Warcasting ^{IO}	vacant	9 mana
Shepherd of the Great Herd ^{IO}	Redhand Luga	216 rings
Signori d'Argento Vine Tender ^L	Markus Devere	216 rings
Spider's Tollkeep ^{BC & L}	Rafa'eet i Contra i Guerra	2 thrones
Steward of the Tassato Mana Exchange ^L	Edwin Sanguineo di Tassato	Ministry (mana)
Steward of the Sarvos Mana Exchange ^L	vacant	Ministry (mana)
Storm Shaman ^{IO}	Ashborn Raur	9 mana
Weigher of Worth ^{IO}	Skywise Taal	9 mana

Sinecures & Ministries appointed by the Synod

Title ^{Appointed} By	Holder	Income
Azure Sutannir	Hembeneth i Guerra	
Castellan of the Silent Sentinel ^H	Rhesa of the Scions of Ravensfell	10 liao, 20 votes
Claviger of the Basilica of Cora Holdfast	Jared of the Suns of Couros	9 liao, 18 votes
Crow Keeper of the Rest ^W	 Nils Bardstrom	6 liao, 12 votes
Curator of the Printer's Guild Museum ^{C, Prosperity}	Taddea Ginori	6 liao, 12 votes
Curator of the White City Museum ^H	Apollos of Highguard	7 liao, 14 votes
Custodian of the Imperial War Memorial ^H	Jericho of the Suns of Couros	6 liao, 12 votes
Dean of Laroc Cathedral ^D	Odelina de Rondell of Dawn	6 liao, 12 votes
Friar of Honour's Rest ^M	Albert Fugglestone-Copperhill	8 liao, 16 votes
Guardian of Giselle's Tomb ^L	Casimir Marcellino di Sarvos	6 liao, 12 votes
 Quaymaster of the Black Sails ^{Loyalty}	Veli Garwulfson	Ministry (liao-materials)
Queen's Rose ^{D, Throne}	Tamain Sepulchre	12 liao 24 votes
Watcher of Britta's Pool ^W	Gunnbrand Ironwill	9 liao, 18 votes
 Voice of Barbs ^N	Meredith Nighthaven	6 liao, 12 vote

Sinecures appointed by the Conclave

Title	Holder	Income
Gloaming Sentinel	Tera of Highguard	20 iridescent gloaming

Title

Holder

Income

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					

Saturday

10 am				Vote Opens (1030)
11 am	Patrol/Battle (to 12.30)			
12 pm				
1 pm				Senator Elections
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 Lots Deadline
7 pm	Motion DL	Conclave		Pub. Auction
8 pm				
9 pm	Senate			
10 pm				Vote Closes
11 pm				
12 am				

Sunday

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

Eternals - Amity & Enmity

Status correct at end Summer Summit 381 YE

With thanks to William Lowther, Landskeeper, for his suggestion to include this section.

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

Eternals under Amity (extends to their <i>Heralds</i>)	Declared By	Date
Adamant	Solomon	Spring 382YE
Barien	Corvus	Date unknown
Phaleron, the Celestial Library	Mari Linkforge	Summer 379YE
Rhianos	Solomon	Summer 381YE
Roshanwe	Gancius di Sarvos	Summer 380YE
Sadogua	Elyssian	Spring 382YE
Tharim	Sirus Skybreaker	Summer 381YE
Zakalwe	Gabriel Barossa	Winter 381YE

Heralds under Amity (extends to their Eternal)

<i>Uk'ta the Messenger (Lashonar)</i>	Pavel	Date unknown
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Eternals under Enmity (extends to their *Heralds*)

Irra Harrah	Severin de Rondell	Spring 382YE
Siakha	Rosamund Holt	Spring 381YE
Wendigo	Beloslava Velkovitch	Winter 306YE
Whisper Gallery	Gregor	Autumn 379YE
Yaw'nagrah	Allegra Foundhome	Winter 380YE
Ylenrith	Skywise Gralka	Winter 381YE

Collectors and Curators of Knowledge

Imperial Offices	Matters pertaining to the Imperatrix, the Great Houses of State, and Foreign Policy.
Garth, Head Librarian	The Anvil Library is a public lending library and repository of knowledge. The main location is in the centre of Anvil.
The Looking Glass	Journal of Fashion and Politics. Ask in the League.
Livia, Seer of the Gateway	Recorder of True Liao Visions, published as '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: information on known ailments and poisons, physical and magical.

THE EMPIRE

IMPERIAL
VALLORN
JOTUN
THULE
DRUJ
GRENDDEL
19 CHX INCOME
Red if negative

Figures from
Civil Service
estimates of
Summer 382YE.
Highguard and
Morrow adjusted
down consequent
on pilgrimages
and loss of
Imperial
territory.

