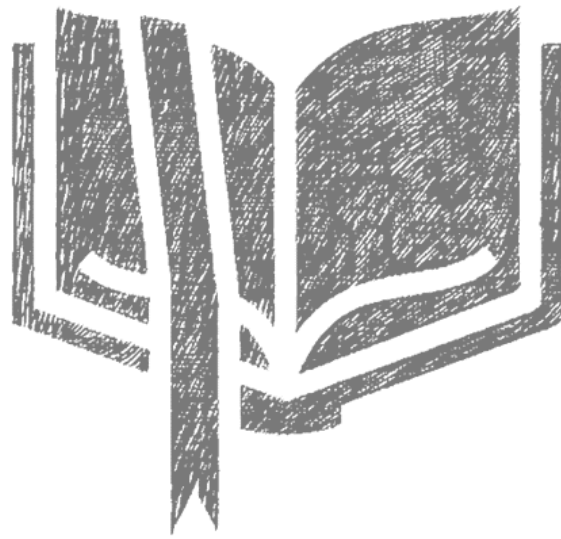


Anvil Almanac

Winter 380 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 ✧

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.



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.

Imperial Concerns

Military Campaign

Magical shroud severely hampers scrying across the Empire and some adjacent disputed territories.

Barrens

3 of 11 regions

Druj and Imperial armies do not meet directly in battle. Imperial forces sweep Barrens orcs aside to gain Murderdale and Carmine Fields. Support from field hospital keeps casualties to a bare minimum. Druj forces conquering the Barrens from the South; scouts and spies bring confused stories of conflict, most likely with the briar heretics of Dourfell Keep in Hope's Rest.

Armies: Golden Sun, Gryphon's Pride

Spiral

4 of 7 regions

Grendel and Imperial armies both defending territory held. Minimal action. No change to disposition of territory.

Armies: Eastern Sky, Green Shield, Northern Eagle

Liathaven

0 of 7 regions

3,000 Navarr Black Thorns slain by vast force of Jotun armies bent on their destruction. All previous territory gains now lost. The Paths of Lan Thúven, bridging the central Vallorn, remain open as a possible escape route although guarded by Jotun. Options for the Black Thorns:

- ❖ Stand and fight, or push east and hope to drive the Jotun back.
- ❖ Push through Jotun line to Serra Damata in Kahraman - heavy casualties likely.
- ❖ Advance south into Reinos in the Lasambrian Hills.
- ❖ Invade west into Jotun territory.
- ❖ Use the Paths of Lan Thúven to cross into Jotun-controlled northern Liathaven.

Armies: Black Thorns

Kahraman

All regions held

Jotun have withdrawn. Imperials fought Summer realm troops from fortress of Cathan Canae, now dissolved. Damation Cliffs white granite plundered by the Jotun, but quarry now recaptured and can be allocated by the Senate for appointment in Spring. Indications that Jotun intend to return.

Armies: Fist of the Mountain, Fire of the South, Summer Storm, Towerjacks.

Mournwold

1 of 7 regions

Jotun withdraw. Imperial armies defend. Minimal action. Mournwolders freed by Jotun as agreed with Tancred de Rondell, although branded on face as conspirators (Queros rune).



Singing Caves mithril mine in Imperial hands: swift decision on allocation will allow appointment this season.

Armies: Citadel Guard, Drakes, Gryphon's Pride, Seventh Wave, Strong Reeds, Tusks, Valiant Pegasus, Winter Sun, Wolves of War

Reikos

6 of 7 regions

Tamarbode region still 'claimed' by the Spring Eternal Llofir. Region fortified with unknown Spring magic.

Armies: none

Weirwater

All regions held

Army of unliving husks remains, apparently quiescent. Its commander wants original text of 'Quickening Cold Meat'. Yeofolk have started going missing.

Armies: none

Resupplying Armies

Armies: Bounders, Golden Axe, Hounds of Glory, Quiet Step, Red Wind Corsairs, Freeborn Storm (navy)

Sentinel Gate Conjunctions

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

Saturday

Redoubt

- I. Save fishing village of Elos from raiders
- II. Save Hospital Spire of Evenstar from raiders

Sunday

Liathaven/Mournwold

- I. Liathaven: get Black Thorns moving through the Paths of Lan Thúven
- II. Liathaven: help the Black Thorns to hold on in Western Scout
- III. Mournwold: capture information about the Jotun campaign plans

Force Weights

Wintermark	22	Navarr	16	League	12	Urizen	7	Brass Coast	6
Dawn	16	Highguard	14	Varushka	10	Marches	6	Imp. Orcs	5

Empire-Wide Concerns

Art thrives
through magic

Night enchantment cast by Urizeni magicians has inspired art and culture across the Empire. The Hallowing of Richilde is stronger than normal - one Pride priest alone can create an aura with the strength of three priests. This effect will end by Sunday morning.

Public sales
replace Private
Auction

The Private Bourse auction has disbanded, as sellers could not get good prices due to the actions of a Bourse cartel and the disrepute caused by excommunication of four of the Printers' Guild. Rare items will be sold via different channels:

❖ **Fragment of Emperor Barabbas' ship**

Purportedly destroyed in battle against the Grendel by a giant kraken. This ship fragment has since been continually hallowed to Ambition. Auctioned 4 pm Saturday in Freeborn encampment by Ines i Daero i Riqueza of the Saffron Sails.

❖ **Peculiar Hinged White Tablet**

Correspondence between a Kallavesi Mystic and a Thule from Neeyukir, discussing historical investigation and matters of the Eternal Phaleron. Contact Sunhammer Kragg, Overseer of the Torfast Trading Post before Saturday evening.

❖ **Wintermark Realmsroot herb garden**

Twice-improved herb garden producing Realmsroot. Offered for sale at 6pm on Saturday in the Wintermark encampment by Red Maggots traders.

❖ **History of Berechiah & work of Esther's Forge**

The Heirs of Lepidus and the artisans of Esther's Forge separately seek investment from benefactors of the Highborn. Meeting at 5pm on Saturday in the Highguard encampment, convened by Escon who was Ehud.

Spring
fertility

Very many orc babies and green-eyed human babies, all healthy, have been born across the Empire following the Winterfolk Sherard Hunters' casting of *Hallow of the Green World* nine months ago.

Astromantic
Conjunction

The Key and the Lock constellations are in ascendance and aligned with the Spider. This represents conspiracies, hidden things, and things being revealed.

Foreign Nations & Barbarians

Stable foreign policy leads to more trade opportunities and prosperity

- Asavea** Trade relations good. Attention mostly upon the reciprocal arrangement of temples in Feroz and Asavea.
- Axos** Towers of Kantor port open for trade with the Empire. Axou interest in liao has resulted in price rise - priests can sell liao this season at the price of 20 rings instead of 12. Could change if Synod or Senate intervene.
- Commonwealth** Relations chilly, due to the Empire's good relations with Jarm. But trade tariffs have not yet been reinstated.
- Faraden** Faraden trade flows to the Empire through the northern Lasambrian hills thanks to their binding peace treaty with the Jotun. The Faraden approve of the Blood Red Roads project, want iridescent gloaming, and would be interested in new trade stops. Contact Imperial Ambassador Tal'Shar i Zabala i Erigo.
- Jarm** Trade sanctions removed, benefiting Imperial traders. If Empire still on good terms with Jarm at end of this Summit, in coming season all Jarmish ports will offer excellent terms to each visiting Imperial fleet. May be other trade opportunities - contact Imperial Ambassador Oswi Twiceburned.
- The Iron Confederacy** Under the auspices of the 'Dragonfly Marquis' Flavien du Libellue, the Iron Confederacy port of Robec might be opened to Imperial traders in return for a significant 'bribe' of some sort. Contact Imperial Ambassador Starac Sijed Orzel.
- Sarcophan Delves** Delves remain studiously neutral. Further opportunities for trade are likely upon completion of the cargo docks in Urizen. Contact Imperial Ambassador Thanmir Hrafnar.
- Sumaah** State of war continues. Port of Zemeh still closed. Sumaah priests continue to undermine Imperial relations with the Sarcophan Delves, Jarm and the Commonwealth. Sumaah still hold the Imperial Crown given to them by traitor Guillermo di Tassato. They have refused to attend the Synod Symposium.
- Thule** The Thule have mana to trade and would like to participate in the Northern Trade Network - but trade routes would pass through Dogri Thulebane's territory of Crow's Ridge. (See Senate section.)

Senate Concerns

Druj Delegation

The Druj seek a formal five year peace treaty. They emphasise they attend Anvil to negotiate. Treaty terms initially offered are as follows:

- ❖ Murderdale & Carmine Fields relinquished to Druj.
- ❖ Dawnguard and Drycastle remain Dawnish.
- ❖ Mithril from The Fang mine to be preferentially traded with the Empire for white granite - 27mi for 18wg per season. (NB this trade would be illegal without a formal peace treaty.)

If these terms agreed, further verifiable compliance is offered, and other stipulations:

- ❖ Druj armies will cautiously advance to Murderdale and the Carmine Fields. Three will remain with a 'solid defence' order. One will withdraw to Druj homelands.
- ❖ One Druj army per season will then be withdrawn until only two remain.
- ❖ The Empire must also withdraw one army per season until only one Dawnish army remains stationed at the Towers of the Dawn.
- ❖ The Great Forest Orcs must be driven out of Therunin and back into the Barrens. Alternatively - if the Empire preferred - the Druj offer to dispatch two armies to remove the Great Forest Orcs from Therunin, and then immediately withdraw their armies back to the Barrens.

Peace treaties must be ratified by the Senate.

Authority to Negotiate with the Druj

Currently the Imperial Consul has authority to negotiate with the Druj. Arguably the Advisor on Orc Affairs' powers could be amended to grant them authority to negotiate with all the other orc nations. This would require a Senate motion.

Trade with the Druj

A trade agreement with the Druj would require a Senate motion to create a new national or Imperial Bourse position to exchange Imperial white granite for Barrens mithril.

Great forest Orcs in Therunin

These orcs, seeking sanctuary from the Barrens, continue to occupy the Lower Tarn Valley in Therunin. Last season the Senator for Therunin, Caerwyn Summer Crow, provided the orcs with significant support in the form of money and supplies. They have asked for a region of Therunin to be ceded to them, but do not wish to join the Empire nor adopt the virtues of the Way.

Thule Affairs

As previously agreed, the Thule have offered the Empire a share of the ilium bounty (4r/season) that resulted from the fall of the red star, redirected by Conclave to a Thule territory. It must be allocated by Senate motion as a Varushkan national position. Thule will not entertain possibility of Imperial bourse seat or other national seat and will keep the ilium themselves instead. Motion must specify where the exchange is to take place - Thule prefer northern Thule-Varushka border.

Embassy: The Dragons (leaders of the Thule) want an Imperial Embassy constructed to maintain diplomatic relations. Again they prefer to deal with a Varushkan position rather than an Imperial one. (Thule diplomat: *Rak who speaks for the Dragons undivided*)

Dogri Thulebane's impending Thule Raid: Senate could pass a motion to cede Crow's Ridge to the Thule, thus allowing them to deal with Dogri directly. His removal by this or other means would also enable Thule participation in the Northern Trade Network and further Thule/Imperial trade opportunities. (Thule Trader: *Gar the Trader*)

Asavean Affairs

Temple of Balo and the Black Bull: Will be complete in Spring 381 YE. The Senator for Feroz will guide the Asaveans to appoint a liaison - not an Imperial title, but will still give benefits, allowing holder to purchase orichalcum, tempest jade, iridescent gloaming and cerulean mazzarine at good rates.

Temple of the Way in Asavea: Reciprocal temple can now begin construction in Asavean capital of Nemoria (20wg, 10T, 6 months). Construction would cost zero thrones if slave labour from the Joāon family were used. Creates Imperial Title: a ministry allowing the trade of liao for Asavean goods which will increase orichalcum that Imperial fleets can obtain in Nemoria, and improve relations with Asavea. Method of appointment to be determined by the then-Senator for Kahraman (Maher i Zaydan i Riqueza). Options are: elected through the Senate; General Assembly; Assembly of Nine; or auctioned through the Bourse. Depending on choice of appointment method, completion of the Temple could create further opportunities: diplomatic, religious or economic.

Asavean Priest of 'the Builder': Almodin Oktistis, a priest of a so-called 'god of builders', offers his services, contingent upon good relations with Asavea, to work on follies, ministries, sinecures or great works that require the investment of at least 30 wains to complete. Would require Senate motion to assign 8T/season stipend and make two further commission slots per season available to the senate.

Great Works of Art and Culture

The Senate could commission Great Works of art and culture that provide a pool of 30 synod votes and 15 additional liao for Pride priests in the territory they are built in. Completion must occur by Summer 380 YE (Cost: 15wg, 5ww, 5T, 3 months to build)



Synod Concerns

Yael and the Doctrine of the Beyond

At the Autumn Summit, the Synod rejected Yael of Felix's Watch's proposed Doctrine of the Beyond :

"Beyond the Labyrinth of Ages lies the Land Without Tears. Paragon souls that had freed themselves from the Labyrinth may ascend to this golden place that is without pain and suffering. The Land Without Tears is the ultimate transcendent destiny of all humans who turn their lives to Virtue and the pursuit of Paragonhood."

(Proposed but not upheld at the Autumn Equinox 380YE, 673 - 729)

This division in the Synod is now mirrored across the Empire, but could be abated by the General Assembly passing a Change of Doctrine that either supports Yael's Doctrine of the Beyond, or explicitly rejects it.

The National Assemblies can also create opportunities for mandates to spend liao to either enhance or diminish Yael's influence. This requires passing a Statement of Principle with a greater majority, couched in these terms:

- ❖ **explicitly accept** Yael's claim to be the First Empress Reborn and urge citizens to listen to her revelations;
or
- ❖ **explicitly reject** Yael's claim to be the First Empress Reborn and urge citizens to ignore her teachings.

Contradictory Statements of Principle in the same nation, and/or differences in Statements of Principle between nations will make the divisions within the Empire on this matter worse.

Temple of the Way in Asavea

The Asaveans have offered to build a Temple of the Way in Nemoria. General Assembly or the Assembly of Nine could issue a mandate of support for the Temple (25 liao), opposition (10 liao) or support for slave revolt (50 liao). Anything other than support for temple will damage relations with Asavea. Opposing the temple would bring into question Synod's commitment to spreading the Way. Supporting a revolt would have a catastrophic effect upon relations with Asavea.

Symposium

Those speaking at Synod Symposium sessions shall not, within reason, be considered to be 'preaching' for the the purposes of the religious laws of blasphemy, idolatry, heresy, etc.

Golden Hares

Varushkan National Assembly could issue mandate indicating that the Hare is a Virtuous Animal of a named virtue - or a blasphemous idol (both 25 liao).

The Silent Bell Sodality

This Imperial Sodality of Vigilance requires a decision to clarify its way of working. This could be either publically via Statements of Principle raised by the Assembly of Nine (requires a lesser majority statement from the Aog to implement) or discreetly via direct communication with the Cardinal of Vigilance (requires a greater majority statement from the Aog to implement).

Additionally, the General Assembly or the Assembly of Nine could issue a mandate:

- ❖ **support** (25 liao): Vigilance priests would then receive 2 additional votes and 1 liao for 1 season
- ❖ **rejection** (25 liao) Vigilance priests lose 2 additional votes and 1 liao for 1 season; Pride and Loyalty priests will receive 2 extra votes and 1 additional liao for 1 season. This would curtail the effectiveness of the Silent Bell for the foreseeable future:

Interested priests should consult the Civil Service for precise mandate wording.

Missionaries to Iron Confederacy rebels

Escaped Suranni slave rebels in the Iron Confederacy region of Kalino have asked for Courage and Loyalty missionary assistance, although there is a possibility they may also be Anarchy cultists. The General Assembly could issue a mandate in **support**, or a mandate **offering sanctuary** in the Empire (50 liao for either).

If sanctuary is offered, then any National Assembly could offer the rebels a home, with those that pass as a greater majority seen as most appealing.

All statements will remain secret unless an Imperial citizen explicitly informs someone from the Iron Confederacy. Interested priests should consult the Civil Service for precise mandate wording.

Other Concerns

Dogri Thulebane, Skarsind

Winterfolk rebel Dogri Thulebane intends to raid the Thule. Winterfolk with military units could join the raid, with full anonymity unless they disclose their participation themselves. Raiding does not break the Thule treaty but incurs reparations debt for the Empire.

Raid could be stopped by an Imperial Army attacking Crows Ridge, although casualties will be taken on both sides. Only a Wintermark General can end the raid and the occupation of Crows' Ridge without loss of life.

Dogri's representative is likely to visit during the Summit to recruit raiders. If intelligence on the raid is passed to the Thule, then the Thule would likely be able to lay an ambush and kill him. This would ensure peace with the Thule for at least a year, avoid reparations, and increase opportunities for trade.

Or Senate could pass a motion to hand Crow's Ridge to the Thule. This would allow the Thule to move in and deal with Dogri Thulebane directly.

Empress Giselle's remains

The sarcophagus of Empress Giselle has been moved to Ratibor's Gate, Temeschwar, awaiting completion of her new tomb. It is being stored in one of the disused dungeons.

Holberg's Ennerlund becomes swamp

Ennerlund has become a marsh, combining with Reberhof and the Morass. The Great Pits of Ennerlund mithril mine requires additional pumping out, at cost of 2T/season. Holberg farms have permanently reduced production by 36 rings/season. More Spring magic (e.g. Hallow of the Green World) could destroy the Great Pits completely.

Court of the fountain curse lifted

Curse affecting the Court of the White Fountain fortification in Redoubt, Urizen has ended. Restoration needed but will happen naturally if there are no further attacks.

Llofir in Reikos

Tamarbode region still under the control of the Spring Eternal Llofir, who has not moved.

Silver Mask - new persona

A new minor aspect of the dramaturgical persona the Captain has emerged. 'Silver Mask' is often associated with dramaturgy around purging the Vyig, the Empire's enmity to the Whisper Gallery, or vengeance upon the traitor Guillermo di Tassato. Some rumours say that Silver Mask is a real masked person, not just a role.

Strange spirits in Temeschwar

Metri region is dangerously haunted by servants of "the Prince of the Icy Heart, who offers safe passage" by murderously suppression of all acts of brigandage and banditry - and even a simple fight over split beer in the Fortress of Salt mithril mine. Strange individuals have been asking for Tobias Shanks, holder of the mine bourse seat.

Semmerlak

Previous problems with the Lady of the Semmerlak have abated.

Whittle Refugees: Cassato Mestra and Overton

Offer by Marcher refugees from Whittle to purchase two streets in Tassato Mestra. Likely benefit of 20 ingots of green iron spread amongst Tassatan farms and businesses each season. Whittle refugees are self-avowed heretics who follow the false virtue of Hatred. Tassatan Chamber of Commerce meeting to be convened 5pm Saturday by Senator Cesare Sanguineo Rezia Di Tassato.

Those refugees who can fight, intend to join the Marcher forces in Overton. The Sheriff of Overton can decide to accept the refugees into the garrison at Overton, by informing the Marcher Egregore.

Blood Red Roads - work continues

The project still has many months to go before the four cities of the League are linked by wide stone roads.

Krampus still acting erratically

There has been no movement on constructing a home for the supernatural creature in Skarsind. The spirit is due to appear at Anvil to hear the sins of the Winterfolk, but it is not clear whether its 'allegiance' is still with Wintermark, the Imperial Orcs, or the Jotun.

Witch-bandits in Weirwater

Five wains of weirwood stolen by witch-bolstered bandits near Applefell, for unknown purposes. The season's yield from Weirwater Vales bourse seat, up for auction, will be 18 wains of weirwood instead of 23. The new Bourse seatholder will be responsible for dealing with the banditry. Indications are that someone with information will make themselves known to them at the Saturday night public auction. An Imperial army in Weirwater could issue the Leave no stone unturned attacking order to root out the brigands. (But if it ran into the local undead army of husks it would be more vulnerable to casualties - the army would inflict $\frac{2}{5}$ fewer casualties & suffer $\frac{1}{5}$ more casualties). The order would be extra effective if the army has the *scouting* or *magic* quality as more information on the bandits and their intentions would be gained.

Conclave Concerns

Castellan & Barien's Challenges

Summer Eternal Barien's emissary Castellan will be present at 9pm on Friday evening at the Forge in Anvil to talk to citizens awaiting challenges. And something is amiss in the Summer realm.

New Magical Robes

The Empire's premier fashion publication *The Looking Glass* has gained access to details of new artisan robes which boost ritual magicians. They intend to reveal details to Conclave.

Summer College still cursed

The disruptive weather plaguing the Icy Crag of the Eternal Sun shows no sign of dissipating. The upkeep of this Summer College of Magic continues to be artificially high - 50T instead of 25T

Odd behaviour of Sentinel Gate

Some conjunctions of the Sentinel Gate have been behaving differently - use of the Detect magic spell will reveal these differences to anyone travelling through.

Storms in Spiral seas

Violent storms created by Freeborn magicians have prevented Asavean fleets trading white granite to the Grendel in Apulian in Spiral, and hampered Imperial fleets attempting to trade in Spiral.

Scrying difficult due to shroud

A Night magic shroud of magnitude 41 cast by the coven of House Vexille of Dawn severely hampers scrying in all Imperial territories; Liathaven; the Mournwold; Broceliande; and the Barrens. Stars also cannot be seen in these skies, although astronomancers say that the stars are still present. Naga-lineaged humans are greatly inclined towards subtlety and secretiveness.

A long-established Wintermark coven has gifted the Imperial Seer with two items to assist Imperial scrying: The Hawk's Demeanour (allows use of tempest jade in place of mana when casting the rituals Eyes of the Sun and Moon and Eye of the High Places) and two measures of the Waters of the Shimmering Shore (empowers divination rituals to pierce shrouds).

The Thule are interested in a possible joint venture to remove the shroud.

Spring Magic in Cinon, Spiral

A powerful Spring enchantment has rejuvenated Cinon but destroyed some parts of Damakhan's Forge including the runeforge currently under construction. Costings will be revised by the Civil Service. One small tree grove of Cinon remains scorched and is believed to be a newly forming Winter regio tied to the Thrice-cursed Court.

Magical fortresses - defence contingency

Magical fortresses raised in Kallavesa and Necropolis were useful contingencies which would have significantly impeded invaders, although in the event neither were attacked. Magicians responsible were the Marcher Circle of Endless Dark, the Sussivari Frost Coven and the Sherard Hunters.

Lashonar countered

Lashonar's musical interference with the armies of Dawn has been countered by the Dawnish National Assembly. Deleterious effects have been completely removed from all four armies.





Imperial Titles



Winter



Spring



Summer



Autumn



Declaration



Sinécure



Dies, abdicates or revoked






The Throne

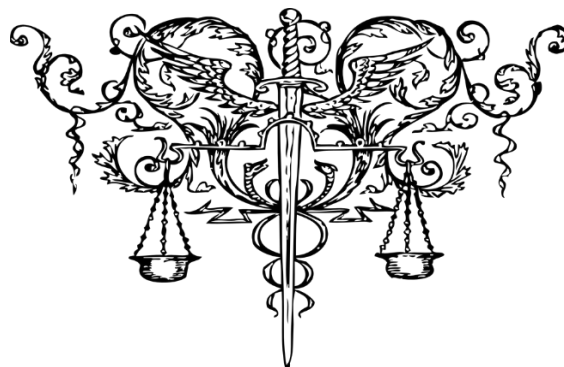
Empress Lisabetta von Holberg of the League



Senate

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

	Sarvos	Alessandra Serafini	
LEAGUE	Tassato	Cesare Sanguineo Rezia Di Tassato	
	<u>Temeschwar</u>	<u>Gant Archama</u>	
MARCHES	Holberg	Stern	
	Bregasland	<u>Orrick</u>	
	Mitwold	Bridget Eastville	
	Upwold	Henry Ward	
NAVARR	<u>Hercynia</u>	<u>Ranulf Pridestalker</u>	
	Miaren	Llewellyn Leafstalker	
	Therunin	Caerwyn Summer Crow	
URIZEN	Morrow	Ariadne of Auric Horizon	
	Redoubt	Probus of Shattered Spire	
	Spiral	Tanwyn Ankarien	
	<u>Zenith</u>	<u>Edmundo of Endsmeet</u>	
VARUSHKA	Karsk	Maarit	
	Karov	vacant	
	<u>Miekarova</u>	<u>Yelislaveta Syrnova Vlanich</u>	
WINTERMARK	Volodmartz	Vuk the Wolfeater	
	Hahnmark	Hengest Dun	
	<u>Kallavesa</u>	<u>Olle Markusson</u>	
	Sermersuaq	Atte	



Other Imperial Senate Positions

Advisor on Orc Affairs

Bloodcrow Ergot



Advisor on the Vallorn

Siân Eternal



AMBASSADORS:

Asavea

Camilia di Traviciana di Sarvos



Axos

Tarquinius of Ankarien



Commonwealth

Beatrix Amalia Novarion Zu Holberg



Faraden

Tal'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

Sergio Salvatore of the League



Conscience of the Senate

Maximillian of Endsmeet



Dean of the Academy

Faustina Notturmo Di Sarvos



Dean of the Liberated of Jarm

Has never been appointed



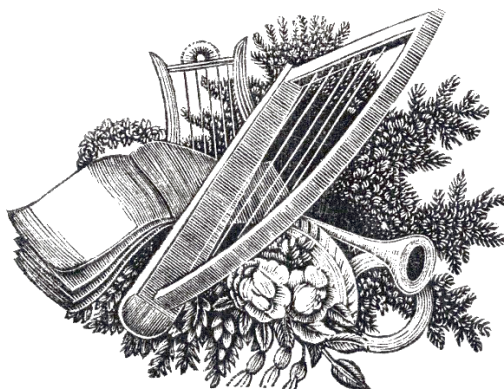
Imperial Consul

Aureliana Perpetua Nicasia
Saverio di Sarvos





Minister of Historical Research

Ioseph of Phoenix Reach



Commissioners

 (except where noted)

Crystal Architect of the Spires	Tiberius Echostorm
Imperial Master of Works	Richard Lancaster 
Brass Coast Civilian Commissioner	Carlos i Guerra
Dawn Civilian Commissioner	Morien Steward
The Marches Civilian Commissioner	Silas Merrick
The Imperial Orcs Civilian Commissioner	Bloodcrow Yargol
The League Civilian Commissioner	Lorenzo La Volpe of the Bloody Butchers
Highguard Civilian Commissioner	Rhesa of the Scions of Ravensfell
Navarr Civilian Commissioner	Bron Foxden
Urizen Civilian Commissioner	Juliana of Phoenix's Reach
Varushka Civilian Commissioner	Nadya Gremani
Wintermark Civilian Commissioner	Tyr Brenna







Incomplete & New Titles

Commission	Status	Started
Astolat Mana Ministry ^D	Ministry Commissioned	Au 380 YE
Cargo Dock at Caricomare	Commissioned ¹	Su 379YE
Crow Keeper of the Rest ^W	Sinecure Commissioned	Au 380 YE
The Dour Fens ^M	Sinecure Commissioned	Su 380YE
Gardens of High Chalcis	Sinecure Commissioned	Su 380YE
Gardens of Morrow ^U	Sinecure Commissioned	Su 380YE
General Estana's Repository	Folly/Autumn College of Magic	Su 380YE
Great Work in Skarsind	Great Work Commissioned	Au 380 YE
Empress Giselle's Tomb	Sinecure Commissioned	Au 380 YE
Imperial Breadbasket ^M	Great Work under construction	Su 380YE
Park of Holberg ^L	Great Work under construction	Sp 380YE
Valley of Pride ^W	Sinecure under construction	Su 380YE
Wintermark Army	Permission granted	Su 380YE
Wintermark Runeforge	Runeforge Commissioned	Sp 380YE

¹ All work on the cargo dock at Caricomare has been undone by the Grendel sack of Sarvos

Conclave







Grandmasters

<u>Celestial Arch</u>	<u>Catalina i Erigo of House De Rondell</u>	
Golden Pyramid	Faustus Vivaci Rezia Di Tassato	
<u>Rod and Shield</u>	<u>Raewynn Stormwise</u>	
Sevenfold Path	Zephaniah of Highguard	
Shuttered Lantern	Gregor of the Circle of Zulgan-Tash	
Unfettered Mind	Kyra of Halcyon Spire	







Archmagi

Spring	Alcuin Shatterspire	Winter	Syrus Skybreaker
Summer	Solomon	Day	Mord of Auric Horizon
Autumn	Maurice de Gauvain	Night	Pavel






Other Conclave Positions

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	vacant	
Master of Ice and Darkness	Brother Luke of The Shattered Tower of Highguard	

Synod

	Cardinal	Gatekeeper/Conscience Virtue Inquisitor	
<u>The Way</u>	<u>Atla of the Imperial Orcs</u>	<u>Maximillian of Urizen</u> <u>Yarrick Ursan of Wintermark</u>	
Ambition	Serrusto Caeli Rezia di Tassato	Viviane de Coeurdefer of Dawn Robin of Swindale of the Marches	
Courage	Levitia of Endsmeet of Urizen	Jorma Steelhail of Wintermark Rodrigo Whittington of Dawn	
Loyalty	Oberon di Tassato of the League	Tess of the Marches Corwin Leafstalker of Navarr	
Pride	Elka Nadayanova Gremani of Varushka	Astrid Fjellrevening Rezia di Tassato of The League Ephrael of Highguard	
<u>Prosperity</u>	<u>Ophelia Sanguineo Rezia Di Tassato of the League</u>	<u>Wilhemina Maryenkovich Poltova of Varushka</u> <u>Vaurus Korppitkotka of Wintermark</u>	
Vigilance	Irada Von Temeschwar	Alys of Highguard Martin Orchard of the Marches	
Wisdom	Agnetha De Rondell of Dawn	vacant Sariel of Highguard	

Other Synod Positions

Auditor of Senatorial Accountability	Sargon of Felix's Watch, Highguard	
High Exorcist	Solas of Urizen	
Imperial Inquisitor	Ephron of Adina's Charge, Highguard	
Imperial Chaplain Consular	Hywel Summer Crow of Navarr	
Seer of the Gateway	Livia of the Spire of the Celestial Cascade, Urizen	

Military Council

Brass Coast



Dawn



Highguard



Imperial Orcs



The League



Red Wind Corsairs

Fire of the South.

The Freeborn Storm

The Golden Sun

The Hounds of Glory

The Eastern Sky

The Gryphon's Pride

The Granite Pillar

The Valiant Pegasus

The Seventh Wave

The Winter Sun

The Summer Storm

The Wolves of War

The Towerjacks

Estana i Mestiere i Guerra

Vrael i Sol-Devorador i Erigo

Edgardo i Ruiloba i Guerra

Zoran Orzel

Tancred de Rondell

Vincent Vexille

Soldier Akella

Mathayus

Jericho

Cuth

Bloodcrow Morgur

Irontide Skar

Gabriel Barossa

Dietrich von Temeschwar



The Marches



The Bounders

Alusair Farstrider



The Drakes

Will Talbot



The Strong Reeds

Jack Flint



The Tusks

Nedry of the Cullachs



Navarr

The Black Thorns

Ulric Y'Basden



The Quiet Step

Brennos Brackensong



Urizen

The Citadel Guard

Nicassia Avicia of
Phoenix's Reach



Varushka

Golden Axe

Magnus Anatolyvich
Prochnos



Northern Eagle

Sullik



Wintermark

Green Shield

Volk



Fist of the Mountain

Erkenbrand



Other Military Council Positions

Warmage

Barthol de Rondell



Quartermaster General

Brendan (Dan) Brackensong



Imperial Fleet Master

Zanterr i Ezmara i Erigo



Bourse



Winter:
Weirwood

Spring:
Ilium

Summer:
White Granite

Autumn:
Mithril

			Bid History	Yield
Arratan Gamble	Issebel Vittoria Barossa		325 (400, 165, 41, 10)	25
Brilliant Star	Vasily Strascovich		590 (451, 240, 78, 13)	26
<u>Canterspire Circle</u>	<u>Tybalt von Ungeist</u>		385 (265, 90, 11)	22
Damation Cliffs	to be allocated in Spring		405 (170, 18)	27 (?)
Fortress of Salt	Tobias Shanks		600 (495, 305, 80, 9)	25
<u>Golden Trees of Seren</u>	<u>Thalia of Netherwatch</u>		350 (303, 145, 11)	28
<u>The Great Forest at Reikos</u>	<u>Azazel of Ravensfell</u>		150	25
Great Mine of Briante	to be auctioned in Winter 380 (reduced term)		355 (355, 215, 9)	22
Great Pits of Ennerlund	Lukash Biessek von Temeschwar		590	27?
<u>Heartwood of the Great Vale</u>	<u>Landon of Longridge</u>		375 (310, 100, 7)	23
<u>Hunt of Alderei the Fair</u>	<u>Dagon of Shattered Tower</u>		200 (200, 112, 13)	26
Night Quarry	Meric Freysson		406 (370, 170, 49, 8)	26
Scorrero Nets	Kali of the Saker		130 (??, 37, 4)	5
Singing Caves	to be allocated in Winter		500 (400, 19)	28
Sutton Stone Quarries	Peter Carter		300 (345, 155, 93, 10)	23
Syrene's Wisdom	Falko von Temeschwar		155 (58, 48, 10)	7
<u>Weirwater Vales</u>	<u>Soren il Signo</u>		400 (280, 98, 8)	23

Unassigned Bourse Positions



Stonefield Ice Caves

Held by the Thule

-

5

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

				Allocated	Yield
	Brilliant Shore	Imperial Orcs	Gaterender Brik		26
	Broken Shore Bounty	Brass Coast	Karlos i Shartha i Riqueza		7
	Eternal Shafts of Time	Varushka	Tomasz Strascovich		27
	Granites of Veltsgorsk	Varushka	Vitaly Dukov		26
	The Legacy Master of the Mint	Urizen	vacant		22
	Imperial Mint	League	Ferrero		Senate powers
	Pride of Ikka's Tears	Wintermark	Due to be elected Winter 380 (reduced term)		15
	Regario Dossier	League	Rodrigo Barossa		4
	Steel Fist	Imperial Orcs	Ironside Wesk		8
	<u>The Thimble</u>	<u>Navarr</u>	<u>Idris Eternal</u>		24
	Vigilant Swan	Highguard	Azeal of Cantiararch's Hold		26

Sinecures, Elected Bourse Titles, & Ceremonial Titles

Title ^{Nation}	Holder	Season	Election
<u>Bailiff of the Grand Market</u> ^M	<u>Errol</u>		
Bonesetter of Torfast Trading Post ^{IO}	Sunhammer Kragg		
Broker of Treji Wayhouse ^N	Wyl Brackensong		
Castellan of Spiral Castle ^D	Maryc		
Custodian of the Assayers Guild ^L	Marat Jaroslav		
Dhomiro of the Cinnabar Hills ^B	Galleo i Tazriel i Riqueza		
Foreign Trade Envoys ^(ceremonial)			
Axos	vacant		
Asavean Archipelago	Adrianna Donati di Sarvos		
Commonwealth	vacant		
Faraden	Roberto Murdochochi 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		
Mistress of the Glass Parador ^B	Constanza i Kalamar i Guerra		
Northbound Trademaster ^L	Jan von Schmied de Temeschwar		
Operator of Brock's Toll ^M	Robert Shanks		melee
Overseer of the Westward Road ^V	Pavel Novak		 
<u>Provost of the Halls of Knowledge</u> ^U	<u>Octavius of Auric Horizon</u>		
Sheriff of Overton ^M	<u>vacant</u>		
Vizier of the Incarnadine Satchel ^B	Esteban Izmara i Erigo		

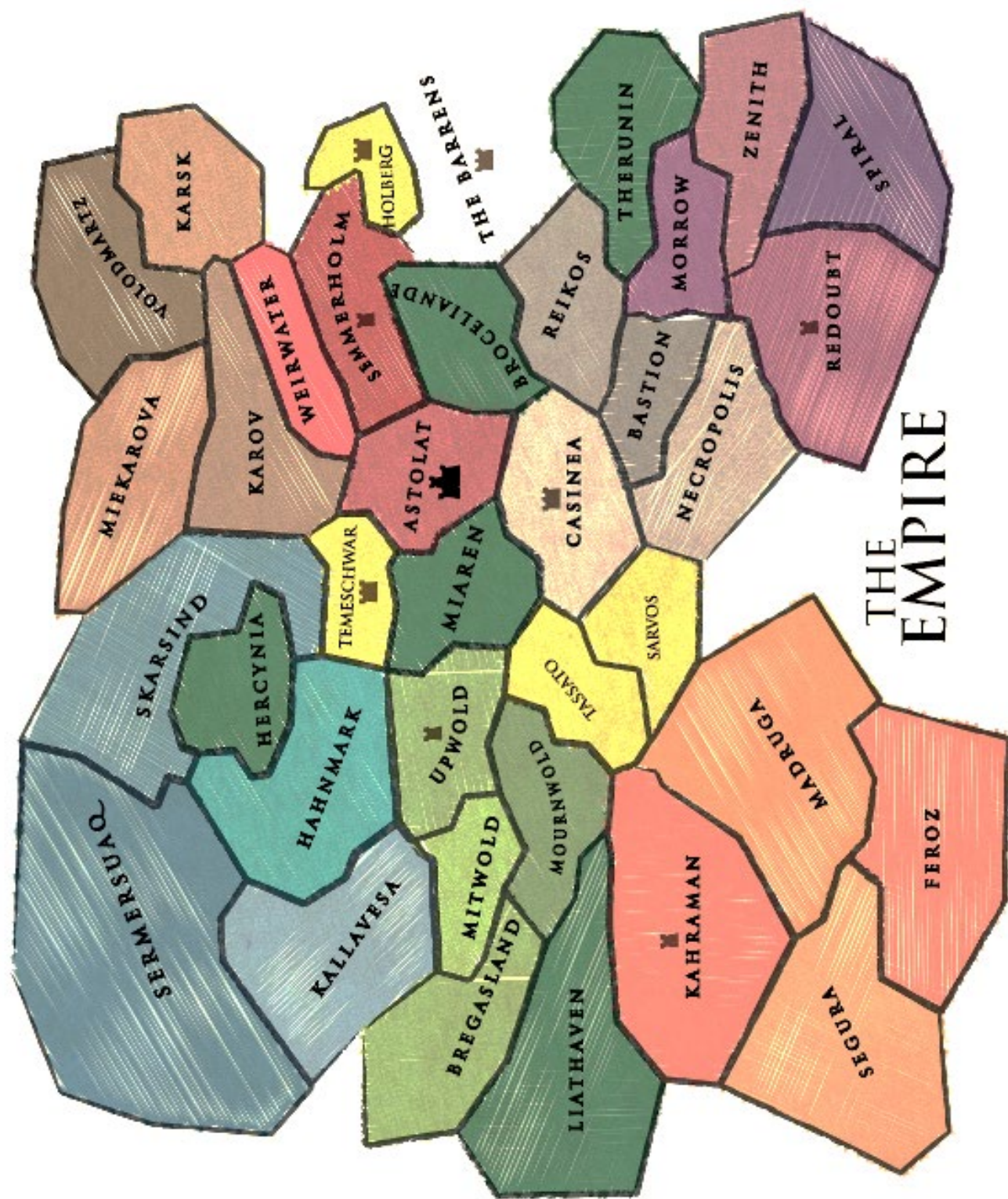
Sinecures & Ministries selected by Senators

Title ^{Nation}	Holder	Income
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 of Bronwen's Rest	4 ingots; Historical research
Dean of Pilgrims ^{Senate}	Nina of Cantiarth's Hold	18 liao
Gatekeeper of Falling Snow ^W	Pendraed the Maker	12 herbs
Granger of the Golden Orchard ^N	vacant	9 mana
Guardian of the Cairn ^W	Tarqeq Icetongue	9 mana
Guardian of Dunfrith ^W	vacant	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		Ministry (herbs)
 Keeper of Aurelie's Garden ^{N or D (melee)}	Kiarten Twofeet	18 herbs
Keeper of the Glorious Fountain ^U	Tatiana of Auric Horizon	9 mana
Keeper of the Memorial Gardens of Treji ^{Hercynia}	Ceinwen	18 herbs
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	Elyssiathain	10 mana
Master Apothecary ^W	Freya Krefinar	21 herbs
Master of the Clearing House ^L	Wilhelmina Aurora Sanguineo	Ministry (herbs)

Title ^{Nation}	Holder	Income
Master of the School of Exorcism ^H	Naomi of Felix's Watch, Highguard	6 liao; <i>silent bell</i>
 Mayor of Caricomare ^{L, Sarvos}	Aria di Notturmo	15 Crowns; 25 votes (Sarvos senator)
Preceptor of the Skarsind College of Warcasting ^{IO}	Irontide T'onk	9 mana
Shepherd of the Great Herd ^{IO}	Sunhammer Kirrik	10 crowns, 16 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}	vacant	9 mana

Sinecures appointed by the Synod

Title ^{Appointed By}	Holder	Income
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
Custodian of the Imperial War Memorial ^H	Ira of Felix's Watch, Highguard	6 liao, 12 votes
Dean of Laroc Cathedral ^D	Lady Eleanor de Rondell	6 liao, 12 votes
Limitu Principality House of the Way ^{Jarm}	Lord Marcus Drummond	Ministry (liao-mana)
Watcher of Britta's Pool ^W	Eldeen Wulfssdottir of Wintermark	9 liao, 18 votes
 <u>Voice of Barbs</u> ^N	<u>Corey Brackensong</u>	6 liao, 12 votes



THE EMPIRE

Collectors and Curators of Knowledge

If you wish to be listed here, please advise the House.

Bloodcrow Ergot

Founder of The Oathwright newspaper.

**Garth, Keeper of the
Library of Phaleron and
the Anvil Library**

Library in the Hall of Worlds, contains copies of all books sent to that Eternal. The Anvil Library is a new public lending library.

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.

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.



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

9 pm

Conclave

Pub. Auction

10 pm

Senate

Scrutiny CL

11 pm

12 am

1 am

Saturday

10 am

Vote Opens (10.30)

11 am

Patrol/Battle (to 12.30)

12 pm

Senator
Elections

1 pm

Motion DL

MC

Scrutiny Cl.

2 pm

Seat Auctions

3 pm

Senate

Vote DL

4 pm

5 pm

Add/Dec DL

6 pm

GM Elections

Scrutiny Cl.

7 pm

Motion DL

Lots Deadline

8 pm

Conclave

Pub. Auction

9 pm

Senate

10 pm

Scrutiny Cl.

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

MC

2 pm

Senate

Scrutiny Cl.