**11:00 - Imperials arriving**

**11:03 - Short opening address**

**11:05 - Preaching Ambition**

 **Präster Algot of the House of Ambition VS …**

**11:12 - Knowledge of Narcotics
 Patches i Riqueza VS Evander Slack**

**11:19 - Astronomancy**

**Serenus Starsong VS Magician Prince Jára**

**11:26 - Command**

**Jarl Grima VS …**

**11:33 - Funeral Rites**

 **Bloedzuiger Anke VS …**

**11:40 - Debating the Nature or Orcish Souls**

 **Skywise Rykana VS Professor Hannes Brochner**

**11:47 - Creative Expropriation of Goods**

 **Kyaire, Voice of the Salt Lords VS …**

**11:54 - Closing remarks from heralds**

**11:55 - Champions receive scrolls, depart**

**You bear this scroll having represented Jaheris, and the Empire, in a contest of words at the Summer Solstice, 386YE**

**Your pride and vainglory has brought triumph to the Forest of Arden, and the Empire!**

**You have earned a boon from the Court of the Unicorn Prince, and may use this scroll to send him a message of up to 100 words, by presenting it at the Imperial Regio. This message should include an idea of a boon, or boons, you would most like, but nothing else.**

**The boon you request ought to be something for you, as the foremost in the world in your chosen field. We are not interested in selfless requests for the benefit of your nation or Empire**

**Yours gratefully,**

**Scrivener of the Forest of Arden**

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**Quest Tombola!**

**Taste the finest food and drink that Anvil has to offer**

**Handle a relic of immense Virtue**

**Convince a Marcher they are wrong about something**

**Make a stoic Steinr smile**

**Receive a favour from a Dawnish knight or earl**

**Get a Freeborn to lie about something**

**Convince a Highborn to do something unvirtuous**

**Convince someone from The League to give you a ring**

**Get someone from Urizen to break their poise**

**Scare a Varushkan**

**Win money in a game of chance**

**Handle an artefact from Imperial History**

**Learn how to make a Marcher poppet**

**Convince an musician to make a song about you**

**Get an artist to draw your portrait**

**Drink a potion without knowing what it will do**

**Talk to someone from a foreign nation**

**Get your name printed in a newspaper**

**Help a humble citizen to achieve their heart’s desire**

**Wroth**

**Prowess**

**Adamant**

**Triumph**

**Nobility**

**Key Questions**

1. **I was once famed for performing 3 particular rituals. Can you name one?**

**A: Tenacity of Jotra, Splendid Panoply of Knighthood, Champions Shining Resolve**

1. **Where do the names of these trials come from?**

**A: The resonances of Summer magic**

1. **Can you name a resonance which is not included in these Trials?**

**A: Youth or Majesty**

1. **Can you give the name and function of a Summer ritual which is not in your Imperial Lore?**

**A: Too many to list!**

1. **This place was built by Meraud. Can you give two other titles he is known by?**

**A: The Summer Enchanter, The Golden Magician, The Lord of Summer Stars, The Fire Mage, The Lord of the Lake, and more…**

**Renewed Strength of the New Day. 2**

Removes a condition of weakness

**Stag Knight's Glory. 2**

Allows you to make a heroic blow within 10 seconds

**Tenacity of Jotra. 2**

Cling to life for longer while bleeding out

**Hammer of Thunder. 3**

 Strike well with a greatweapon, once more each day

**Strength of the Bull. 3**

Makes you more durable in battle

**Swan's Cruel Wing. 3**

Strike well with any weapon, once more each day.

**Swift Leaping Hare. 3**

Knock enemy down with a polearm, once more each day

**Strong Ox, Golden Sun. 4**

Improve the production of a farm, following Spring

**Clad in Golden Raiment. 5**

Improve a military unit while assisting an army

**Stout Resolve of the Unyielding. 5**

Overcome the effect of a grievous wound in battle

**Skar's Gentle Push. 6**

Gain the ability to wield a shield

**Crimson Ward of Summer Stars . 8**

Be much more durable while wearing mage armour

**From the Mouths of Babes. 8**

Send a message to Meraud.

**Unbreakable Spirit, Unbreakable Blades. 8**

Mend a broken weapon or shield once each day

**Vigour of Youth. 9**

 Cling to life for even longer while bleeding out

**Chasuble of Majesty. 10**

Make a priest perform more effective ceremonies

**Sutannir's Promise. 10**

Restore group’s heroic vigour in a place of Courage

**The Sound of Drums. 11**

 Rise from the brink of death, twice each day.

**Delve Deep, Beneath the Mountain. 12**

Enhance the production of a mine for a season

**Gidyon's Refrain. 12**

Gain a source of spiritual strength while singing.

**Glorious Crown of Enchantment. 14**

Repeatedly empower your allies

**Splendid Panoply of Knighthood. 14**

Make a group more durable in battle.

Greetings, adventurer,

My name is Hengest Goldbreath. I came here seeking to triumph over the trials of the Summer realm, and I have failed.

Perhaps you can succeed where I have not. Know that whatever your knowledge of Summer Lore, it is of little use if you do not know what each Trial will require of you.

Wroth is simple enough - with all the blunt elegance of Summer. The guardian will call for you to strike them with a powerful blow. You simply have to take a weapon and hit them hard - enough to ruin a limb or send them to the ground.

This I managed, but little else. May my shame become your wisdom and success.

These are the words of Miri Vladovitcha - Volhov, Summer Mage, and Fool. What an idiot I was to think I could face these trials alone. The first was easy enough, any novice could do it with a bit of practice, but even the second was beyond me. If only I had thought to master that so-called “gentle” ritual - perhaps if they had named it after a Varsuhkan instead of an Orc General!

And so I am deemed to be without Prowess. All because I could not wield a shield for a few seconds. Pitiful. Or so says the guardian. But what should I care for the words of some creature of the realms?

For the trial that shares a name with a Summer King:

Triumph requires a magnitude greater than 6.

Triumph requires a magnitude of less than 13.

Triumph requires a name with more than 2 words.

Triumph requires you to act, rather than wait for help.

Triumph requires an effect which anyone could benefit from, regardless of skill or resource.

Triumph does not repeat itself.

Triumph has nothing to do with the young.