Zlata Ruznikova Perenel, the Weaver (8733.1)

You dream of a dark forest, and your four companions - Lut, Aleksandr, Zoria, and Lechovitch-Roza. A narrow dirt path that winds through the trees. Little white stones mark the edges of the path, each one carved with a bearded face that seems oddly inhuman although you could not put your finger on why. Perhaps they are orc faces? Or some twisted goblin-things of the deep woods.

Exchanging greetings, eager to see what the night will bring, you are alerted to the change by a sudden storm of squeaking and chittering. Then they are upon you. A shrieking, fluttering, beating cloud of bats – a river of bats – a flood of bats pouring past you. Naked wings buffeting your heads, tangling in your hair, your clothes. A tarry brown and black barrage of little bodies, their tiny claws and fangs leaving little scratches on your faces and arms. Then, suddenly, you feel the gentle touch of feathers against your skin, are enfolded by a whisper just on the edge of hearing, and the bats break away, shrieking in their high pitched little voices, spiralling up into the star-strewn sable sky.

When the bats clear, you are alone (or, perhaps, not entirely alone), and within three heartbeats you have forgotten there was anyone else here.

You can hear piping ahead. It is not the dancing, enchanting pipes of the forest dwellers, but a harsher sound that cuts through you like a knife. Rising and falling, individual notes lingering and stretching in a way that puts your nerves on edge, grates against your ears. Like a creature wailing into the night.

The trees around you give way to a rolling moor, beneath the night sky. The white-stoned path stretching away before you. The moon hangs orange and heavy in the east, half-way between full and empty, like a lidded dragon's eye. Watching you.

A military camp has been pitched on the edge of the wood ahead of you. White tents and guy ropes flutter in the night breeze. There are many banners hanging above the tents, which are both familiar and unfamiliar at the same time. Marcher boars and hounds rub shoulders with Dawnish suns and dragons. A white Navarr tree on a green flag whips and coils in the breeze beside a three-ringed banner of the Winterfolk. And everywhere between them are the dour sigils of Varushka. Eagles, axes, iron fists. You can tell without knowing that while there are the banners of other nations here, this is a Varushan camp.

It is a little odd perhaps that the only figure you see – the source of the piping – is a man of obvious Marcher stock. He stands in a sodden felt hat (it is not raining but perhaps it has been), an unlaced gambeson, with strange wicker greavers and vambraces on his shins and forearms – crude Marcher mage armour most likely. He is playing a pipe, playing a sad and sorrowful song of a home he knows he will never see again. He plays with more enthusiasm than skill however.

An old, tired warrior-mage. He thinks you are one of his company. He has little heart for the battle tomorrow. He will face his cousins, his brothers, and people who were once upon a time his friends. He is filled with sadness. He speaks of politics that mean little to you – the petty arguments of Marcher households that lead to civil war, and shameful defeat, and of fleeing north to rally to the banner of the Boyar who says he will make all better again.

Your host does not know if he believes the boyar's promise, but he will follow his steward wherever she leads him because of the bonds of loyalty. Tears run down his face when he speaks of love and loyalty, and the home he has left behind, and the certainty that he will die tomorrow and be buried in alien soil, unless he breaks his bonds, and breaks his heart, and walks away.

The fire dies down as he speaks, and then there is silence for a few moments, and then...

... everything shifts and tilts suddenly. Vertigo overwhelms you. You squeeze your eyes closed and when you open them you are alone. White sand surrounds you – fine white sand – a desert that stretches as far as the eye can see.

There is a white tower – a lighthouse? - to the left of you but you can't really focus on it. The sky seems to be spinning lazily anticlockwise, the thousands of glittering stars turning around a point somewhere above the lighthouse.

You feel queasy.

Everything tilts again, sending you crashing to the ground and then...

... and then you wake up

Effect: Until the start of the next Profound Decisions Empire event you can perform the ritual **Shroud of Mist and Shadows** (Night/10) as if you had mastered them; if you have already mastered this ritual, you may perform it as if you have one additional rank of Night magic. You should keep this vision and show it to a referee if you perform this ritual.

Roleplaying effect: When you wake up, you are afflicted with vertigo and dizziness that makes it difficult for you to move around too much without having to stop and get your bearings. This lasts no more than about half an hour.

Lutobor (Lut) Branislavovich Glinka (9157.1)

You dream of a dark forest, and your four companions - the Weaver, Aleksandr, Zoria, and Lechovitch-Roza. A narrow dirt path that winds through the trees. Little white stones mark the edges of the path, each one carved with a bearded face that seems oddly inhuman although you could not put your finger on why. Perhaps they are orc faces? Or some twisted goblin-things of the deep woods.

Exchanging greetings, eager to see what the night will bring, you are alerted to the change by a sudden storm of squeaking and chittering. Then they are upon you. A shrieking, fluttering, beating cloud of bats – a river of bats – a flood of bats pouring past you. Naked wings buffeting your heads, tangling in your hair, your clothes. A tarry brown and black barrage of little bodies, their tiny claws and fangs leaving little scratches on your faces and arms. Then, suddenly, you feel the gentle touch of feathers against your skin, are enfolded by a whisper just on the edge of hearing, and the bats break away, shrieking in their high pitched little voices, spiralling up into the star-strewn sable sky.

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The trees around you give way to a rolling moor, beneath the night sky. The white-stoned path stretching away before you. The moon hangs orange and heavy in the east, half-way between full and empty, like a lidded dragon's eye. Watching you.

A military camp has been pitched on the edge of the wood ahead of you. White tents and guy ropes flutter in the night breeze. There are many banners hanging above the tents, which are both familiar and unfamiliar at the same time. Marcher boars and hounds rub shoulders with Dawnish suns and dragons. A white Navarr tree on a green flag whips and coils in the breeze beside a three-ringed banner of the Winterfolk. And everywhere between them are the dour sigils of Varushka. Eagles, axes, iron fists. You can tell without knowing that while there are the banners of other nations here, this is a Varushan camp.

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He has his back to you, standing between you and a campfire that burns low and cherry red. There is a spit across it, and the remains of a suckling pig.

Without turning round, he stops playing and greets you. He calls you by a name not your own — Will or Jack or Bill or Bob — and invites you to share his fire.

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Your host does not know if he believes the boyar's promise, but he will follow his steward wherever she leads him because of the bonds of loyalty. Tears run down his face when he speaks of love and loyalty, and the home he has left behind, and the certainty that he will die tomorrow and be buried in alien soil, unless he breaks his bonds, and breaks his heart, and walks away.

The fire dies down as he speaks, and then there is silence for a few moments, and then...

... there is a terrible roaring, a sound that is almost a physical force assaulting you from all sides. You clap your hands to your ears. It almost drives you to you knees. It seems to go on and on. You squeeze your eyes closed and when you open them you are alone. White sand surrounds you – fine white sand – a desert that stretches as far as the eye can see.

The fire dies down as he speaks, and then there is silence for a few moments, and then...

... everything shifts and tilts suddenly. Vertigo overwhelms you. You squeeze your eyes closed and when you open them you are alone. White sand surrounds you – fine white sand – a desert that stretches as far as the eye can see.

There is a white tower – a lighthouse? - to the left of you but you can't really focus on it. The sky seems to be spinning lazily anticlockwise, the thousands of glittering stars turning around a point somewhere above the lighthouse.

You feel queasy.

Everything tilts again, sending you crashing to the ground and then...

... and then you wake up

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ritual, you may perform it as if you have one additional rank of Night magic. You should keep this vision and show it to a referee if you perform this ritual.

Roleplaying effect: When you wake up, you are afflicted with vertigo and dizziness that makes it difficult for you to move around too much without having to stop and get your bearings. This lasts no more than about half an hour.

Aleksandr Zoravich Novosad (12200.1)

You dream of a dark forest, and your four companions - the Weaver, Lut, Zoria, and Lechovitch-Roza. A narrow dirt path that winds through the trees. Little white stones mark the edges of the path, each one carved with a bearded face that seems oddly inhuman although you could not put your finger on why. Perhaps they are orc faces? Or some twisted goblin-things of the deep woods.

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The trees around you give way to a rolling moor, beneath the night sky. The white-stoned path stretching away before you. The moon hangs orange and heavy in the east, half-way between full and empty, like a lidded dragon's eye. Watching you.

A military camp has been pitched on the edge of the wood ahead of you. White tents and guy ropes flutter in the night breeze. There are many banners hanging above the tents, which are both familiar and unfamiliar at the same time. Marcher boars and hounds rub shoulders with Dawnish suns and dragons. A white Navarr tree on a green flag whips and coils in the breeze beside a three-ringed banner of the Winterfolk. And everywhere between them are the dour sigils of Varushka. Eagles, axes, iron fists. You can tell without knowing that while there are the banners of other nations here, this is a Varushan camp.

It is a little odd perhaps that the only figure you see – the source of the piping – is a man of obvious Marcher stock. He stands in a sodden felt hat (it is not raining but perhaps it has been), an unlaced gambeson, with strange wicker greavers and vambraces on his shins and forearms – crude Marcher mage armour most likely. He is playing a pipe, playing a sad and sorrowful song of a home he knows he will never see again. He plays with more enthusiasm than skill however.

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Zoria (10516.1)

You dream of a dark forest, and your four companions - the Weaver, Lut, Aleksandr, and Lechovitch-Roza. A narrow dirt path that winds through the trees. Little white stones mark the edges of the path, each one carved with a bearded face that seems oddly inhuman although you could not put your finger on why. Perhaps they are orc faces? Or some twisted goblin-things of the deep woods.

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Lechovitch-Poza (13366.1)

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