

Invocation
Of
The
Golden
Trumpeters

Hail to the Summer Enchanter!

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Hail to the Golden Magician!

Hail to the Lord of Summer Stars!

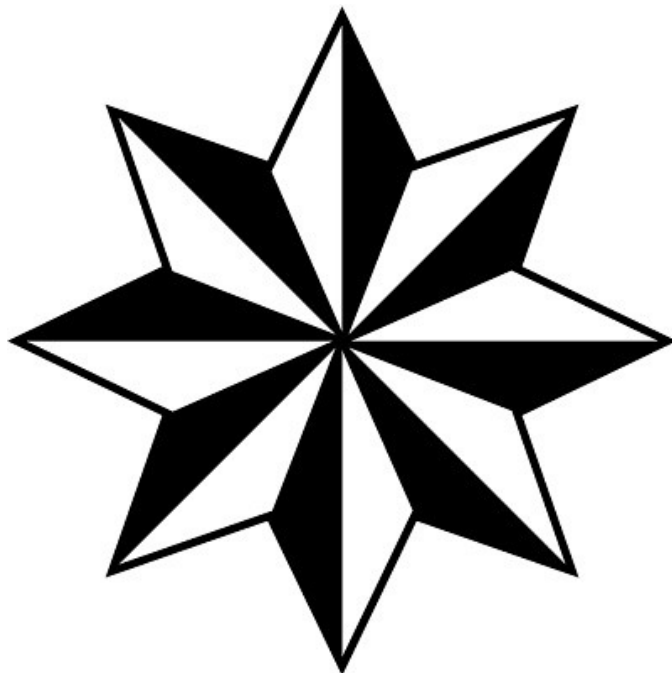
Hail to the Fire Mage and the Volhov of the Golden Eye!

Hail to the Lord of the Lake! Master of the Great Tower!

Hail to Meraud, Shepherd of Falling Stars!

And hail also Corvus, Master of Summer,

Friend of Meraud!



The Golden Trumpeters

Look not for the Golden Trumpeters, the Heralds of Summer
Twilight, for they are unseen.

Their voices are strong – they speak with the roar of the Lions of
Midsummer! They bellow with the voices of thunder!

Their golden trumpets resound with the echoes of the majestic peaks,
and silence all lesser voices.

Let them speak, and let all others listen.

They announce themselves with the golden horns of the heights and
the depths.

They unfurl the scroll that has been given to them and speak the
worlds with the voice that thunders.



Fifty Words

Write the scroll clearly! Fifty words echo with import.

Leave no doubt as to the place the message will be spoken, and remember that the Heralds of Summer Twilight speak only in the world of mortals never the realms beyond.

Morning, Noon, Afternoon, Evening, Night, Midnight – these are the times that the Golden Trumpeters understand most easily.

Time flies, for the Voices of Lions – yet the words spoken where there is no one to hear them are wasted.

The Six Heralds

Name the Heralds!

Assoni, the bellower, who rises with the sun

Goudenstem, of the golden mane, who roars at the crown of heaven

Donner, whose voice echoes with thunder in the afternoon

Ivi Hirva, who travels with the south wind in the early evening

Kerrix, who sounds the last moment of twilight—before—night

Cwinthav, who speaks with majesty in the hours of darkness



Invoke Golden Trumpeter

Summer Magnitude 8

Performing the Ritual

Performing this ritual takes at least 2 minutes of roleplaying. Performing this ritual takes at least 2 minutes of roleplaying. The ritual targets a message which must be clearly written and must be present throughout; the message can be up to 50 words long. During the performance, the ritualists name a specific location in the mortal world.

At the completion of the ritual, the message disappears.

Effects

At the completion of the ritual the target message vanishes. There is occasionally a faint burst of golden light or the sound of a trumpet distantly blowing.

The message is then announced in a loud voice at the target location, usually with a heralding of trumpets. It can take anywhere from several hours, to several days, for the letter to be delivered, and while the ritualists can specify a time of day (morning, noon, afternoon, evening, night, midnight) attempts to be more specific meet with variable success.

There seems to be no relationship between the physical distance to the target and the time the letter takes to arrive - but the message will only be delivered to a named location in the mortal world.

This ritual draws on the power of the eternal Meraud. If it becomes part of Imperial Lore, it ceases to function for all characters.

OOO note

This item is a ritual text.

Any character with the Summer Ritual Lore skill can master this ritual. You must have a free slot or experience point to master a new ritual. After an appropriate period of roleplaying spent studying these pages, it should then be brought to a referee who will add the ritual to those you have mastered. Doing this does not 'use up' the ritual text.

This ritual cannot be learned by other means; it cannot be taught by a character who knows it unless the ritual is added to the body of Imperial Lore by the Conclave.

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