

Anvil Almanac

Summer 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 ✧

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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 disputed territories. Only the skies of Redoubt, Morrow, Spiral and Skarsind are clear.

Dawnguard and the Barrens

0 of 11 regions

Overwhelming force of Druj attacks Drycastle, reducing the Towers of Dawn to rubble and fully conquering the Barrens. Imperial citizens' resources in the Barrens are half as effective; but could be shrouded by Vale of Shadows to carry on operating.

Armies: none

Spiral

1 of 7 regions

Imperial defence of Spiral, bolstered by significant support from military units turns back concerted effort by Grendel forces. The Black Plateau is again restive as a result of the bloodshed nearby. Cinon retained by Imperial forces with advance made into Ossuary.

Armies: Fire of the South, Green Shield, Towerjacks, Eastern Sky

Mournwold

2 of 7 regions

Minimal Jotun forces give ground against outnumbering Imperial forces. Freemoor and the Chalk Downs reclaimed, along with most of Alderly. Imperial forces met with shunning and scorn from inhabitants of the Mournwold.

Armies: Bounders, Drakes, Fist of the Mountains, Golden Axe, Iron Helms, Quiet Step, Strong Reeds, Tusks, Winter Sun, Gryphon's Pride, Hounds of Glory

Zenith

3 of 5 regions

Thousands of Druj march on Zenith, bringing ruin and destruction. Endsmeet has fallen. Penumbra Veil of strength 38 is drawn over Zenith. Lustris and Occursion regions have fallen to the Druj and the region of Proceris is under attack.

Armies: none

Reikos

6 of 7 regions

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

Armies: none

Weirwater

All regions

Unliving horde ravages Weirwater, relatively undamaged as destroyed husks become replaced by the bodies of fallen Dawnish. The Golden Sun's arrival has prevented higher civilian casualties.

Armies: Golden Sun

Redoubt

All regions

Grendel forces expelled from Naris but took many citizens with them as slaves. Mysterious cargoes of building materials unloaded in Redoubt, purpose unknown, have not been located. Northern Eagle halfway through repairs of the territory's roads; normal passage will be restored after one more season's work.

Armies: Freeborn Storm (navy), Northern Eagle, Granite Pillar

Hordalant & Liathaven

Strike into Jotun homeland disrupts resupply of two Jotun armies. Yet the Black Thorns and supporting military units are outnumbered two-to-one by garrisoned Jotun. Retreat into Liathaven runs into huge Jotun force lying in wait. Black Thorns now outnumbered five-to-one with attack imminent. Thousands of casualties likely within a few weeks.

The Black Thorns will disband at 1,500 strength.

Options include:

- ❖ Attack and attempt to drive the Jotun out of Liathaven.
- ❖ Break through the blockade and push north into Bregasland or beyond.
- ❖ Move south, taking heavy casualties and use the paths of Lan Thúven to reach Western Scout.
- ❖ Move west into Hordalant and attack the Jotun that previously defeated them.

Armies: Black Thorns

Resupplying Armies

Astolat: Summer Storm

Bastion: Red Wind Corsairs;

Madruga: Bounders;

Necropolis: Citadel Guard, Wolves of War

Sarvos: Strong Reeds

Sentinel Gate Conjunctions (Battle Opportunities)

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

Friday

Conjunction to Dawnguard expected early Friday evening. Reports indicate that Dawnish citizens are fighting a rearguard defence against Druj and in imminent danger of being overrun.

Saturday *Western Front*

- I. Liathaven I: West Ranging
- II. Liathaven II: West Ranging
- III. Mournwold: Green March

Smaller conjunctions opening into a location west of Sermersuaq culminate with a large conjunction on Saturday evening, likely to involve engaging Jotun.

Sunday *Spiral*

- I. Cinon: southern Ossuary to engage Grendel
- II. Zenith: engage Grendel advance force closing in on Endsmeet refugees

Force Weights

Wintermark 26 Navarr 15 League 11 Urizen 7 Brass Coast 7

Dawn 16 Highguard 13 Varushka 8 Marches 7 Imp. Orcs 6

Each of the two battles must have at least 56 and at most 60 force weight sent on it. 'Force Weight' represents rough size of Anvil fighting force.



Dawnish Concerns

Controversy

Last summit, a controversial Dawnish assembly Statement of Principle passed with a greater majority. It granted 'ultimate authority' to the Empress as Queen of Dawn, resulting in two Mandates:

Glory is not Virtue

25 liao. Dawnish national assembly can choose to promote Glory above Virtue, boosting Dawnish military units by one rank and reducing Dawnish congregations by one rank. Pursuit of this Mandate is potentially heretical.

Earl di Chally, who supports this movement is expected to arrive Friday evening for discussions.

Monarchical Appointment of Senators

100 liao. Change Dawn's method of senatorial appointment. The Queen of Dawn presides over senatorial tourneys, and chooses a victor. Victor's House then appoints one of their own as senator. The Queen could send a representative to judge the tourney.

A successful mandate would have additional effects:

- ❖ Schema for the staffs of the six Archmagi would be given into the possession of the Queen of Dawn, who could choose to use them differently.
- ❖ Spiral Castle would supply their weirwood directly to the Castellan, for them to dispose of they wished instead of using as resupply for Imperial armies.
- ❖ The Empress's power to Address the Empire would have the same effect in Dawn as a Statement of Principle passed with a greater majority in the Dawn national assembly. (In effect causing a mandate opportunity to occur.)

Advocate Melusine of Tanner's Bar in Causse is coming to Anvil to ask Tamain Sepulchre to raise this mandate.



Military Concerns

Giant Sinkhole

Affected territories: Miaren, Hahnmark, Temeschwar and Upwold

A newly appeared sinkhole permanently prevents army movements between Miaren and Hahnmark; and between Temeschwar and Upwold.

Weltsilver Bounty

Bounty can be claimed by military units, at the risk of provoking the trogoni creatures dwelling below. Military units may take the *Claim weltsilver bounty* action for next two seasons; outcomes depend upon total military unit strength assigned to this action (Rank 1 = 100 strength +20 per additional rank):

- ❖ Less than 2499: no significant issues will arise
- ❖ 2500-3499: trogoni infestation production of all mines, forests, farms, and businesses in the affected territories reduced by $\frac{1}{4}$ and mana sites by $\frac{1}{2}$.
- ❖ 3,500 or more: huge trogoni force will infest one of the affected territories, and require an Imperial army to subdue it.

Senate involvement

The Senate could pass a motion to monitor the sinkhole, compiling a list of who has looted it. This would require funds. Alternatively, a motion to control access to the bounty, or determine who it belonged to.

Army involvement

A campaign army could be dispatched to attack the trogoni (estimated at 2500 strength, defeated if reduced to 1000 strength) and the General could then claim bounty of weltsilver. A foraging army could Plunder to claim an increased share of weltsilver and also mana.

Fourth Highborn Army

Reikos has recovered and prospered sufficiently to allow Highguard to support a fourth army. Senate must grant any permission to create it as with any such commission

Foreign Nations

Asavea

Imperial fleets trading with Nemoria receive an additional measure of Iridescent Gloaming. Relations still broadly positive. Rebuilt Asavean docks in Caricomare now problematic because not built within sight of the temple in Oran, Feroz.

Axos

Liao can still be traded with Axos for 18 rings instead of the normal 12. The Imperial Synod could encourage or discourage this trade with a judgement passing with a greater majority; the Senate could make this trade illegal. Relations with Axos are broadly positive.

Commonwealth

Trade with Leerdam and Volkavaar remains stable. Inevitable conflict brewing between Jarm and the Commonwealth. The Commonwealth see the Empire as keeping them at arm's length and being friendly to Jarm. The Empire's mixed message regarding slaving nations (specifically Jarm and Asavea) stymies the opportunity for Commonwealth aid against the Grendel.

Faraden

Magicians and merchants of the Faraden reasonably well-disposed towards the Empire. Faraden traders can be found as far afield as Varushka and Dawn because the Blood Red Roads are nearing completion. The matter of the heretical i Tsagaan sisters has been resolved satisfactorily. Faraden priesthood still highly concerned that the Empire does not understand their heretical 'virtue' of 'Justice' (known to Imperials as 'Vengeance').

Great forest Orcs

Still encamped in Therunin and in active discussions with the Empire.

Jarm

Trading Imperial fleets receive an additional ingot of green iron at northern port of Kavor; or an additional crystal mana at southern port of Vezak. Relations are politely cordial. The Eastern principality is under pressure from the Northern and Southern principalities.

Sarcophan Delves

Imperial fleets receive 2 doses of Cerulean Mazzarine, but one less each of Bladeroot and Marrowort. Relations are pleasant but distant. Sarcophans have a trading agreement and embassy with the Grendel.

Sumaah Republic

Port of Zemeh remains closed to Imperial fleets. Sumaah remain at war with the Empire, but the Empire has not declared war upon Sumaah. Inquisition of Bonewall Cole and Bonewall Rek will likely occur late Friday or early Saturday. Aim is to evaluate the Empire's new Doctrines (Howling Abyss and the Ancestors).

Thule

The Thule are mildly dissatisfied over the matter of the recently-appointed Imperial Ambassador (Juha of the Circle of Zulgan-T'ash of Varushka). They will only recognise the Ambassador if an Embassy is built in northern Varushka, or the title is amended so that it is appointed by Varushka, not the Imperial Senate. Thule offer of participation in the northern trade network still stands, also their interest in acquiring the remnants of the Runeforge beneath Gildenheim.

Synod Concerns

Bay of Catazar fishing

Protect the fisherfolk:

All National, General, Prosperity, Courage, 25 liao.

Reduces the strength of all fleet captains who take any action other than 'Protect the fishing fleet' by $\frac{1}{5}$, including rescuing Isle of Zemress citizens. National assembly mandate affects fleet captains from that nation. Prosperity, Courage or General Assembly affects all fleet captains.

Exercise caution

General, Vigilance, 75 liao. Cancels entire opportunity and removes need to protect fishing fleet. No benefit to businesses, no bounty of ilium; and no risk to Imperial treasury.

Evacuation of the Isle of Zemress

Rescue the islanders:

Freeborn, 25 liao. Any Freeborn captain who engages in any action other than the evacuation will have their

effective strength reduced by $\frac{1}{5}$, including protecting the fishing fleet (see above).

Conduct of War

Statements of Principle regarding the Iron Helms 'cruel' army have been passed by a number of Assemblies, so various Mandates are now possible.

National condemnation

Any National, 25 liao. Any national assembly may condemn the tactics of the Iron Helms. For the next year, when fighting alongside any army from a condemning nation, the Iron Helm's ability to capture territory will be reduced cumulatively by one-tenth per nation.

Wintermark heroism

50 liao. The Wintermark national assembly can bolster the heroism of their armies. If passed, this will have the same effects as a National Condemnation (see above) and enable any Wintermark army fighting alongside the Iron Helms to issue the *Triumphant Charge* or *Final Stand* orders for 1 year.

Marcher refutation of Hate

50 liao. Marcher national assembly can refute Hate and shun those who use cruel tactics against the Jotun during warfare. If passed, for the next year, any Marcher army that fights the Jotun will inflict one-fifth fewer casualties. The change in tactics will be discernible to all involved.

Navarr support for cunning tactics

75 liao, 50 weirwood. Navarr national assembly can support Quiet Step's research into unorthodox tactics. If passed and weirwood supplied, Quiet Step will become a Cunning army capable of using the *Whatever it takes order* which targets healers, magicians and the supply train. (Casualties taken and inflicted increased by one-tenth, all casualties inflicted by attacking allied armies in the same territory increased by one-tenth.)

Varushkan redeployment to the East

25 liao. Varushkan national assembly can urge Varushkan armies to focus upon the east. If passed, Varushkan armies' ability to capture territory will be reduced by two-tenths in any battle against the Jotun, and they will be unable to issue the *Overwhelming Assault*, *Heroic Stand*, or *Solid Defence* orders in the Mournwold, Liathaven or in any Jotun, Marcher, Wintermark or Brass Coast territory. Varushkan armies would have their ability to defend Therunin, Holberg, the Barrens or any r territory of Varushka, Urizen or Dawn increased by one-tenth.

Varushka: bolster the Iron Helms *100 liao.* Varushkan national assembly can increase the cruel effectiveness of the Iron Helms. If passed, until Spring 382YE, the Iron Helms will gain *Terror in the Night* order (requires 25 crystal mana, enemy armies break at 2,000 or 3,000 if large).

If both Varushkan judgements are passed then the Iron Helms would not be able to issue *Terror in the Night* order while fighting in the Mournwold, Liathaven, or in any Jotun, Marcher, Wintermark, or Brass Coast territory.

Schism

Nations sending priests with liao preaching against Yael and her teachings: Wintermark, Varushka, Navarr, Urizen, the League, the Marches and the Brass Coast.

Highguard and Dawn have embraced Yael, although Dawn not universally.

The Imperial Orcs have made it clear they have no part in this conflict over human destiny.

Military Effects Armies of the seven nations that have rejected Yael and the two that have embraced her cannot fight effectively together. Any Imperial army that is part of a campaign which includes armies from the other side of the schism has ability to capture territory reduced by one fifth. Military units choosing to support an army on the other side of the schism will be halved in effective strength.

Highborn Contrition Statement of Principle could denounce the Highborn's previous decision regarding Yael. If passed with greater majority would create the opportunity for expensive mandates to realign Highguard's beliefs with the rest of the Empire.

Highborn foundationalism *Highborn Assembly, 100 liao.* Resurgence in obscure school of thought holding that matters of faith should solely be decided by the Highborn Assembly. Could be bolstered with a Mandate: if passed, all non-congregational resources in Highguard would receive a dose of liao. Would fundamentally shift Highborn society, creating an ideological split with Empire which could not easily be reversed; may leave Highborn priests open to prosecution for subverting the agencies of state if they ignore General Assembly's authority.

Augment the Granite Pillar

If the Highborn embrace Foundationalism, an opportunity to augment the Granite Pillar army from the ranks of the faithful arises, only during the summer summit. After one season it would become a Devoted army capable of using the Crusading Assault order (free resupply equal to one-tenth strength after a victory).

Dawn & the Schism

Several mandates are possible for the Dawn national assembly:

Sing the Song of Yael

Dawn national, 25 liao. Take the song of Yael and carry it to the people of Dawn. Every personal resource owned by Dawnish citizens will be improved by 1 rank for 1 year.

Reject Yael

Dawn national, no specified minimum of liao. As with the other nations who have rejected Yael, the Dawn national assembly could repudiate her teachings and reduce the power of her congregation. Would bring Dawnish armies and military units back onto the same side as the nations who have rejected Yael's teachings (see 'Military Effects' above).

The Illuminators of Shadow

A group of scribes, once of influence, intend to bring a gift for Yael of Felix's Watch (called by some 'The First Empress Reborn'). Gift is believed to be a precious scroll of some kind.



Empire-Wide Concerns

Evacuation from the Isle of Zemress

Grendel forces have discovered the Freeborn Isle of Zemress colony and intend to enslave and plunder.

Imperial fleet captains may choose to *Evacuate Zemress Island*, receiving 1 crown for each 20 strength they contribute.

Outcomes depend upon total strength assigned to this action (Rank 1 = 100 strength +20 per additional rank):

- ❖ Less than 500: outright failure. Community will be destroyed and the population enslaved.
- ❖ 500-999: about 100 islanders will be saved. Grendel will loot the island.
- ❖ 1000-1999: most islanders will be saved, though with naught but the clothes on their backs.
- ❖ 2000-3000: Grendel blockade will be smashed by Imperial forces, rescuing all the islanders with sufficient possessions to resettle in Feroz and Madruga.
- ❖ 3000+: Grendel will be routed, all islanders rescued with their wealth and relics, ultimately increasing the taxation revenue of the Brass Coast.

Quartermaster General may apportion the guerdon to the Evacuation effort.

Freeborn Assembly may choose to pass a mandate regarding this opportunity (see Synod Concerns).

The State of the Mourn

Rebellion

The Mourn is on the brink of an abyss. Mournwolders openly shun Imperial soldiers and hide Jotun thralls. Rebellion after Imperial armies depart is certain. Several options are possible to halt this decline, and bring Mournwold back from the brink.

Several or most of these actions would be required to create change. Single actions will be insufficient.

Rivers of Life Use in the Mourn would make its inhabitants feel safer. But the current problems with Spring Regios mean that the Empire cannot cast it.

Death-dealing Rituals Interdiction of Rivers Run Red and The Mountain Remembers its Youth, alongside an instruction to destroy all copies of these texts will demonstrate the Empire's remorse. Cost of 25T per ritual to destroy all the texts (50T total). Both rituals must be thus interdicted for this action to have any effect.

The Singing Caves Allocation of the Singing Caves as a Marcher national seat will indicate to the Mournwolders that the war is not just about killing Jotun. The seat is not currently under Imperial control.

Not Giving Ground 25 *liao*. Marcher national assembly could pass a mandate preventing the Marcher armies from using the Give Ground order. The same mandate could be passed in the General Assembly (250 *liao*) to prevent all Imperial armies from using this order.

Jotun Thralls 75T per season needed to feed and shelter the many dispossessed Jotun thralls now without lands in the Mourn.

All of the options described above will fail if any Imperial general gives the order to Lay Down the Law, as described below.

Laying Down the Law A Senate motion could grant Imperial Armies the right to take 'any measures necessary' to crush resistance in the Mourn. This motion would have constitutional implications and would require ratification by the Throne.

If passed, this would allow Imperial armies engaged in the Mourn to take the 'Lay Down the Law' order (inflicts one-tenth more casualties, decreases ability to take territory by one-tenth, ruthlessly suppresses any dissent in the conquered territory). It would also create resentment for years.

If five Imperial armies take this order, there will be no rebellion in the Mourn. If less than five armies submit this order, only the regions that those specific armies conquer will yield to the rule of law.

Bourse Concerns

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

Barrenberry Seeds Earl Hugo and his seneschal of the Barrens House Renard bring a single box of seeds of the fabled Barrenberry grape.

Senatorial Writings Morold Lionsgate's seneschal to sell a collection of writings from a long-dead Dawnish senator.

Suaq Skinning Knife Ilma Erkking, a Suaq icewalker, brings a potentially dangerous skinning knife for sale.

Exemplar of Prosperity Relic? Felipa i Manola i Guerra brings a 'curio' from the 'tomb of a Freeborn exemplar of Prosperity'.

Bay of Catazar fishing

Affected Territories: Madruga, Feroz, Sarvos, Necropolis, Redoubt, and Tassato

A Moonfish glut presents a lucrative opportunity in Bay of Catazar disputed waters; but Imperial fisherfolk need protection against Grendel.

Imperial Fleet captains may choose to *Protect the fishing fleet* instead of their normal privateering action, resulting in a 3 crown bonus to their normal haul. Outcomes depend upon total strength assigned to this action (Rank 1 = 100 strength +20 per additional rank):

- ❖ Less than 1000: Grendel raid the fishing fleet resulting in a $\frac{1}{5}$ loss in production to every business and a small but permanent drop in taxation in affected territories.
- ❖ 1000-1999: fisherfolk are protected and every business in the affected territories will receive a bounty of 72 rings.
- ❖ 2000-2999: as above, with an additional bounty of ilium available in the public auction.
- ❖ 3000: as above, with an increase to the Bounty of the Broken Shore Bounty ilium seat of 2 rings/season for a year; the Grendel will then target other ships, leading to problems next season for ships engaging in foreign trade.

Several Synod mandates could affect this situation (see Synod Concerns).

Conclave Concerns

Stars are absent from Empire's skies, including the Mournwold, Liathaven and the Barrens. Exceptions are Morrow, Spiral, Redoubt and Skarsind. A Penumbral Veil is in effect over Zenith.

Archmage Parlays	Day	Time	Eternal	Realm	Meeting
	Fri	Midnight	Thrice Cursed Court	Winter	Parley
	Sat	1pm	Llofir	Spring	Heralds
	Sat	3pm	Lashonar	Night	Heralds
	Sat	5pm	Roshanwe	Day	Meeting

Spring (Saturday, 1 pm) Llofir declines to meet with the Archmage of Spring directly but instead sends heralds.

Summer Castellan to meet with the Archmage of Summer to discuss the upcoming tournament for patronage of the Icy Crag of the Eternal Sun. Heralds of the Summer realm will be visiting the Empire to recruit champions

Winter (Friday, Midnight) All the Thrice-Cursed Court to speak with the Empire following the Archmage of Winter's request for parlay with Tharim. Tharim wants to speak of the forging of chains to take on part of his curse, as well as other matters. Skathe wishes to talk about Fashion. Surut has requested the presence of the Throne or her representative.

Day (Saturday, 5pm) Roshanwe or her heralds will speak with citizens of the Empire on matters arising from the recent religious Symposium.

Night (Saturday, 3pm) Lashonar has accepted a challenge of music and song proposed by the Archmage of Night and sends heralds to the Hall of Worlds to discuss terms. But a message to Murit has been returned unopened and unread.

Summer College Challenge Summer college Icy Crag of the Eternal Sun no longer has a storm raging around it - so no longer requires extra upkeep costs. The College's patron Eternal will be determined by challenge.

Spring Regio Problems

Spring regioes do not work for Imperial magicians. This follows an attack on a herald of Yaw'nagrah during a formal parley. The Empire cannot use these rituals: *Foam and Spittle of the Furious Sea*; *Forge the Wooden Fastness*; *Rivers of Life*; *Rivers Run Red*; *Thunderous Tread of the Trees*; *Mountain Remembers Its Youth*; *Thunderous Deluge*; *Dance of Navarr and Thorn*; and *Hallow of the Green World*. Time limit on the effect is unknown. Remedy is unknown.

Gremani Theatre

After Hubert Gremani's successful challenge to Barien, Eternal King Adamant has dispatched his koboldi to construct a Temeschwari-style tiny folly in Karsk called 'The Empress of All Goats Theatre'.

Llofir in Reikos

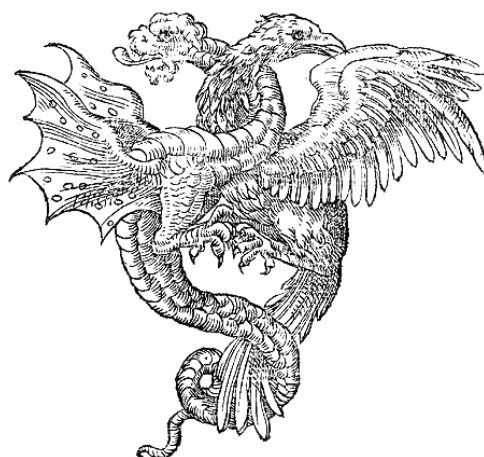
The Eternal Llofir still lays claim to the region of Tamarbode in Reikos and maintains a fortification there.

Redoubt Regio

The Ribbon of Salt (a Spring regio in Redoubt) had been realigned to Night just prior to its eruption last season. Night magic has poured forth, possibly affecting the Freeborn Storm. Likely effects include inflamed passions, a desire to act and increased heroic reserves.

The Azoth

Many Night heralds have started harvesting the dead bodies of the Jotun in the Mourn. Eternals Murit and Soghter seek to conjoin to become a new entity - the Azoth - which will be influenced in its nature by the Jotun and Feni dead used to create it. No Imperial corpses are being taken for this purpose.





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	<u>Feroz</u>			
	Kahraman			
	Madruqa			
	Segura			
DAWN	Astolat			
	Semmerholm			
	<u>Weirwater</u>			
HIGHGUARD	<u>Bastion</u>			
	Casinea			
	Necropolis			
	Reikos			
IMP. ORCS	Skarsind			
	<u>Valentin Ivarovich Orzel</u>			
	<u>Brother Ibrahim of the Cohort of the Winter Bear</u>			
	Escalados de Carsenere			
	Qusay i Kalamar i Guerra			
	Anwar i Del-Toro i Riqueza			
	Avisena i Ezmara i Guerra			
	Bohemond de Rondell			
	Barrabas			
	Ianthe of Raven's Watch			
	Cadeus of the Shattered Tower			
	Ironside Vio			

	<u>Sarvos</u>	<u>Magdalena di Sarvos</u>		
LEAGUE	Tassato	Cesare Sanguineo Rezia Di Tassato		
	Temeschwar	Gant Archama		
	Holberg	Irina Arkady von Holberg		
MARCHES	Bregasland	Orrick		
	<u>Mitwold</u>	<u>Bridget Eastville</u>		
	Upwold	Henry Ward		
NAVARR	Hercynia	Ranulf Pridestalker		
	<u>Miaren</u>	<u>Llewellyn Leafstalker</u>		
	Therunin	Willa Farkas-Vigil		
URIZEN	Morrow	Ariadne of Auric Horizon		
	<u>Redoubt</u>	<u>Probus of Shattered Spire</u>		
	Zenith	Edmundo of Endsmeet		
VARUSHKA	Karsk	Maarit		
	<u>Karov</u>	<u>Ludmilla Koslov</u>		
	Miekarova	Father Nikolovich Drakov		
WINTERMARK	Volodmartz	Vuk the Wolfeater		
	Hahnmark	Hengest Dun		
	Kallavesa	Olle Markusson		
	<u>Sermersuaq</u>	<u>Atte</u>		
	Conscience of the Senate	Ingrid Sigeing of Wintermark		
	<u>Dean of the Academy</u>	<u>Faustina Notturmo di Sarvos</u>		

Other Imperial Senate Positions

Advisor on Orc Affairs

Bloodcrow Yargol



Advisor on the Vallorn

Siân Eternal



AMBASSADORS:

Asavea

Camilia di Traviciana di Sarvos



Axos

Tarquinius of Ankarien



Commonwealth

vacant



Faraden

T'al'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

vacant



Dean of the Liberated of Jarm

Has never been appointed



Imperial Consul

Aureliana Perpetua Nicasia



Saverio di Sarvos

Minister of Historical
Research

vacant



Commissioners

Crystal Architect of the Spires

vacant









Imperial Master of Works

vacant



Conclave









Grandmasters

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

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	Helios Bitter Chalice of Urizen	
Master of Ice and Darkness	Brother Luke of The Shattered Tower of Highguard	
<u>Penumbral Watcher</u>	<u>vacant</u>	

Synod

Cardinals, Gatekeepers and Virtue Inquisitors

	Cardinal	Gatekeeper/Conscience Virtue Inquisitor	
The Way	Atla of the Imperial Orcs	Ingrid Sigeing Yarrick Ursan of Wintermark	
Ambition	Severin Teyhard von Holberg	Viviane de Coeurdefer of Dawn Ranae de Rondell of Dawn	
<u>Courage</u>	<u>Levitia of Endsmeet of Urizen</u>	<u>Jorma Steelhail of Wintermark</u> <u>Lucifer, Son of Cyrus of Highguard</u>	
Loyalty	<u>vacant</u>	Tess of the Marches Corwin Leafstalker of Navarr	
Pride	Azekah of Zephaniah's Lament	Astrid Fjellrevening Rezia di Tassato of The League Rane Jorunsdottir of Wintermark	
Prosperity	Ricardo Almieda Desmondo di Tassato	Morgan Leafstalker of Navarr Vaurus Korppitkotka of Wintermark	
Vigilance	Irada von Temeschwar	Aarne Ceorling of Wintermark Adamah of Highguard	
<u>Wisdom</u>	<u>Agnetha De Rondell of Dawn</u>	<u>Amris of Varushka</u> <u>Sariel of Highguard</u>	

Other Synod Positions

Auditor of Senatorial Accountability	Zeno, Stallion's Sibling of Urizen	
High Bard of the Empire	Kaywenn du Launcet of Dawn	
High Exorcist	Solas of Urizen	
<u>Imperial Inquisitor</u>	<u>Ephron of Adina's Charge,</u> <u>Highguard</u>	
Imperial Chaplain Consular	Bloodcrow Ergot of the Imperial Orcs	
Seer of the Gateway	Livia of the Spire of the Celestial Cascade, Urizen	

Religious Positions Appointed by foreign Powers

Limitu Principality House of the Way ^{Jarm}	Lord Marcus Drummond	Ministry (liao-mana)
Imperial Delegate to the Temple in Feroz ^{Asavea}	Franco i Erigo	Ministry (herbs, resources)

Military Council

Brass Coast



Dawn



Highguard



Red Wind Corsairs

Fire of the South.

Freeborn Storm

Golden Sun

Hounds of Glory

Eastern Sky

Gryphon's Pride

Granite Pillar

Valiant Pegasus

Seventh Wave

Estana i Mestiere i Guerra

Marciel i Riqueza

Edgardo i Ruiloba i
Guerra

Zoran Orzel

Tancred de Rondell

Vincent Vexille

Garravaine de Rondell

Mathayus




Cayleb

Cuth



Imperial Orcs	Winter Sun	Bloodcrow Morgur	
 	<u>Summer Storm</u>	<u>Ironside Skar</u>	
The League	Wolves of War	Gabriel Barossa	
 	Towerjacks	Natalia Barossa	
The Marches	Bounders	Alusair Farstrider	
 	<u>Drakes</u>	<u>Will Talbot</u>	
 	Strong Reeds	Jack Flint	
Navarr	<u>Tusks</u>	<u>Nedry of the Cullachs</u>	
 	<u>Black Thorns</u>	<u>Ulric Y'Basden</u>	
Urizen	Quiet Step	Brennos Brackensong	
	<u>Citadel Guard</u>	<u>Nicassia Avicia of Phoenix's Reach</u>	
Varushka	Golden Axe	Coiska Graemovna Sulich	
 	<u>Northern Eagle</u>	<u>Nikolai Zakharovic Prochnost</u>	
	Iron Helms	Magnus Anatolyvich Prochnost	
Wintermark	Green Shield	Iron Osrice	
 	<u>Fist of the Mountain</u>	<u>Erkenbrand</u>	

Other Military Council Positions

Warmage	Heilyn Bronwen's Rest of Navarr	
Quartermaster General	Brendan (Dan) Brackensong	
Imperial Fleet Master	Estaban Del Rio Blanco	

Bourse


Winter:
Weirwood


Spring:
Ilium





Summer:
White Granite


Autumn:
Mithril

			Bid History	Yield
	<u>Arratan Gamble</u>	<u>Issebel Vittoria Barossa</u>	325 (400, 165, 41, 10)	25
	Brilliant Star	Vasily Strascovich	590 (451, 240, 78, 13)	26
	Canterspire Circle	Rada Prochnost	50 (385, 265, 90, 11)	22
	<u>Damation Cliffs</u>	<u>vacant</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	Silvia 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
	<u>Night Quarry</u>	<u>Meric Freysson</u>	406 (370, 170, 49, 8)	26
	Scorrero Nets	Saura Splitroot	75 (130, ??, 37, 4)	5
	<u>Sutton Stone Quarries</u>	<u>Peter Carter</u>	300 (345, 155, 93, 10)	23
	Syrene's Wisdom	Hepzibah of Reumah's Redoubt	90 (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	Held by the Grendel	22
	Singing Caves	Held by the Jotun	28

National Bourse Positions

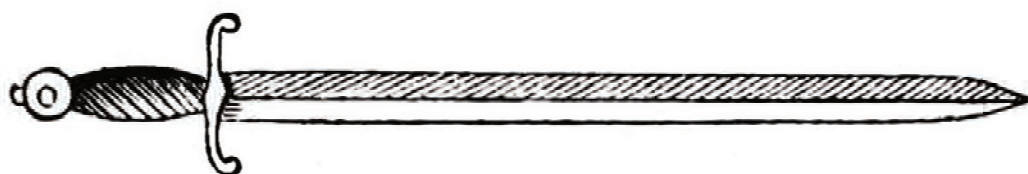
Means of Allocation – typically by vote of the relevant resource holders.

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


				Alloc.	Yield
	<u>Brilliant Shore</u>	<u>Imperial Orcs</u>	<u>Gaterender Brik</u>		26
	Broken Shore Bounty	Brass Coast	Karlos i Shartha i Riqueza		7
	Castellan of Spiral Castle	Dawn	Maryc		Resupply, golden apples
	Eternal Shafts of Time	Varushka	Tomasz Strascovich		27
	Gift of the Dwindling Star	Varushka	Jarek the Peaceful	 	4
	<u>Granites of Veltsforsk</u>	<u>Varushka</u>	<u>Vitaly Dukov</u>		26
	Master of the Imperial Mint	League	Lieselotte van Holberg		Senate powers
	Pride of Ikka's Tears	Wintermark	Raknar Stormspire		15
	Regario Dossier	League	Rodrigo Barossa		4
	Steel Fist	Imperial Orcs	Irontide Losak		8
	The Thimble	Navarr	Idris Eternal		24
	<u>Vigilant Swan</u>	<u>Highguard</u>	<u>Azeal of Cantiararch's Hold</u>		26


Sinecures, Elected Bourse Titles, & Ceremonial Titles

Title ^{Nation}	Holder	Season	Election
Bailiff of the Grand Market ^M	'Magic' Errol		
Bonesetter of Torfast Trading Post ^{IO}	Irontide Kragg		
<u>Broker of Treji Wayhouse</u> ^N	<u>Wyl Brackensong</u>		
Custodian of the Assayers Guild ^L	Claus Friedrich von Holberg		
Dhomirol 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 vacant		
Faraden	Roberto Murdoch i di Sarvos		
Principalities of Jarm	Owsi Twice-burned		
Sarcophan Delves	Thanmir Hrafn		
Sumaah Republic	Aedred apMagor		
Foreman of the Mines of Gulhule ^{IO}	Irontide Flax		
<u>Mistress of the Glass Parador</u> ^B	<u>Constanza i Kalamar i Guerra</u>		
<u>Northbound Trademaster</u> ^L	<u>Jan von Schmied de Temeschwar</u>		
<u>Operator of Brock's Toll</u> ^M	<u>Robert Shanks</u>		melee
Overseer of the Westward Road ^V	Pavel Novak		 
Prime Factor of the Pallas Docks	Mercurio Ankarien		
Provost of the Halls of Knowledge ^U	Octavius of Auric Horizon		
Vizier of the Incarnadine Satchel ^B	Esteban i Ezmara i Erigo		



Sinecures & Ministries selected by Senators

Title ^{Nation}	Holder	Income
<u>Broken Shield Guardian</u> ^{IO}	<u>vacant</u>	18 herbs
 Celesti Lighthouse Keeper ^{BC}	Bakar i Erigo	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; Historical research
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
<u>Gloaming Road</u> ^{Faraden Ambassador}	<u>vacant</u>	Ministry (mithril)
Granger of the Golden Orchard ^N	Merel Pathfinder	9 mana
<u>Grim Gardener</u> ^V	<u>vacant</u>	27 herbs
Guardian of the Cairn ^W	Tarqeq Icetongue	9 mana
<u>Guardian of Dunfrith</u> ^W	Ham Dunning	21 herbs
<u>Head Gardener of Urizen</u>	<u>vacant</u>	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)
Jade Custodian	Giacomo Corvinoscuro	12 mana
 Keeper of Aurelie's Garden ^{N or D (melee)}	Kiarten Twofeet	18 herbs
<u>Keeper of the Crystal Vale</u>	<u>vacant</u>	10 mana
Keeper of the Dour Fens ^M	Bill of Middleton	10 mana
Keeper of the Glorious Fountain ^U	Tatiana of Auric Horizon	9 mana
<u>Keeper of the Golden Fields</u> ^M	<u>vacant</u>	9 mana
<u>Keeper of the Imperial Menagerie</u>	<u>vacant</u>	winter vis
Keeper of the Memorial Gardens of Treji ^{Hercynia}	Ceinwen	18 herbs

Title ^{Nation}	Holder	Income
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
Keeper of the Tower of the Fall ^U	Elyssian	10 mana
Master Apothecary ^W	Freya Krefinar	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
 Mayor of Caricomare ^{L, Sarvos}	Aria di Notturmo di Sarovs	15 Crowns; 25 votes (Sarovs 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'eet i Contra i Guerra	2 thrones
Steward of the Tassato Mana Exchange ^L	Beatriz Sanguineo Rezia	Ministry (mana)
Storm Shaman ^{IO}	Ashborn Raur	9 mana

Sinecures appointed by the Synod

Title ^{Appointed By}	Holder	Income
Crow Keeper of the Rest ^W	Nils Bardstrom of Wintermark	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	Odelina de Rondell of Dawn	6 liao, 12 votes
Guardian of Giselle's Tomb	Casimir Marcellino di Sarovs of the League	6 liao, 12 votes
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	
6 pm		GM Elections	(off-Anvil)	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			Military Council	
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.

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
Magisterium**

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.

THE EMPIRE

IMPERIAL
VALIORN
JOTUN
THULE
DRUJ
GRENDEL

