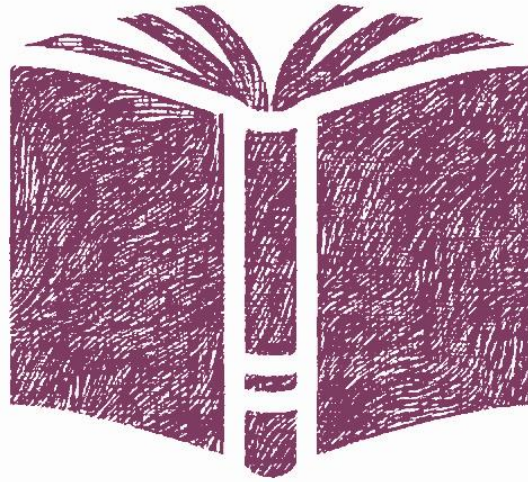


# Anvil Almanac

Spring 3827€



## ✧ 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; time limit; effect)

Mandate (Assembly, # liao, duration, time limit) & excerpt of mandate text. If enacted: results



# Imperial Concerns

## Military Campaign

Shrouds to hamper scrying have been cast over Semmerholm and the Barrens (until Winter 382YE) and Zenith (until Spring 382YE), all believed to be magnitude 50.

The Penumbral Veil has been drawn over Otkodov, and also over the Imperial territories of Necropolis and Redoubt.

Dripping Echoes of the Fen has again been cast in Holberg, by the Sussivari.

### Spiral

*4 of 7 regions*

Imperial armies augmented by fourteen thousand independent captains and two hosts of Eleonaris exploit previous gains. The Legacy (mithril mine) is recaptured. Varushkan cabalists augmenting the Iron Helms unleash Terror in the Night across the Black Plateau. Most Imperial armies are affected by the maddening influence of the Black Plateau, slaughtering Grendel with abandon and adopting some of the atrocities of the Iron Helms. Only the Wolves of War and the Red Wind Corsairs are able to resist, bolstered by the measured orders given by their Generals.

Amidst this carnage, the Black Plateau fully awakens, infecting Imperials and retreating Grendel alike with suspicion, madness and fury. The Battle of Solen's Doubt sees an orgy of indiscriminate carnage breaking three Grendel armies: the Salt Dogs, the Sand Pipers, and the Stone Gyre. Only the Black Eels and the Brine Turtles manage an orderly retreat to join the Iron Gulls on the southern coast. The Knights of Eleonaris depart, confused and afraid.

The Black Plateau's effects on Spiral are profound. All armies fighting take one-quarter additional casualties. Natural resupply is impossible. Any army loses one-twentieth of its strength in a season. Production of personal resources reduced by a quarter. The Legacy's upkeep is doubled. Every living person wants to leave.

**Armies:** Citadel Guard, Iron Helms, Northern Eagle, Red Wind Corsairs, Summer Storm, Towerjacks, Winter Sun, Wolves of War

### Zenith

*0 of 5 regions*

Highborn armies defend valiantly but forced to completely retreat from Zenith by Druj forces numbering over 30,000. Druj lay down miasma pillars in Proceris, spreading fear and dread across the region. Gardens of Pallas are deliberately destroyed.

**Armies:** Granite Pillar, Seventh Wave, Valiant Pegasus

### Sermersuaq

*5 of 7 regions*

Jotun forces invade unopposed, eighteen thousand strong, capturing region of Stark and half the region of Tanikipari. Jotun diplomatic envoys meet with the Thule.

### Liathvaen

*0 of 7 regions*

A new front opened. Vallorn prevented from seizing the region of West Ranging but Imperial beachhead not achieved. Opportunity to push into region of Westwood available but made harder by lack of beachhead, and likelihood of further high casualties. Region's forests burned to ash by boon from Surut: all Spring regiois in West Ranging destroyed.

**Armies:** Bounders, Quiet Step, Tusks

**Semmerholm** Druj nearly pushed out of Axmure by combined forces of four Dawnish armies, Wintermark's Fist of the Mountain, three hosts of Knights of Eleonaris and a Frozen Citadel of Cathan Canae, although Druj still hold Estmure. Immense Imperial casualties - four and a half thousand dead or broken - with similar number inflicted upon Druj.

**Armies:** Eastern Sky, Golden Sun, Gryphon's Pride, Hounds of Glory, Golden Axe

**Madrugá** Grendel forces withdraw, having looted much wealth. Imperial forces retake majority of the territory, but the Grendel still hold Atalaya town in Free Landing.

**Armies:** Drakes, Strong Reeds

**Resupplying Armies** Astolat: Fire of the South

Casinea: Green Shield

Miaren: Black Thorns

## Sentinel Gate Conjunctions

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

- Saturday or Sunday**
- I. Barrens: liberate Imperial prisoners held by a powerful Druj herbalist at Lerrovac's Camp in Murderdale.
  - II. Sermersuaq: engage a large Jotun force resting in preparation for the coming season in the hot springs of Tiniki in Spring Hills.
  - III. Kallavesa: prevent Jotun raiding parties from solidifying their hold over the West Marsh region by engaging them at a Summer regio on the Westerhal Trail.
- Sunday**
- I. Spiral: engage a force of Grendel mercenaries whose purpose is unknown, heading towards the Gethern Expanse in Screed..

## 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	28	Dawn	17	League	10	Urizen	8	Brass Coast	6
Navarr	18	Highguard	13	Varushka	8	Marches	8	Imp. Orcs	6

## Armies assigned to Guerdon support in Winter 381YE

Army	Nation	Deployed
Quiet Step	Navarr	Liathaven
Hounds of Glory	Dawn	Semmerholm
Summer Storm	Imperial Orcs	Spiral
Wolves of War	League	Spiral

## Sentinel Gate Minor Conjunctions

When	Where	Size	How
Fri 6.15	Spiral: The Bluehaven, Apulus	15	Receive the body of Dogri Thulebane from the Grendel
Fri 6.30	Spiral: Nephan Heights, Ossuary	30	Intercept crazed Iron Helms soldiers
Fri 7.00	Spiral: Nephan Canyon, Ossuary	30	Intercept crazed Iron Helms soldiers
Fri 7.30	Spiral: Nephan Steps, Ossuary	30	Intercept crazed Iron Helms soldiers
Fri 8.30	Sermersuaq: West Bay, Suaq Wastes	30	Kill Jotun pathfinders to prevent discovery of the Pride of Ikka's Tears mithril mine.
Fri 9.00	Sermersuaq: Bitter Tundra, Suaq Wastes	30	Kill Jotun pathfinders to prevent discovery of the Pride of Ikka's Tears mithril mine.
Sat 2.00	Madruga: Summer's Stone at Halcorim	30	Strike against Grendel defences to recapture Free Landing islands
Sat 2.15	Mournwold: Connor's Rock, Chalkdowns	15	Fight Feni; prevent production loss from all farms and herb gardens in the Mournwold
Sat 2.30	Madruga: Estavia's Key	25	Strike against Grendel defences to recapture Free Landing islands
Sat 3.00	Madruga: Isle of Seven Goats	25	Strike against Grendel defences to recapture Free Landing islands
Sat 5.00	Sermersuaq: Iqaluit Rise, East Floes	75	Fight drowned husks
Sat 5.30	Sermersuaq: Pagnirtung Station, East Floes	75	Fight drowned husks
Sat 6.00	Liathaven: West Ranging, Silent Stand	75	Use Surut's devouring flame to destroy a Spring regio & engage Vallorn
Sat 6.30	Liathaven: West Ranging, Far Steading	75	Use Surut's devouring flame to destroy a Spring regio & engage Vallorn
Sat 8.15	The road near the Granites of Veltsorsk, Opascari, Volodmartz	15	Engage a warband of orc raiders, led by a warlock.
Sat 8.30	Zenith: Ceramic Meander Slave Camp, Iteri	25	Liberate Highborn military held captive by the Druj
Sat 9.00	Zenith: Ceramic Meadows, Iteri	25	Liberate Highborn military held captive by the Druj

## Imperial Concerns

### “United in Law”

The Empress has used her Power of Address to call on every Imperial citizen to uphold their vow of citizenship, including support for the Imperial Militia: *“Our freedom and dignity to live as we choose depends upon each of us upholding our oaths to support the Law”*. A market town charter for Sarcombe in the Mournwold is announced. And the Imperatrix seeks to marry in League tradition, but to bring “significant benefit to the Empire”.

### Active Synod Mandates

**General (100 liao)** *Attempts to incite religious differences or spiritual conflicts strongly inhibited for a year.*

**General (1 true liao, 4 crowns)** *Fortification can be built for reduced cost for the next year.*

**Marcher (50 liao) and Imperial Orc (50 liao)** *Enlighten the ex-Jotun thralls as to the teachings of the Way.*

**General (25 liao)** *Imperial captains trading with Northern or Southern Jarm receive significantly reduced production for the next year.*

**Dawn (25 liao)** *Herb garden production improved. High Bard Lady Kaywen can submit a song that will improve this bonus.*

**Varushka (50 liao)** *All Varushkan armies suffer penalties for fighting alongside Wintermark and the Brass Coast.*

### Varkula’s return?

Empress Varkula added four territories to the Empire: Zenith, Holberg, Skarsind and Miekarova. The fall of Zenith means that three of these territories have again fallen to barbarians. Several current events are being attributed to ‘Varkula’s return’.

#### Dreams of Ice

People in Casinea - including Anvil – may experience a nightmare where they are berated for the loss of Zenith by an imposing woman wearing a crown of black ice, with eyes of polished amber. Some citizens are so affected that it acts as a source of spiritual strength, imbuing an urge to berate those considered responsible for the loss of Zenith. But cambions who experience this dream may become stubborn and angry that a dead Throne is attempting to influence them, and have an urge to oppose the apparent wishes of Empress Varkula by any means, gaining additional reserves of willpower.

#### Haunted Senate

A supernatural aura of paranoia and suspicion appears to have taken root in the Senate building. Feelings of being watched and judged increase as one gets closer to the Throne.

#### Scribe of Varkula’s will

A member of the i Tamazri i Riqueza family is travelling to Anvil. This family were responsible in times past for scribing Varkula’s will.

#### Tomb guard preacher

A Highborn soldier-preacher who claims that Varkula’s tomb has been torn open is coming to Anvil. Independent reports have also arrived from Necropolis: the tomb is now barred from the outside and the space immediately in front has been consecrated to Vigilance.

## Bay of Catazar

### Mapping

The Bay of Catazar has been extensively mapped by fleets belonging to 80 Imperial citizens, locating and mapping shores of the three Iron Confederacy territories in the west (Kalino, Shavronne and Veroigne) and five territories belonging to the Grendel (Tathar, Raineach, Shayeel, Ayereed and Mareave).

### Piracy

Grendel activity and the influence of the eternal Siakha has led to increased piracy. All fleets from Tassato, Sarvos, the Brass Coast, Highguard and Urizen suffer a 1-rank penalty to trade.

## Liathaven Vallorn

Empire has partial control of West Ranging region in Liathaven but Imperial forces are at a disadvantage. The Vallorn is vulnerable until the start of the Winter Solstice. If not driven from Westwood by then, another opportunity to strike it while vulnerable will not occur for two years. Some additional force is also active in Liathaven, unlike anything currently known to the Empire.

### Surut Boons

Winter Eternal Surut granted the Quiet Step a boon that burned West Ranging's forests to ash. He will offer the boon again for Amity, and be prepared to negotiate provision of an arcane projection that will allow any Imperial army to be enchanted with devouring flame for use specifically against the Vallorn. If the Archmage of Winter is prepared to swear an oath that the Conclave will not remove that amity for three years, Surut will provide three boons of equal value to be shared out among the armies fighting the Vallorn.

### Synod Mandates

Three mandates are possible to affect this situation:

**Mandate (Navarr, 25 liao)** "urge all the thorns of Navarr to join together to drive the Vallorn from Liathaven". If enacted: every Navarr military unit suffers a two rank penalty to any action not supporting an army in Liathaven.

**Mandate (Any other national assembly, 50 liao)** "urge all righteous pilgrims to fight the Vallorn, to free the spirits of humans and orcs trapped forever between life and death". If enacted: every citizen of that nation with a military unit suffers a one rank penalty to any action not supporting an army in Liathaven.

*Both penalties would persist as long as the opportunity remains to directly oppose the Vallorn in Liathaven.*

**Mandate (General, 150 liao)** "urge the soldiers of the Empire to help destroy the Vallorn of Liathaven" Any military unit not fighting in Liathaven during the coming season will suffer a one rank penalty to their effective strength. Passing this mandate as well as the related national assembly mandate(s) will result in cumulative penalties to relevant military units.

### Navarr Brokerage

Brokers in Navarr want to build a brokerage in Miaren, dedicated to gathering tools for fighting the Vallorn.

Opportunity (30 ww, 60 cr, 1 season, Spring; builds a brokerage capable of purchasing roseweald & bladeroot, vials of Oil of Blackroot or Scorpion's Sting venom daggers)

## Brass Coast

### Madruga - opportunities

The Mistress of the Glass Parador refused a League carta's offer to buy out any Freeborn in Siroc who wanted to leave to escape a Grendel occupation - this has led locally to an increased enthusiasm for trade, and several opportunities.

- ❖ **Increased production** (1 extra rank) to Madruga businesses in the coming season.
- ❖ **Build new shipyard in Madruga:** (20 ww, 20 wg, 80 cr, 1 season, Summer)
- ❖ **Commonwealth help for fortifying Siroc:** Commonwealth Ambassador Mila Eisenfalke, believes her government will help to build a fortification to defend Siroc - and their Embassy - against the Grendel. If fortification ceded by the Senate to the Commonwealth, it would have no upkeep costs but would put control of the fortress entirely in the hands of the Commonwealth. (64 wg, 128 cr)
- ❖ **League architect design for Siroc fort:** the League National Assembly could prevail on the devout architect Menno Van Ritsjhof to design the fort similarly to the one proposed for Sarvos.

### Feroz - Iron Confederacy Rebels

With authorisation from the Senate, the Iron Confederacy Duke Guiscard of Kalino's troops have crossed into Feroz and ruthlessly and brutally executed or re-enslaved almost all of the people of the rebellion. The Duke intends to send a delegation of thanks to Anvil. His army is still present in Feroz.

### Segura - Zemress Islanders

The Freeborn rescued from the Isle of Zemress have settled with their wealth in Segura. Their industry has led to opportunities.

- ❖ **Iron Qanat/Water Tower:** Reinforced irrigation ditches (50 ww, 100cr; Summer) allow one more Freeborn army or navy to be supported. A more ambitious version, the Water Tower, incorporates a level 1 fortification (50 ww, 40 wg, 180 cr)
- ❖ **Black Locks:** Series of locks along the Scorrero river (40 ww, 80 wg, 240 cr; Summer; 1200 rings split between Seguran fleets & 500 rings, 20 liao and 40 votes split between Seguran congregations)
- ❖ **Yellow Chase:** This arid region has resisted attempts to farm it. Islanders ask Freeborn magicians and the Archmage of Spring to consider if an Eternal might be petitioned to transform the land, making it more fertile.

### Family Names

Some Zemress Islanders have yet to swear to the egregore. Freeborn traditions mean that one must marry into one of the three families (if male) or be born into it (if female). But many Islanders are descendants of shipwrecked refugees with other origins.

### Freedom & The Iron Confederacy

The Zemress Islanders are unfamiliar with the effects of liao and spiritual auras, and do not distinguish between moral principles and spiritual forces. They are shocked by the Empire allowing the Iron Confederacy to put down the rebels in Feroz. So Islanders have stopped swearing to citizenship, and some are even considering if the Brass Coast people truly share their values.



# Wintermark

## Hahnmark - Kalpaheim Runehall

Suaq and Steinr merchants of Hahnmark propose a new trade hall in Kalpaheim, to make the best use of the Blood Red Roads... (60 wg, 2 seasons, Autumn; provides either 1060 coins or 60 mine resources to businesses in Hahnmark).

## Pilgrimage

❖ A conjunction of the Sentinel gate will open 11pm Saturday night, allowing all Wintermark Anvil attendees to travel to the great swamp in Kallavesa, where funeral rites for fallen Wintermark heroes may be performed.

## True Liao Pride consecration

❖ If a Pride consecration is performed with true liao, Wintermark's ability to support armies will be permanently increased to four, although dropping back to three if the entire Kallavesa marsh region were conquered by an enemy who despoiled that aura.

## Heroic Armies

**Mandate** (Wintermark, 50 liao, permanent): "We send X ...to remind all the people of Wintermark of the path that we all walk." If enacted: effects of current mandate for Wintermark armies fighting Jotun becomes permanent. (Wintermark armies that fight the Jotun gain 10% more victory points but inflict 20% fewer casualties, apparent to everyone present in the territory where the campaign takes place.)

The generals of the Fist of the Mountains and the Green Shield, will have opportunities to update the quality of their armies in Summer/.

# Varushkan Armies

Following events in Spiral and the awakening of the Black Plateau, soldiers of the Wintermark and Brass Coast armies will shun Varushkan armies indefinitely. If the rift cannot be healed, whenever a Varushkan army is involved in the same campaign, the victory points the Wintermark and Brass Coast armies generate will be reduced by a tenth. If armies from both nations are present, the penalty will increase to a fifth.

## New Army Qualities

Opportunities are available for the Varushkan armies to change their ways of fighting and their qualities:

**Northern Eagle - 'Plighted'** (25 ww, order from the General; one season, Spring only) - can attack *under cover of darkness* when defending; ability to defend territory is increased by a tenth; casualties inflicted increased by a tenth; if one or more allied armies in the territory, then half of the combat casualties the Plighted army would suffer are redistributed to the other armies instead and not increased or reduced by any orders taken by the other armies.

**Golden Axe - 'Driven'** (50 mi; order from the General, one season, Spring only) - can *take their land* when attacking; no penalty when attempting to seize first region in a territory; no penalty when attacking a region not adjacent to existing Imperial controlled region in the same territory. Army can also use grinding advance attack.

## Enlarge Army

Make one Varushkan army (not the Iron Helms) into Large army (100 mi, 200 cr; two seasons to complete, Spring only)

## Mournwold

### Jotun Thralls

Attempts to convert the Jotun ex-thralls have been initially well received, but something is holding them back. Community leaders Sigdór & Hamma the Lame are travelling to Anvil to meet with Bloodcrow Losak and Sister Meredith (and other priests). Hamma has been invited to meet with General Will Talbot, Bloodcrow Yargol (Advisor for Orc Affairs) and Bloodcrow Morghur (General of the Winter Sun), so they have suggested combining the meetings, to occur at 1pm on Sunday in the Hub. If these delegates could be convinced to adopt the Way, others will likely follow. If not, then it may be a lost cause.

## The League

### Bite drug

Bravos and mountebanks suffer a penalty to their personal income of 18 rings but gain a dose of the aggression-inducing narcotic called *Bite*. The Senate could make Bite illegal requiring 25T per season to fund the magistrates & militia to ensure that there are no significant economic or military consequences.

### Lorenzo la Volpe

The legendary patronage of Lorenzo la Volpe, Merchant Prince of the Bloody Butchers Guild of Temeschwar, has drawn great attention. His supporters propose that the Senate create a single Imperial title Master of Commissions with the power to announce as many commissions as they choose, subject only to veto by the Throne and by the Imperial Synod.

### Virtuous Commissioners

Lorenzo's detractors propose that the Senate transfer the power of Commission to the Assembly of Nine. Such a law would be a constitutional motion and would need to specify if the power of Commission would reside with the Assembly of Nine, the General Assembly, or both; and if the power would be restricted to civilian commissions or if it would also include military commissions.

Several opportunities have also arisen which will not accept support from Lorenzo. All opportunities remain viable until the end of the Summer Solstice and have unknown construction times.

- ❖ **Pilgrim's Road Hostelry:** Synod Great Work (100 wg, 200 cr; 50 liao & 100 votes to congregations in Bastion) - this construction will only provide full benefit if the Blood Red Roads are extended to Bastion. Until that occurs it would provide half benefit.
- ❖ **Grand Tourney Ground:** Synod Great Work in Laroc (80 wg, 160 cr; 40 liao & 80 votes to Astolat congregations) - incorporates Lorenzo's name and heraldry in the privy block (but could be redesigned if Lorenzo contributes 25T to construction). Would allow Dawn to raise any new army in 9 months instead of a year.
- ❖ **The Bleak Tower:** Herb Great Work (30 ww, 30 wg, 120 cr; 80 herbs to herb garden owners in Morrow & 6 doses of Winter vis)

- Commission suggestions** Several Imperial citizens have proposals for Lorenzo to consider. All opportunities remain viable until the end of the Summer Solstice and have unknown construction times.
- ❖ **The Majesty of la Volpe:** Dam in Lightsea, Madruga (30 wg, 60 cr, 4T/season income) - incorporates the cleavers of the bloody Butchers into its construction
  - ❖ **The Legacy of Wisdom:** Bladeroot Ministry in Marupa, Volodmartz (20 wg, 40 cr; up to 62 cr for 84 doses)
  - ❖ **The Blood Red Pig Farm:** Weltsilver & green iron ministry in Graven, Bregasland (20 ww, 40 cr; up to 48 cr to buy 32 weltsilver & 16 green iron) - includes genuine butchers' hall, to be painted red.
  - ❖ **Colossus of Tassato:** Great Work for coin (40 wg, 80 cr; 450 rings to business owners in Tassato & a loss of 100 rings to business owners in Sarvos) - a flattering statue of Lorenzo, some 30ft higher than the one in Sarvos.
  - ❖ **The Cleaver's Dance:** Great Work for coin in Peakedge Song, Therunin (20 wg, 20 mi, 80 cr; 900 rings to mine owners) - outer walls carved into the semblance of cleavers.
  - ❖ **The Bloody Great Sausages:** Great Work for coin (20 wg, 40 cr; 324 rings to farm owners in Holberg) - speciality sausage named after la Volpe.

## Rare items

Several individuals from across the Empire seek buyers at Anvil for rare and unusual items.

### Asavea seeks religious relics

Jules i Conzara i Guerra, Freeborn trader, wants to buy Way of Virtue relics for Lord Magnus Tullis of Asavea and will set up shop in the Forge tavern from 3pm Saturday.

### Battlefield loot

Oswald the Red, Wintermark 'maggot', will be selling Spiral battlefield-looted magic items and one object which is 'Eternal in origin'. Some wares may be of Urizeni origin, with dubious legal status. He will go Wintermark (Sat, 1pm), to find other 'maggots'.

### Antique Freeborn letter

Lani, Freeborn of the Red Hills Coven, arrives at the Anvil Library on Friday evening, seeking to authenticate an antique letter and arrange for its auction. The letter purportedly concerns a lost inspirational tomb of 'Badir i Durr i Riqueza' somehow linked to the mythical divining crystal of Riqueza, one of the Brass Coast founders.

### Feni letter

Beech Hill market town in Upwold was recently attacked by a Feni raiding party. Loud Pat of Beech Hill arrives in Anvil early Friday evening to raise funds for repairs and has a 'curious letter' that purports to have some very interesting news about the Feni.

### Spirit Jar

A Suaq Icewalker from Torvaldshall comes to Anvil to sell a 'foreign spirit in a jar'.

### Beast Hunters

Ewan and Llinos, Navarri of Fabledwing Striding, want to talk to people who compile bestiaries, or have information about hunting the larger, rarer, or even the mythical beasts of the Empire. Meeting in The Forge at 7 o'clock on Friday evening.

## Foreign & Barbarian Nations

**Liao price** Liao currently sells for 18 rings/dose (up from 12) due to demand from the Temple of the Seven Virtues in Nemoria, Faraden merchants and Sarcophan traders.

**Defence of Cargo, Redoubt** Cargo is under indirect threat by the Druj. If not Cargo, it is likely they will attack nearby Limus, which in turn puts Cargo at risk. But three foreign embassies (Axos, Jarm, Sarcophan Delves) lie in the town of Cargo in Redoubt, as well as the Concordium Docks that brings white granite from the Sarcophan Delves and the Pallas Docks that bring weirwood from Jarm.

Several opportunities of foreign aid in the defence of Cargo area available.

### **Sarcophan**

The Ambassador to the Sarcophan Delves Thanmir Hrafnar, will be empowered to purchase up to 40 wains of white granite at an absolute bargain price of 23 crowns a wain for the purposes of building a fortification in Cargo. More white granite can be made available if a larger fortification is commissioned.

### **Axos**

The Axou propose a fortification requiring 80 wains of white granite and 40 wains of mithril which would inflict half again as many casualties on any attacking army as expected, if the Axou were free to offer their assistance to the garrison. A larger version could also be negotiated.

### **Jarm**

The new Jarmish Ambassador offers ritual magic to halve the construction time of any fortification built.

**Hsavea** Relations broadly positive. But unrest sponsored by Sumaah is taking root in outlying Asavea subject nations and central demand grows for trade in healing herbs, particularly true vervain and marrowort, hence herbs are unavailable to Imperial fleets. A standard fleet trading with Nemoria will receive 36 rings rather than 2 cerulean mazzarine, plus an additional measure of iridescent gloaming and an additional ingot of orichalcum.

**Asavean Architect** The Architect is insulted by the Varushkans changing his Karsk fort design. But if he is allowed to build a temple to his 'god' in the centre of the Empire (Casinea, Astolat, Miaren or Temeschwar), he will offer an additional commissioning slot to the Empire each season. The temple would be built at no cost to the Empire and completed in a single season.

If the Senate allow another of his to be 'remodelled' he will leave the Empire and the two commissioning slots he provides would be lost permanently. Also, any of his part-built designs would then need another commissioning slot to get finished

**Axos** Relations with Axos friendly, and slavery abolition continues to be discussed. Of the active citadels, only Issyk continues to express opposition and general anti-Imperial sentiment, in part fuelled by canny Grendel traders offering cheap slaves. However, Axos has made definite proposals:

- ❖ If trading continues at the current levels for 2 more seasons, a law will be passed forbidding the purchase of slaves and outlawing any act of enslavement from that point on and slavery would gradually decline in Axos.
- ❖ If trade continued at these levels for 5 years then all Axou slaves would be freed and slavery outlawed completely.
- ❖ If approximately 100 wains each of mithril, white granite and weirwood were provided to Axou, then they would act sooner and more decisively.

**Commonwealth** Relations distant yet polite. While the Empire continues to extend favoured-trader status to the Principalities of Jarm, it is unlikely to be easy to improve this state of affairs. Trade with Leerdam and Volkavaar remains stable.

**Jarm** Eastern Jarm's Magician-Prince Barbara Radz, who was making steps towards slavery abolition, has been violently overthrown. Eriktho of Auric Horizon is no longer their Ambassador to the Empire. The eastern port of Rigia is closed to Imperial shipping. In recompense for the damage to the Imperial embassy in Riga, the Empire is to keep the ritual text of the Immaculate Architect currently on loan from Jarm. Meanwhile the Southern port of Vezak will supply an additional crystal mana to each visiting fleet. The northern port of Kavor provides no additional materials. Both ports are also subject to the recent Synod mandate discouraging trade, so captains receive two fewer mana crystals.

**Sarcophan Delves** Relations amicably neutral. Some Imperial bad feeling towards the deeply pragmatic Sarcophans, arising from their agreements with the Grendel for trading and to prevent piracy to their ships.

**Iron Confederacy** The port of Robec is now open, trading green iron, ambergelt and cerulean mazzarine. Imperial citizens have been warned not to bring narcotics, crystal mana or blasphemous philosophy into the Confederacy. Any indications of Imperial action in contravention of Confederacy law will be met with sanctions.

**Faraden** Faraden merchants and some priests are broadly positive towards the Empire, while the military families and remaining priests remain critical. When the extension to the Blood Red Roads is complete, Faraden merchants will have access to almost every corner of the Empire.

The General Assembly's statement of principle offering an exchange of religious teachings passed but did not achieve a greater majority, and offer was declined by the Faraden.

Orichalcum & weltsilver, as well as some mithril, will be more plentiful in the public auction. But iridescent gloaming supplies continue to diminish due to high demand in Faraden.

**Sumaah Republic** Sumaah still at war with the Empire. Port of Zemeh remains closed. 'Ceasefire' in place until the start of the Summer Solstice. Delegation coming to Anvil to discuss permanent end to 'war'. Sumaah holds the Imperial Crown and actively opposes Imperial efforts to spread the Way to other foreign nations.

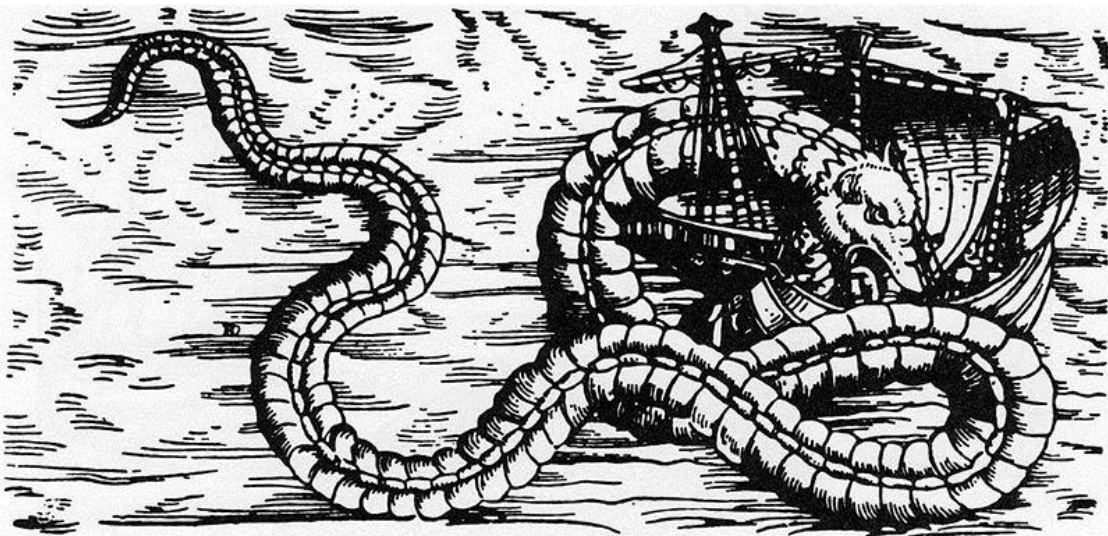
**Great forest Orcs** Work continues slowly on the Holt of the Oak fort. The people of the Great Forest need more weirwood and money to complete it. They do not understand diplomatic protocol and prefer to speak directly with the Navarr senators rather than the Imperial Consul. A delegation will come to Anvil some point on Saturday, probably 'in the afternoon' to bring gifts and speak to the senators for Therunin and Reikos.

**Rescue of yeofolk** 150 Dawnish yeofolk, rescued from a Druj labour camp by the Great Forest Orcs, have been delivered to 'Remember Exile' in Reikos.

**Jotun** Jotun delegation due in Anvil under flag of truce, led by a pale-skinned orc called Ustigar, with Lasambrian (Hierro) orcs Kenza and Juevar. They claim to be guests of Liissá of Sigehold and are expecting a meeting with 'the Jarl of the Golden People, Avisena i Kharizmi i Guerra'.

**Thule** Thule treaty is due to expire. Rak Who-Speaks-For-The-Dragons-United is expected to arrive at Anvil on Saturday afternoon and has again requested a formal meeting with the Imperial Ambassador and their staff. The Thule have publicly announced that they will not give up the Silver Peaks and Krevsaty.

Meanwhile, a deal with Navarr has broken down with differing recollections on either side. The Thule claim they were to be given unrestricted access to Hercynia to locate items of worth but this permission has been revoked, which imperils their agreement to allow the Vallorn-impeding Dance of Navarr and Thorn ritual to be performed in Skuld. They want to meet someone who can negotiate in good faith and have asked for 'Merel'.



## Synod Concerns

### Benevolence, Inspiration, and Legacy

Severin Teyhard von Holberg's Empire-wide sermon promulgates the belief that citizens should act with Benevolence, Inspiration and Legacy as truly virtuous acts, and belief in the Seven Virtues unites the people of the Empire. It has been interpreted in several ways:

#### National Assemblies

Several groups believe that national assemblies shouldn't be able to raise divisive mandates. 'Moderates' call for the senate to remove the right of national assemblies to raise statements of principle. 'Radicals' want national assemblies disbanded altogether completely. Both options would be Constitutional votes in senate (two-thirds majority and ratification by the Throne required).

#### Paragons & Exemplars - fewer signs?

Perhaps the Doctrine of the Paragons should be modified to only include Benevolence, Inspiration and Legacy? This would first require a greater majority Statement of Principle by the Assembly of Nine, to avoid further spiritual conflict.

#### Miracles

Questions are asked whether 'Miracles' should be retained as one of the doctrinal Signs of the Paragon & Exemplar - and if so, calls made for miracles to be more explicitly defined in doctrine.

#### Exemplars

Thorny questions and disagreements regarding the exact nature of Exemplars have arisen again, with various theologians and spiritual theorists putting their views forward.

#### Sumaah relations

If any doctrinal changes arise as a result of Severin's sermon, these would affect diplomatic and spiritual relations with the Sumaah Republic. These matters are the purview of the Sumaah Ambassador.

#### Reduced religious strife

Severin's sermon has had far-reaching effects. As Imperial citizens focus on the Virtues that unite them, a number of situations have not escalated. These have included:

- ❖ Freeborn opposition to Iron Confederacy action against heretical revolutionaries in Feroz.
- ❖ Strife between the Brass Coast and Varushka over the tactics and consequences of the conflict in Spiral.
- ❖ Further religious conflict between Wintermark & the Brass Coast and Varushka - for the time being.
- ❖ Further religious strife between the Freeborn and the Zemress Islanders over the relative importance of different virtues.
- ❖ More decisive Synod action to move opinion on the matter of the Asavean Architect and their idolatrous architectural designs.
- ❖ Conflict with remaining hard-core Yaelites - this has been forestalled for a year.
- ❖ Other conflicts that might have emerged, including effects of Bloodcrow Ergot's statement of principle urging the Imperial Orcs to ignore some of their ancestors.

Although civil service prognosticators cannot predict further developments, for now the Synod is dealing with fewer contentious issues and potential schisms.

## Conclave Concerns

The ritual *Infant Starts with a Blank Slate*, allowing complete change of mastered spells, has been added to Imperial Lore.

The *Bloodcloak* schema has been added to Imperial Lore.

Parlays with Eternals	Day	Time	Eternal	Realm
	Fri	8pm	Adamant	Summer
	Fri	11pm	Ylenrith	Day
	Sat	1pm	Estavus	Autumn
	Sat	3pm	Sorin	Winter
	Sat	9pm	Boar King	Night

**Day (Fri 11pm)** Ylenrith, who is currently under Enmity, invites the Archmage of Day and up to eight others to a chamber to parlay.

**Night (Sat 9pm)** The Boar King will parlay with the Archmage of Night, Little Owl, Sovica of the Company of the White Flame, and anyone else who has business with him.

**Spring** A stag-headed herald has indicated that 'Capradan' does not wish to parlay with the Empire. It is unclear which eternal these heralds serve, but it is not a known Spring Eternal.

**Summer (Fri 8pm)** Adamant sends a representative to treat with the Archmage of Summer on four matters: The Throne of Stone and its construction; the Walls of Holberg; the fortification Remember Exile; and the mines of Skarsind. The herald will indicate the actions the Archmage can take to secure the boons that have been asked for, and is not inclined to haggle.

**Autumn (Sat 1pm)** Estavus will meet with the Archmage of Autumn and no more than four others. Two of her representatives will allow Imperial citizens to trade ambergelt for Autumn vis; one pouch of ashes for every five measures of ambergelt. No discussion of other trades or long-term arrangements will be permitted.

Estavus anticipates that a discussion of lost art of the blacksmith will make up the bulk of the meeting. There will be no fruitful discussion of other matters.

**Winter (Sat 3pm)** Sorin will speak directly with the following individuals: Archmage Emilia; a representative of those who claim to know better than the Hungry Wolf himself what was fair and right punishment for the Chapter of The Frozen Oak; 'Syn Nighthaven and any three Imperial Generals, who should bring with them the Testament of Ahasaver'; Ursa of Wintermark and at least two others who suffer from a curse from the same source; Eleanor Novarion; General Jack of the Marches; and Bloodcrow Shettehs. Heralds may speak with any others who come, but Sorin will only speak with those named above.



## Azoth

Murit and Soghter have merged; becoming a new eternal 'Azoth', and can no longer be contacted. Murit's Alchemical Laboratory in Miaren has turned into a circular pool of icy water, showing reflections of a person as if very different life choices had been made. Other places associated with the vanished eternals have subtly changed.

### Mines & Forests

Until Summer, every mine and forest in the Empire has 6 ingots/measures replaced with random materials.. Resource improvement rituals and spending money to increase output both still work as normal

Casting *Wondrous Forests of the Night* or *Bright Eyes Gleam in the Depths* across the Empire will have twice the effect - but only for one type of resource. (4 extra ingots of mine materials for forests, or 4 extra measures of forest materials for mines, respectively).

During Spring, the rituals *The Eight-spoked Wheel* and *The Retrograde Wheel* are more effective, affecting 5 ingots or measures instead of 3. All other elements - including the use of a *Mask of Gold and Lead* - remain the same.

### Contact with the new Eternal

A new orc-like herald has indicated that Azoth will send its heralds to Anvil "to return what was given, and to offer friendship to mortals who attended upon its alembic". The meaning is unclear.

### Serpent's Stone

The ritual *Distil the Serpent's Stone* now permanently produces shadow eggs (grants up to 6 effective ranks of night lore). Existing Serpent's Stones keep their old properties.

## Therunin Vallorn

*Rivers of Life* has been cast in Therunin, and will have unpredictable effects on the Vallorn there. *Rivers Run Red*, the most effective counter, is interdicted by the Conclave and removal will have extremely bad effects on the morale and temper of the Mournwold.

### Cats of Spiral

A potent Night curse (apparently unconnected with the Black Plateau) is inflicting nightmares on all Spiral's cats.

## The Spiral Sword

The Empire's first Runeforge, located in Cargo, Redoubt, is complete and will be auctioned in the Imperial Bourse this season due to the benefactors Edmundo, Achilles of Damakan's Forge, Thomas of Upwold and Asael of Cantiarth's Hold.

## Irre Harah's bounty offer

Spring eternal Irre Harah offers bounties of boons for delivery of the dead and cut-out hearts of three citizens: Ambassador to the Iron Confederacy Zadkiel de Coeurdefer, and the senators Chiara i Zayden i Riqueza (Feroz) and Henry Ward (Upwold). During the Spring Equinox, anyone can send the heart to the Eternal by opening the portal at the Imperial regio.

A lesser boon is offered to anyone who lays the *Curse of Gangrenous Flesh* or the *Curse of Decrepitude* on one of these three. Details of boon to be agreed with an agent of the herald once the curse is placed. If all three are dead by the end of this Summit, Irre Harah will meet with the Spring Archmage to discuss a boon to be granted to the Imperial Conclave.



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

LEAGUE	Sarvos	Magdalena di Sarvos		
	Tassato	Cesare Sanguineo Rezia Di Tassato		
	<u>Temeschwar</u>	<u>vacant</u>		
MARCHES	<u>Holberg</u>	<u>Irina Arkady von Holberg</u>		
	Bregasland	Orrick Bolholt		
	Mitwold	William Guildenstern		
	Upwold	Henry Ward		
NAVARR	<u>Mournwold</u>	<u>Robert Dunlain</u>		
	Hercynia	Rhisiart Dancewalker		
	Miaren	Llewellyn Leafstalker		
URIZEN	Therunin	Cybi Farkas		
	Morrow	Ariadne of Auric Horizon		
	Redoubt	Adronikos		
	<u>Spiral<sup>1</sup></u>	<u>vacant</u>		
VARUSHKA	<u>Karsk</u>	<u>Maarit</u>		
	Karov	Pipski Strascovich		
	Miekarova	Father Nikolovich Drakov		
WINTERMARK	Volodmartz	Alexei Volostra		
	Hahnmark	Hengest Dun		
	Kallavesa	Edythe Dunne		
	Sermersuaq	Atte		
	Conscience of the Senate	Mel Greenhill of Mourn		
	<u>Dean of the Academy</u>	<u>Faustina Notturmo di Sarvos</u>		

<sup>1</sup> due for assignment to an Imperial nation in the first Senate session Spring 382YE

## 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

Cael Splitroot



Faraden

vacant



Iron Confederacy

Zadkiel de Couerdefer



Otkodov (Thule)

Juha the Cave-Spider



Jarm

Oswi Twice-burned



Sarcophan Delves

Thanmir Hrafnar



Sumaah Republic

Vera Runova Helgrod



Bursar of the Academy

Titus Hopkirk



Captain of the Senate Guard

Keelin Foxden



Dean of the Liberated of Jarm

Ventuno de Sarvos



Imperial Consul

Aureliana Saverio di Sarvos



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

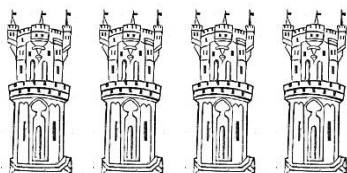
Crystal Architect of the Spires <sup>U</sup>

vacant



Imperial Master of Works

vacant



# Conclave

## Grandmasters

Celestial Arch

Reichard Callan Remidos von Holmaur



Golden Pyramid

Arsenio Sanguineo Rezia di Tassato.



Rod and Shield

Zephyr de Rondell



Sevenfold Path

Zephaniah of Highguard



Shuttered Lantern

Gregor of the Circle of Zulgan-Tash



Unfettered Mind

Kyra of Halcyon Spire



Silver Chalice

Raewyn Farkas



## 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**

Finn Finnson of Wintermark



Imperial Censor

vacant



**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	
<b>The Way</b>	Atla of the Imperial Orcs	Mel Greenhill of the Marches Yarrick Ursan of Wintermark	
<b>Ambition</b>	<u>Viviane de Coeurdefer of Dawn</u>	<u>Corey Wayfarer of Navarr</u> <u>Ranae de Rondell of Dawn</u>	
<b>Courage</b>	Jorma Steelhail of Wintermark	Nina of Cantiararch's Hold of Highguard Lucifer, Son of Cyrus of Highguard	
<b>Loyalty</b>	Veikko of Wintermark	Tess of the Marches Corwin Leafstalker of Navarr	
<b>Pride</b>	Astrid Fjellrevening Rezia di Tassato of the League	Constanza i Kalamar i Guerra of The Brass Coast Rane Jorunsdottir of Wintermark	
<b>Prosperity</b>	Cesaro Enzo di Trivento of the League	Morgan Leafstalker of Navarr Yarona of the Chantry of the Silver Skull of Highguard	
<b>Vigilance</b>	<u>Irada von Temeschwar of the League</u>	<u>Aarne Ceorling of Wintermark</u> <u>Adamah of Highguard</u>	
<b>Wisdom</b>	Abaddon de Rondell of Dawn	Amris of Varushka Galene Netherwatch of Urizen	

## Other Synod Positions

Auditor of Senatorial  
Accountability

Vaurus Korppitkotka of  
Wintermark



High Bard of the Empire

Kaywenn du Launcet of Dawn



High Exorcist

Solas of the Waxing Sun of Urizen



Imperial Inquisitor

Martin Orchard of the Marches



Imperial Chaplain Consular

Bloodcrow Ergot 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.

Estana i Mestiere  
i Guerra

Gomez i Souza i Guerra



Dawn



Golden Sun

Hounds of Glory

Eastern Sky

Zoran Orzel

Tancred de Rondell

Vincent Vexille



Gryphon's Pride

Garravaine de Rondell



Highguard



Granite Pillar

Valiant Pegasus

Mathayus

Cayleb



Seventh Wave

Cuth



Imperial Orcs



Winter Sun

Summer Storm

Bloodcrow Morg'ur

Irontide Skar



The League



Wolves of War

Towerjacks




Michelangelo de Sarvos

Natalia Barossa



<b>The Marches</b>	Bounders	Black Jack	
 	Drakes	Will Talbot	
 	Strong Reeds	Jack Flint	
	Tusks	Marius Woodville-Talbot	
<b>Navarr</b>	Black Thorns	Eira Pridestalker	
 	Quiet Step	Brennos Brackensong	
<b>Urizen</b>			
	Citadel Guard	Nicassia Avicia of Phoenix's Reach	
<b>Varushka</b>	<u>Golden Axe</u>	<u>vacant</u>	
 	Northern Eagle	Akstis Eigulys	
	<u>Iron Helms</u>	<u>Magnus Anatolyvich Prochnost</u>	
<b>Wintermark</b>	Green Shield	Iron Osric	
 	Fist of the Mountain	Axehind of Dunhearth	
	Bloodcloaks	<u>vacant</u>	

## Other Military Council Positions

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

## Positions Appointed by Foreign Powers

Limitu Principality House of the Way <sup>Jarm</sup>	Lord Marcus Dromond	Ministry (liao-mana)
Imperial Delegate to the Temple in Feroz <sup>Asavea</sup>	Franco i Erigo	Ministry (herbs, resources)
Overseer of the Gloaming Road <sup>Faraden Ambassador</sup>	Antonio i Carno i Guerra	Ministry (mithril)



# Bourse



Winter:  
Weirwood



Spring:  
Ilium & Runeforge



Summer:  
White Granite



Autumn:  
Mithril

**Bid History**      **Yield**

	Arratan Gamble	Liora of the Silver Chantry	300 (325, 400, 165, 41, 10)	25
	Brilliant Star	Tobias Shanks	350 (590, 451, 240, 78, 13)	26
	Canterspire Circle	Bron Mordssen	280 (50, 385, 265, 90, 11)	22
	Custodian of the Concordium Dock	Dranthus of Enlightenment Spire	5	Ministry
	Damation Cliffs	Vieri Allori	355 (405, 170, 18)	27
	Fortress of Salt	Caleb of the Cenotaph	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
	Great Mine of Briante	Jonah Farkas	370 (200 <sup>RT</sup> , 355, 355, 215, 9)	22
	Great Pits of Ennerlund	Vasiliy Strascovich	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	Talia of Netherwatch	306 (406, 370, 170, 49, 8)	26
	<u>Seer of the Spiral Sword</u>	<u>vacant</u>		Runeforge
	<u>Scorrero Nets</u>	<u>Saura Splitroot</u>	75 (130, ??, 37, 4)	5
	Sutton Stone Quarries	Peter Carter	288 (345, 155, 93, 10)	23
	<u>Syrene's Wisdom</u>	<u>Hepzibah of Reumah's Redoubt</u>	90 (155, 58, 48, 10)	7
	<u>Prime Factor of Pallas Docks</u>	<u>vacant</u>		Ministry
	Weirwater Vales	Rada	280 (50, 400, 280, 98, 8)	23

<sup>RT</sup> = Reduced Term

## Unassigned Bourse Positions

	Stonefield Ice Caves	Ceded to the Thule	5
	<u>The Legacy</u>	<u>available for allocation</u>	22
	<u>The Singing Caves</u>	<u>available for allocation</u> (165 <sup>RT</sup> , 500, 400, 19)	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
	Brilliant Shore	Imperial Orcs	vacant		26
	<u>Broken Shore Bounty</u>	<u>Brass Coast</u>	<u>Karlos i Shartha i Riqueza</u>		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 Veltsborg	Varushka	Vitaly Dukov		26
	<u>Master of the Imperial Mint</u>	<u>League</u>	<u>Lieselotte van Holberg</u>		Senate powers
	<u>Overseer of the Cavabianca Dock</u>	<u>League</u>	<u>vacant</u>		Ministry
	Pride of Ikka's Tears	Wintermark	Algar of Ashenhall		15
	<u>Regario Dossier</u>	<u>League</u>	<u>Rodrigo Barossa</u>		4
	<u>Steel Fist</u>	<u>Imperial Orcs</u>	<u>Bloodcrow Losak</u>		8
	The Thimble	Navarr	Idris Eternal		24
	Vigilant Swan	Highguard	Bartimaeus of the Shattered Tower		26

## Sinecures, Elected Bourse Titles, & Ceremonial Titles

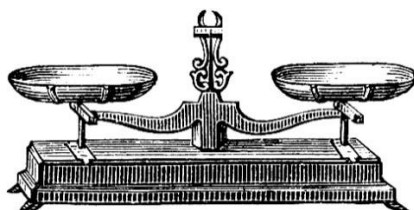
Title <sup>Nation</sup>	Holder	Season	Election
Bailiff of the Grand Market <sup>M</sup>	'Magic' Errol <sup>2</sup>		
<u>Bonesetter of Torfast Trading Post</u> <sup>IO</sup>	<u>Irontide Kragg</u>		
<u>Broker of Treji Wayhouse</u> <sup>N</sup>	<u>vacant</u>		
<u>Custodian of the Assayers Guild</u> <sup>L</sup>	<u>Claus Friedrich von Holberg</u>		
Delver of the Depths	Tobyrtan		
Dhomiro of the Cinnabar Hills <sup>B</sup>	Demitrio T'aziel i Riqueza		
<u>Foreman of the Mines of Gulhule</u> <sup>IO</sup>	<u>Irontide Flax</u>		
Mistress of the Glass Parador <sup>B</sup>	Safya i Kalamar i Guerra		
Northbound Trademaster <sup>L</sup>	Jan von Schmied de Temeschwar		
Operator of Brock's Toll <sup>M/D</sup>	Tristan de Rondell		melee
Overseer of the Westward Road <sup>V</sup>	Borys Vardovich Strascovich		
Provost of the Halls of Knowledge <sup>U</sup>	Mord Thorntarry		
<u>Vizier of the Incarnadine Satchel</u> <sup>B</sup>	<u>Esteban i Ezmara i Erigo</u>		

## 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)
<b>Total</b>		60 (22 ½, 20)



<sup>2</sup> "the most honest citizen in the Empire" – *Errol Butcherson*

## Sinecures & Ministries selected by Senators

Title <small>Nation/Selection By</small>	Holder	Income
Broken Shield Guardian <sup>IO</sup>	Redhand Gezzard	18 herbs
Caretaker of New Dunhall	Brigantia Dunning	16 crowns
 <u>Celesti Lighthouse Keeper</u> <sup>BC</sup>	<u>Bakar i Erigo</u>	Ministry (mana)
Custodian of the Claw <sup>U</sup>	Valeria of Phoenix Reach	10 mana
Custodian of Glass Point Cove <sup>L</sup>	Dalibor Marek	9 mana
Dredgemaster of Feverwater <sup>N</sup>	Eleri of Bronwen's Rest	4 ingots; hist. research
<u>Dean of Pilgrims</u> <sup>Senate</sup>	<u>vacant</u>	18 liao
Eternal Flame of Miaren <sup>N</sup>	Tanwen Snowstep	9 mana
Fallsheart Guardian	Breeta Dunning	9 mana
Four Seasons Boneweaver	Palerictus Tog	Ministry (mana)
Gatekeeper of Falling Snow <sup>W</sup>	Pendraed the Maker	12 herbs
Granger of the Golden Orchard <sup>N</sup>	Merel Pathfinder	9 mana
Grim Gardener <sup>V</sup>	Maegruth Bearonovitch Strascovitch	27 herbs
Guardian of the Cairn <sup>W</sup>	Tarqeq Icetongue	9 mana
Guardian of Dunfrith <sup>W</sup>	Kai Dunning of Wintermark	21 herbs
Healer of Dawn <sup>D</sup>	Isabella de Rondell	18 herbs
Herbalist of the Hearth <sup>W</sup>	Brienne-Walda Stormborn	21 herbs
High Herbalist of Sybella <sup>H</sup>	Tolamy of the Scions of Ravensfell	Ministry (herbs)
Jade Custodian <sup>L</sup>	Giacomo Corvinoscuro	12 mana
 Keeper of Aurelie's Garden <sup>N or D (melee)</sup>	Katrina Gardner of Dawn	18 herbs
Keeper of Beroslav Rest <sup>V</sup>	Goran Berislavin Kovacevic	216 rings
Keeper of the Crystal Vale <sup>W</sup>	Torunn Volcarona	10 mana
Keeper of the Dour Fens <sup>M</sup>	Bill of Middleton	10 mana
Keeper of the Glorious Fountain <sup>U</sup>	Tatiana of Auric Horizon	9 mana
Keeper of the Golden Fields <sup>M</sup>	Thomas of Hay	9 mana
Keeper of the Imperial Menagerie <sup>Throne</sup>	Kay Griffinsbane	winter vis
Keeper of the Memorial Gardens of Treji <sup>Hercynia</sup>	Ceinwen	18 herbs
Keeper of the Sapphire Stair <sup>L</sup>	Domitila Sanguineo Rezia di Tassato	20 crowns
Keeper of the Spice Gardens <sup>BC</sup>	Reina i Shartha i Riqueza	18 herbs
<u>Magic Butcher</u> <sup>L</sup>	<u>vacant</u>	Ministry (mana)

Title <sup>Nation/Selection</sup> By	Holder	Income
Master Apothecary <sup>W</sup>	Kai Dunning of Wintermark	21 herbs
Master of the Clearing House <sup>L</sup>	Wilhelmina Aurora Sanguineo	Ministry (herbs)
Master of the School of Exorcism <sup>H</sup>	Naomi of Felix's Watch	6 liao; silent bell
 Mayor of Caricomare <sup>L, Sarvos</sup>	Aria di Notturmo di Sarvos	15 crowns; 25 votes
Preceptor of the College of Warcasting <sup>IO</sup>	Irontide T'onk	9 mana
<u>Shepherd of the Great Herd</u> <sup>IO</sup>	<u>vacant</u>	216 rings
Signori d'Argento Vine Tender <sup>L</sup>	Marcus Devere	216 rings
Spider's Tollkeep <sup>BC &amp; L</sup>	Rafa'eet i Contra i Guerra	2 thrones
Steward of the Tassato Mana Exchange <sup>L</sup>	Edwin Sanguineo di Tassato	Ministry (mana)
<u>Steward of the Sarvos Mana Exchange</u> <sup>L</sup>	<u>vacant</u>	Ministry (mana)
Storm Shaman <sup>IO</sup>	Ashborn Rauur	9 mana
Weigher of Worth <sup>IO</sup>	Skywise Taal	9 mana

## Sinecures & Ministries appointed by the Synod

Title <sup>Appointed</sup> By	Holder	Income
<u>Castellan of the Silent Sentinel</u> <sup>H</sup>	<u>vacant</u>	10 liao, 20 votes
<u>Claviger of the Basilica of Cora Holdfast</u>	<u>vacant</u>	9 liao, 18 votes
Crow Keeper of the Rest <sup>W</sup>	Nils Bardstrom	6 liao, 12 votes
Curator of the Printer's Guild Museum <sup>C, Prosperity</sup>	Taddea Ginori	6 liao, 12 votes
Curator of the White City Museum <sup>H</sup>	Apollos of Highguard	7 liao, 14 votes
Custodian of the Imperial War Memorial <sup>H</sup>	Sister Magdalena of the Shattered Tower	6 liao, 12 votes
Dean of Laroc Cathedral <sup>D</sup>	Odelina de Rondell of Dawn	6 liao, 12 votes
Friar of Honour's Rest <sup>M</sup>	Albert Fugglestone-Copperhill	8 liao, 16 votes
Guardian of Giselle's Tomb <sup>L</sup>	Casimir Marcellino di Sarvos	6 liao, 12 votes
 <u>Quaymaster of the Black Sails</u> <sup>Loyalty</sup>	<u>vacant</u>	Ministry (liao-materials)
Watcher of Britta's Pool <sup>W</sup>	Gunnbrand Ironwill	9 liao, 18 votes
 Voice of Barbs <sup>N</sup>	Meredith Nighthaven	6 liao, 12 vote

## Sinecures appointed by the Conclave

Title	Holder	Income
Gloaming Sentinel	Sibella of Phoenix Reach, of Urizen	20 iridescent gloaming

# 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 (10.30)			
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 (off-Anvil)	
6 pm		GM Elections		Vote Closes
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 Winter 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.**

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

## *Heralds under Amity (extends to their Eternal)*

<i>Baxshula (Arhallogen)</i>	Rosamund Holt	Date unknown
<i>Kvaasi (Irra Harrah)</i>	Rosamund Holt	Summer 379YE
<i>Mira (Irra Harrah)</i>	Kalini	Summer 379YE
<i>Uk'ta the Messenger (Lashonar)</i>	Pavel	Date unknown

## **Eternals under Enmity (extends to their *Heralds*)**

<b>Siakha</b>	Rosamund Holt	Spring 381YE
<b>Wendigo</b>	Beloslava Velkovitch	Winter 306YE
<b>Whisper Gallery</b>	Gregor	Autumn 379YE
<b>Yaw'nagrah</b>	Allegra Foundhome	Winter 380YE
<b>Ylenrith</b>	Skywise Gralka	Winter 381YE

## Collectors and Curators of Knowledge

<b>Imperial Offices</b>	Matters pertaining to the Imperatrix, the Great Houses of State, and Foreign Policy.
<b>Garth, Head Librarian</b>	The Anvil Library is a public lending library and repository of knowledge. The main location is in the centre of Anvil.
<b>The Looking Glass</b>	Journal of Fashion and Politics. Ask in the League.
<b>Livia, Seer of the Gateway</b>	Recorder of True Liao Visions, published as 'Echoes of the Labyrinth'.
<b>Qusay i Kalamar i Guerra</b>	Producer of 'The Thrifty Squid' - a guide to market prices at Anvil.
<b>Tiberius of the Ankarien Magesterium</b>	Curator of the Library of the Anvil Hospital: information on known ailments and poisons, physical and magical.

