

The Magpie Citizen's Primer



*Abridged Guide to
Artefacts of the World*

Edition I – pre Autumn 386YE

All are welcome. Always.



Introduction

The Magpies currently consist of around 60 members. We're a sodality of Adventuring Historians. We hunt down lost lore and history with the intention of preserving it for the Empire. Membership is 5 rings a season, but the submission of any research pays 10 rings. We exist to empower the relic hunters of the Empire, providing community, resources and collective strength. We are constantly recruiting, and if a life of searching for relics of the Empire and recording their story appeals to you, we will welcome you with open arms.

To all those who would destroy our history, defile our relics, and hoard secrets, hear this:

You are outnumbered

- *Silk Farkas, Dean of the Magpies*

Definitions:

Skein, SoYs, DISH - Mag 8 Day ritual that shows the history of an artefact
Hand, HoTM, DISH - Mag 8 Autumn ritual that shows the creator of an artefact
If you see an (M) against the name of a person that means they're a Magpie

Safety Classifications,

by Tethros i Zuhri i Erigo (M) -

Safe - Poses no threat to the user

Cursed - artefact has some form of magical danger upon it

Heretical - Artefact has some sort of aura to a false virtue

Corrupting - Artefact poses some sort of direct spiritual threat

Perilous - Artefact which is threatening in a way that we are unable to define or counter

Fundamental - Artefact is not threatening by its fundamental properties, but may be a danger if messed with

High-: A modifier, increasing the threat rating of a category. For example,

High-Cursed for an item that is likely to kill rather than inconvenience

Arch-: A modifier, indicating highest threat, ie **Arch-Corrupting**. An item which could potentially cause a wide-scale disaster, such as a Vallorn Heart

Location Classifications,

by Tethros i Zuhri i Erigo (M) -

Imperial: An artefact that is either in Anvil or is under direct and current Imperial control.

Abroad: An artefact that we believe we know where it is. Someone else has it and won't give it back.

Missing: An artefact whose location is obscured due to time or enemy action,

Lost: An artefact that has vanished into history, with no current leads as to its whereabouts.

Apocryphal: An artefact that is currently believed not to exist, based on the evidence.

Unmade: An artefact that was destroyed.



Official Magpies can be noted by their possession of a wooden badge, which will have our logo and their ID number. In the event of trying to commission a Magpie to investigate something, a contract will be presented. Please ensure that you take note of the Magpie's name and badge number.

The following document is an abridged version of our full catalogue, with a selection of our key active and completed investigations. We are allowed 30 pages every two seasons by the Civil Service. For further details, please borrow a copy from the Anvil Library, Winnowed Reed Library, a national assembly, or buy one.

The Magpies can be found operating out of the Turbrent Priest (Dawn). Messages can also be left with the Anvil Library, the Dragonfly Cartel (Brass Coast), or the Winnowed Reed (Marches)

Active Investigations	3
Golod/Hunger	3
Spear and Shield of Isaella	4
Key	6
Barrenberries	6
Thrace's Knife	7
Vate's Shelter	8
Eternal Killing Knives	10
Vial of Hope's Dreaming	12
Swan's Chalice	12
Rose of Astolat	13
Measure, Shield of Wisdom	13
Emperor Guntherm's Artefacts	14
Ancient Armour	15
Avalanche	15
Completed Investigations	16
High Tide, the Spear of Erigo	16
Thorn's Legacy	17
Tattered Surcoat	18
Ashes of Surut's Heart	19
Imperial Crown	19
Goldbrand	20
Crown of Three Tears	21
Terunael Dig	23
Ajax, Shield of Pride	25
Flavia's Artefact Ring of Atun	26
Patrician's Mask	27
Magistrate's Grasp and Magistrate's Wrath	28



Active Investigations

Golod/Hunger

Arch-Perilous/Abroad - Varushkan - Over 1000 years old

Golod is an ilium artefact Ironbound Axe, historically associated with the Varushkan army the Iron Helms. The Axe was originally wielded by Mihaela Malinovia, a Vardic Hero of the first generation to fall from the sky in her war against the Ushkans in pre-Imperial History. After Empress Mariika disbanded the Iron Helms, the axe was gifted to their last general, a Malinov. The Malinovs have since built a vault to contain the artefact, and will not allow its return to the Empire. Anyone who takes up the axe is corrupted by it, they are “driven mad by an urge to commit unspeakable acts of violence”. Theory has it that this is a spontaneous aura, or curse effect.

Morgan Waystone Path (M), Elijah Mislav (M), and Darya Ostrovskaya (M) have worked with Nikolai “The Butcher” Petrovich, Alderei the Fair, and the Varushkan National Assembly to secure the return of the Axe to the Empire. The Sovereign The Charnel Lord has also asked the Axe be turned over to him, sending an envoy (“Tasya of the Black Feathers”) to the Malinovs to gift it to the sovereign. The theory being that as the Sovereign is known to feed on death and destruction, that he would like to see the Axe returned to use. Svetlana Malinov has so far refused both parties; imperial (by Judgement and by direct Winged Messenger) and charnel. The other reason we have concerns is the coming end to the Thule treaty.

When questioned on the why the Malinovs believe the axe is cursed, Leviathan had the following (summarised) response:

They believe it is cursed, because it is. Forged with starmetal and first wielded against the Ushkans, the axe has had a long and troubled history; it has been used in so many savage battles and desperate retreats where life has no value. A thousand years of violence [Blood] created a darkness that has touched it. The last general of the Iron Helms before Empress Mariika ordered them disbanded was a Malinov. He attempted to wield the axe for a few years afterwards, but quickly discovered that it erodes all thought and control, turning the wielder into a vessel for their anger and bloodlust. No liao, anointing or magic used could break this effect, which the Malinovs have first-hand experience of. - Leviathan

Magpie investigators are currently seeking an audience with the Malinovs, in part to inspect the security systems in place for the Axe, to interview them in order to further detail their heroic contributions to the well being of the Empire, and to get a complete list of what has been tried to deal with this artefact. The current consideration is whether True Liao hallowing needs to be used, or whether the Empire needs to create a location where we can store such terrifying artefacts. The temptation of the living history this axe has seen is readily apparent, but we must urge caution to all other relic hunters that are interested in it.

Sources - Morgan Waystone Path (M), Elijah Mislav (M), Farwatch Thirrik (M) - deceased, Civil Service Records, Leviathan



Spear and Shield of Isaella

Lost - Navarri/Courage - 209YE

Isaella Thorndance was the captain of Emperor Nicovar's Throne Guard, and in 209ye as a response to Nicovar ordering the burning of yet more Imperial Libraries Isaella slew her charge. She was promptly arrested, and having refused clemency, executed. Her body, spear and shield then disappeared, leaving behind only a hallowed shroud.

The Magpies have been commissioned to seek the Spear and Shield by Rhisiart Dancewalker, who intends to hand them over as regalia to the General of Isaella's Dance, the army named in the exemplar's honour. In 386ye The Magpies performed the last combing of the beach to Roshanwe, and below is her response. *Italicised* is the thesis, **bold** is Roshanwe's response:

The named coven asks Roshanwe for information around the disappearance of Isaella Thorndance.

Welcome travellers to the point of contemplation.

You have a muddled thesis, more biography than supposition.

I have read your thoughts, your litany of deeds enumerated but I sense no links between the things you cite and the things you ask and I wonder how you imagine this map you have created will lead you to the treasure you seek?

Still let us swim through waves of meaning and soar over pools of thought in the hope that distance may bring clarity, if we can sift the sand from the sea.

When Leviathan was asked what had happened to Isaella's body, spear and shield, he responded: "I do not know! It is a profound mystery! The disappearance of her body, shield and spear left the world forever changed following her death. It is one of the great mysteries of the world".

You have talked with the Foundation and found them wanting. What does it mean if the Foundation does not know? What interests does the Abyssal Lord have? What does them not knowing imply about the nature of the cause for this strange phenomenon?

Sinokenen has recently asked for the redemption of Nicovar in the eyes of the Empire.

Why do you quote the wishes of the Wheel of Light? Do you imagine they can lead you to the things you seek? Why do you think the Turning Mirror has asked for this? You ask about Isaella and talk about Nicovar. How is the Lost Seer relevant to your thesis?

Nicovar attempted to avoid the prophecies of Malachey, and took to selectively editing his mind with night magic. He engaged the services of the Whisper Gallery to erase the records.

Skein of Years on Nicovar's back scratcher revealed him to be relatively sane, but worried.

Have you seen the prophecies of Malachey? Have you read them? Why do you think the Driftwood King sought to hide them from himself and others? Why did the Broken Throne forget his own memories? Do you imagine him mad to do so? If he acted in reason, what might the reason be?

The past life vision of Ulric Y'basden reveals Isaella describing the need to kill Nicovar for "not any virtuous reason, just because it needed doing".

What do you think Ulric's vision reveals of Isaella? Does that sound like the words of one who have their life for the Empire? Does it sound like the sort of thing Ulric Y'basden would say? Do these dreams of the past lives provide records of everything a visionary sees, or just what they remember? How well do you remember your dreams when you awaken? When you walk through



the waking world, do you recall what was said or what you heard? You place great store by these visions, what does that say about you?

The Navarri were supposed to execute Isaella, but use horrible methods to do it in order to show their loyalty to the Empire and discourage others from doing this.

You claim the Navarri were supposed to execute Isaella. Did the Navarri national execute Isaella? Whose responsibility was it to carry out the act? Would a brutal death have proved where Navarr's loyalties lay? Where were those loyalties at the time?

Isaella argued with Nicovar over the destruction of the library via fire, stating that they contain valuable works of art and culture. She did not attempt to argue that there was merit in the histories contained within the libraries.

Why do you seek to explain the motives for Isaella's actions? Would you have burned the libraries? You have many libraries and many people, do you seek to understand why your people do not burn your libraries now?

What happened to Isaella's body, spear and shield?

You say Isaella disappeared and that this was a mystery. Has this ever happened before? Or since? What are the possible explanations for it? Why do you seek this knowledge? What would it mean to find the answers?

In addition, Sung had the following to say on the location of the Spear:

Rain vanishes fast within the flowing waters

The rain falls upon us all.

Do we fall or do we stand

Do we run or do we hold

The heart holds fast in churning waters

Are we the beaten or are we the beater

Do we fight or do we flee

The heart that holds furious anger,

The mind gives ground to the heart felt flame

Do we bide or do we reap,

Do we leap or are we lost

The shield secured to the standing ground.

Are we the foe or the fallen bearer

Are we the shield, or the spear

Do we run, or do we hold

The investigation is ongoing, and The Magpies would welcome any help offered to secure this artefact. In the Spring of 386ye the Archmage of Day Skywise Gralka offered us space on a plenipotentiary to Kimus. Kimus could not see the spear. We have also since thanks to the aid of Edward Novarion gained copies of the prophecies of Malachai and have begun following that lead.

Sources - Eternal Family, Leviathan, Civil Service Records, Roshanwe, Sung, Kimus, Keenai Whipserleaf (M), Printers Guild, Livia Celestial Cascade, Edward Novarion, Silk Investigating (M)

Key

Lost - Throne Regalia - 179ye

As a non-mage, Emperor Frederick commissioned an artefact Pauper's Key from artisan Catherine De Sarvos so that he could get into conclave and see what those Mages were up to. In the summer of 179ye Emperor Frederick was assassinated, and his Pauper's Key stolen. Some scholars have suggested that the Key was usable more often than the standard version. The artefact is believed to be linked to a 200+ year old murder mystery.

In Winter 385ye the Magpie were politely requested by the Militia to have a look into having Key recovered, either as a pressie to the new Emperor Vesna, or as a method to get into Conclave regularly. In the spirit of investigatory camaraderie we're looking into this.

In Spring 386ye, Archmage of Day Skywise Gralka offered Ignacio i Zuhri i Erigo (M) space on a Plenipotentiary to Kimus. Kimus came back pre-summer 386ye to say that she would be happy to look into one artefact of Conclave's choice, either Key or Gilde Ashwine's remains. Ignacio led Conclave to request that Key be searched for over the grave (something we are also looking into).

The Magpies are now expecting Plenipotentiary results from Kimus in Autumn 386ye - and will go from there to ensure the recovery of the artefact. Should the artefact be recovered by the Magpies, the history of the device will of course be harvested through various rituals and dispersed to the people. Magpie policy is that the investigator who discovers it will decide its future home, but Ignacio (M) has the lead on this and is looking to get it over to the Militia to promote harmony between the Militia and Conclave.

Sources - Civil Service Record, Ignacio i Zuhri i Riqueza (M), Kimus

Barrenberries

Safe - Dawn - 381ye

During the Spring Summit, 386 YE, House de Renard, Morgan Waystone Path (M) and other Magpies and collaborators continued investigating the Barrenberry seeds, their whereabouts and nature.

The information below has been added to by the response of Leviathan to a question posed (transcript on this below), and by discussion with Dawnish houses, particularly the Orzels. The Barrenberry Seeds in question are a box of viable Barrenberry seed-stock brought to Anvil by Earl Hugo Renard (since vanished) and his seneschal - or possible several yeofolk of the house - in 381 YE, summer summit. Barrenberries are a particularly rare and valued variety of wine grape, which we may be relatively confident have no special properties or magical attributes.



The Barrenberry Seeds were bought, in 381 YE, by House Orzel, as has been confirmed by their members directly. They were planted in Weirwater, and became a profitable farm. This is the only place where Barrenberries are known to be grown presently.

An interesting question is whether, if the Barrenberry plants from this farm, or the box they were sold in, could be acquired, Skein of Years could be used to discover more about the history of the Barrens, perhaps explaining the disappearance of Earl Hugo the Enchanter or the other nobles of his House.

Our question to Leviathan: “Why have the Barrenberries become so difficult to find?”

Leviathan’s response, as summarised by Morgan Waystone Path (M): “House Renard cultivated the Barrenberries - not exclusively, but established a virtual monopoly, enhancing their already existing rarity to increase their value. In 381YE, either Earl Hugo de Renard (according to some Civil Service records) or some yeofolk of that house (according to Leviathan) fleeing the Druj invasion, brought a box of seeds to Anvil. These were purchased by House Orzel, who established a small farm of them. Outside of this farm, the remaining vineyards in the Barrens were (although possibly not all) burnt by the Druj, to break the Dawnish spirit.

Dawnish citizens returning to the Barrens since our reconquest may be able to salvage some if there are still some there, but it is possible House Orzel may have the only one.” In answer to a followup question on their value, Leviathan remarked simply that “the Barrenberries were valuable because they made good wine.” - implying therefore they had and have no magical or otherwise unusual properties.

Sources - Leviathan, Civil Service Record, Investigations by House de Renard (M)

Thrace’s Knife

Lost - Imperial Orc - 323YE

As part of Thrace’s recognition as an Exemplar of Ambition, Thrace’s Boot Knife was presented as an item of great worth - in testimony to the Exemplar’s legacy. According to witness testimony, Thrace’s boot knife is a two handed sword. The story of the Knife we're looking for relates to Creed’s past life vision as the mine owner of Krahsniy Moy -

Creed recounted the following of his past life. He was the slave owner of Krahsniy Moy, Kranislav Beorg Nevraski, and his enslaved foreman of his mine was Thrace. Thrace helped with the running of the mine, and was the mine owner’s favourite slave. During a mine collapse, Creed’s past life had their legs crushed under rocks when there was a tremor in the earth. Thrace managed to throw himself clear of the rocks. The Varushkan slaver attempted to barter with Thrace, that if he helped him get out of the rocks, then the slaver would release Thrace, his family, and all of his slaves. Out of the darkness came an entity, calling itself The Eater of Hope. The entity offered that should Thrace take up the slaver’s knife, instead Thrace would be shown a way out, and a place to take his people into the woods. The creature would then offer them a year and a day under a powerful Winter shroud that would allow them to evade detection, but one day the Orcs would have to pay a terrible price. The Slaver argued for prosperity, for virtue, and Thrace slit the man’s throat.



As the slaver lay dying, the entity returned and asked if the Varushkan wishes to curse Thrace in return, the Varushkan spat in defiance at the creature, and said “no”.

As the Boot Knife was **not** purported to be the knife used in this vision of Thrace’s Liberation, we would like to investigate the knife from the vision. Again - not the Boot Knife.
Knife from vision ≠ Boot Knife.

We would of course ensure that the artefact remains in Imperial Orcs hands at all times, and should we gain the Skein or Hand, it will not be written down in any of our catalogues, it will instead be entrusted to any Magpie Imperial Orc, and the Imperial orcs themselves to tell their stories, as is the agreement that we have with Senator Rasp/Frith/Ergot/Gralka.

Source - Syn Nighthaven, Civil Service Records, Lepidean Library, Creed of the Shattered Tower, Silk Farkas (M)

Vate's Shelter

Missing - Navarr - Teruni

OVERVIEW

Vate’s Shelter is a historical Abraxus Stone, of unknown origin but potentially as old as the fall of Terunael. Carrying the same properties as other such stones (protection from miasma, greenlung, etc), the distinction is one of historical importance - it has served Navarri vates since nearly the beginning of the fight against the Vallorn. Its existence was first discovered in Autumn 382 by the historical research department of the Civil Service, commissioned by then-Advisor on the Vallorn Sian Eternal. Further investigation has identified possible leads and theories, but it is currently outside Anvil despite reclamation efforts.

THE INVESTIGATION TO DATE

Initial Imperial knowledge held that the Stone was forged into a fine silver band, used to navigate by moonlight, and was last held by a vate called Roswyn Doublestep. Her and her coven fought in a purge of the Vallorn in Liathaven during the reign of Empress Brannan, where Roswyn would use it to shelter them as they snuck behind Vallorn lines, then strike with Spring magic. The coven fell in Summer 225YE, presumably in the same region (though we had no more precise detail than ‘Liathaven’,) and Vate’s Shelter was lost along with them - its final act most likely being preserving Roswyn’s body from being transformed into a Vallorn husk.

In Autumn 383, the Navarri National Assembly raised a Statement of Principle asking for anyone with knowledge of the stones to come forth and share it. An answer was received from the Marshstalker striding of Hercynia, who had recently been attacked by the Fellorich striding of Heirs of Terunael - led by Fenella Fellorich, identified as residing in Needlestead, Hercynia. They



agreed to share information if the Empire could recover their own artefact, an Icon of the Witness called *Promise of Home*, hallowed with True Liao in Teleri's reign. Unfortunately, the minor conjunction at the following summit to receive it was unsuccessful. The stone's whereabouts between 225 and that time were unknown, and we do not know where exactly in Liathaven Roswyn fell.

In Summer 384, Watt of Lambrooke, Imperial Advisor of the Feni, agreed to pass on a message asking if the Feni of Liathaven had any references to something that might be the stone in their stories - they have a well-known oral tradition. However, this was the summit before the recent Jotun invasion of Liathaven, which drove most - if not all - of the Feni out. I have not yet been able to meet Watt and hear if we received an answer, but it seems unlikely.

I (Morgan Waystone Path (M)) also arranged for a casting of Clear Counsel of the Everflowing River, with assistance from the Shrouded Eye coven in Navarr, asking Sung about the status and location of the artefact. Noise at the regio prevented a fully complete transcription, but combining my recollection with the coven members and Nathair Autumn Gale (who also had a question asked), we believe Sung's answer was as follows - square brackets indicating uncertain or missing text.

SUNG'S REVELATION ON VATE'S SHELTER

"A star falls, lost and alone. Ignored, it lies in the grass. [...] there, in the roots of a tree [it falls into the green dark?]. A hand bound with crimson thorns lifts it aloft, takes it away [from Liathaven] for the sake of the forest, frees the forest of the heavy burden of the past. [...] It falls again, lost and alone."

In Autumn 385, a minor conjunction was identified. It revealed that the Heirs of Terunael (presumably the 'crimson thorns' mentioned) gave it to the Druj human sept of the Grynbor in Bendol, the vallorn-infested region of the Sarangrave, who regularly explore the vallorn for such treasures. A group of ghulai transporting it were ambushed by Imperial forces, who unfortunately failed to claim the artefact.

WHERE MIGHT WE GO NEXT?

While we don't know exactly where the stone was being carried, a likely candidate is the Palace of the Sleepers, in northern Kroll, in Sarangrave. We know little about this place, as a strongly-guarded and mysterious place (a hill on the side of a lake, seemingly with some sort of magical protection like a localised Dripping Echoes of the Fen.) However, it is often theorised to be a college of Night or Spring magic where the ghulai study - thus, it seems likely they have taken it here for study or storage. Of course, this is just a theory, and it may well be anywhere in their territories - short of further scrying, there is little way to know.

It seems at the minute we should stay vigilant for further opportunities to reclaim it - perhaps once Imperial heroes or armies breach the Sarangrave, more may be learned. It may also end up in the hands of a clan under the Druj's thumb, who we may later be more able to negotiate with once they have been liberated. Diplomacy or the sword seem to be our primary options.



Sources - Sung, Civil Service Record, Historical Research Department, Morgan Waystone Path (M), The Eternal Family, Watt Lambroke

Eternal Killing Knives

High Perilous - Abroad

Overview

The layers of rumour surrounding these knives are almost as thick as the layers of history themselves. However, thanks to the diligent efforts of Magpies and others, and the Wise sharing of knowledge, we believe now we may attempt some degree of accurate summary - with permission from the relevant parties. The below is a writeup of what is currently known, but anyone with further information (especially in regards to castings of Skein of Years or Hand of the Maker performed on them) is kindly asked to speak to the Magpies - especially Morgan Waystone Path, Speaker, Navarri, Silk Farkas, Dean, Navarri, or Ignacio i Zuhri i Erigo, Bursar, Freeborn.

To begin, a few notes of caution. Firstly - while commonly conceived as 'Eternal-killing', the truth is far less simple. Certainly some Eternals have been observed to fear them (including Hayaak and members of the Whisper Gallery), and the example of Mazen suggests they are able to - temporarily - 'destroy' them. However, as with anything Eternal, applying our own mortal framework is inaccurate. It may remove the being who has dominion over that aspect of the realm (say, Rhianos and the sea, or Kimus and scrying), but they are as likely as not to be replaced by another being, though potentially one of different 'personality'. The aspect may lie dormant and uncontrolled for years, or may re-emerge almost immediately. (For an example, see the Past Life Vision of Leif Dreamweaver, which according to some suggests an archaic previous version of what we have seen re-emerge as the Cold Sun, or the creation of the Azoth.)

Secondly, while there are two that can be definitely confirmed to be in existence, they have different origin points to coming into Imperial hands - and we do not know if they are of the same make. Information on their creation, to our knowledge, is scant, and they may be further separate artefacts with similar effects.

Thirdly - many individuals whose Wise counsel formed this report stressed that these are not items to be frivolously used. These knives could drastically affect the balance of relations with Eternals across the realms - as well as having well-reported malignant auras. Any citizen coming into possession of one is encouraged to seek counsel both spiritual and factual, with a priest, a Magpie, an Archmage and any other relevant person, as well as being anointed before handling one. Hoarding knowledge is unvirtuous, hoarding power even more so.

With that being said - here is as full an account of the knives as is currently known to the Magpies:



The First Knife

Exact origins are currently unknown, but this knife was used in the slaying of the eternal Mazen by Basileus Flint. Following the killing, the knife somehow made its way to the Brass Coast, then into the hands of Ashborn Trosk of the Imperial Orcs. Examination concluded that the blade was approximately eighteen inches long, made of sinister black stone seemingly mined from the Black Plateau. It is currently unknown to the Magpies if Skein of Years or Hand of the Maker was performed.

Following its arrival in Anvil, two parties of the Autumn Realm requested it: a still-living herald of Mazen, in order to kill Flint in turn and itself become Basileus, and the Lictors, to be used in a trial of Flint. Trosk gave the knife to the latter, where it is presumably still in their possession in the Autumn realm.

The Second Knife

This blade originally came to Anvil as a boon from the eternal Kaela, in order to aid the Highborn chapter of the Shattered Tower in 'ending a story' - in this case, the occupation of a chapel by a herald of Jaheris, Lorcan Ironheart. Lorcan was slain by Brother Luke. Descriptions say the knife was cold to the touch, with a hatred locked inside, but likewise it is not known what rituals, if any, were performed.

Before the knife could be returned to Kaela, Edric de Gauvain - accompanied by the Dawnish Egregore - requested that the Exarch of the Shattered Tower hand it over. House de Gauvain had been challenged by Jaheris to use it against Hayaak. The Exarch initially refused, but eventually a deal was struck whereby under their supervision the dagger was taken in a Night pouch to the meeting with Hayaak, who was struck and wounded by a normal weapon. It was never removed from the pouch, but it was technically present, and as such fulfilled the letter of the challenge. Separately, its existence was invoked by Thomas de Rondell to threaten the Whisper Gallery via a mortal agent, but was not actually in their possession at the time.

Following this use, as per the terms of the boon, the Knife was returned to the hands of Kaela with the aid of a Highborn coven called the Sakers. As of our current knowledge, it remains there.

As an addendum to the above - at the Spring Summit, as part of a wider meeting (though not a formal parley), Eleonaris requested the knife be given to Hayaak. She seemed to be sheltering him at the time, and indicated it would serve to reconcile the Empire to him. She delegated the task of returning the blade to Knight Protector of Summer Rhydian de Rondell, who - upon learning its current location - informed a surprisingly pliant Hayaak that it was in Kaela's hands.

Acknowledgments

This was a collaborative investigation, carried out by Magpies Morgan Waystone Path (M) (author of this report) and Ignacio i Zuhri i Erigo (M), alongside Imperial citizen Perfidious.

Invaluable information and assistance was provided by many Imperial citizens, and we wish to thank the following by name: Archmage of Autumn Edmundo of Damakan's Forge, Knight Protector of Summer Lord Ser Rhydian de Rondell, Richardo Glostari di Sarvos of the Anvil Library (M), the Highborn of the Shattered Tower and the Saker coven, and Turbert de Renard.



Vial of Hope's Dreaming

Safe - Lashonar

A single use magical item, unique in nature. The Vial is a boon from the eternal Lashonar, originally given to Tiana i Zaydan i Riqueza by Lashonar for her beautiful singing. The boon is a restorative; if you've been cursed by silencing magic, Vial of Hope's Dreaming will restore your ability to speak.

The artefact has been investigated, but it just reveals that Lashonar made it - there is no additional magic associated with it. We are aware there's no examples of "Silencing magic" in history. **We will give this artefact to anyone who has a good use for it, and will let us record what they do with it. Tossing it into a box to send to Ephi does not count as a good use. Nor does sending it to the TCC. Nor does trying to distil it to see if it's got any valuable bits. We just want to see what it does, and honour the gift Lashonar gave Tiana.**

Source - Silk Farkas (M), Tiana i Zaydan i Riqueza

Swan's Chalice

Abroad - Urizeni - 365ye

Swan's Chalice is an Abraxus Stone, awarded by Ylenrith to the Urizeni Sentinel Nikettas of the Spire of the Green Shallows. Ylenrith, who has since become Ylenwe. Ylenrith previously "Renewed" the Abraxus stone each autumn.

In 365ye, at the death of Nikettas, the stone has found itself into the hands of a Druj Ghulai of Sarangrave who enjoys befouling the artefact (presumably in the same manner as Bawn-Watch). As part of the pact Ylenwe previous incarnation made, zie are bound to renew it each season. Ylenwe has previously requested a declaration of concord so that the artefact can be retrieved with the help of one of zir's heralds and one of our arcane orders, but in 385 the concord did not pass.

Ylenwe is currently neutral in Imperial alignment.

The Magpies are uncertain whether this opportunity will occur again in Autumn 386ye - but Farwatch Thirrik (M) died whilst pursuing this item so we are motivated to see it returned to Imperial hands.

I would also on a personal note point out the reason there's two Abraxus Stones in this edition - Navarr has sworn to seek all opportunities to destroy the Vallorn in our lifetime, and we'll need as many stones as we can throw if we're going to win the war - Silk Farkas.

Sources- Civil Service Record, Farwatch Thirrik (M) - deceased

Rose of Astolat

Imperial - Dawn

Originally the Magpies were hired to find the Orange Everblooming rose of Astolat, an Artefact lost in the early years of the Interregnum following the death of the Young Empress. The Artefact is an orange rose grown in Astolat, when it blooms it produces an aura previously thought to be a virtue aura: to seek out your heart's desire.

Silvio of the Printer's Guild lost his to the Vyig and has since contracted us to get it back, or gain new information on the Roses.

During Summer 386ye - contact was made with Lysandra De Rondell - who as part of her test of mettle has acquired a Red Everblooming Rose of Astolat. Lysandra discovered that the acquiring of the Roses used to be a regular occurrence, but it fell out of practice, she then heroically retrieved one herself, and passed her test of mettle!

At this time, Lysandra would prefer not to allow others to handle her rose for the purposes of ritual analysis. Lysandra's rose always smells like your first love. The De Rondells have stated 3 roses are available per year.

Source - Notes of Silk Farkas (M), Cilicia of Athaliah's Handiwork (M), Lysandra De Rondell, and the Printers' Guild

Measure, Shield of Wisdom

Abroad - Champion of Wisdom - 71/91ye

Measure was acquired in 379YE by Prince Zamashka of Jarm from the Winter Eternal Tharim in exchange for a bounty of Dragonbone. After the liberty pact declared Jarm to be embargoed, and then ambassador Gelert Ashborn was unable to talk to the Jarmish for several seasons, contact was cut off with the Empire.

This later changed when a dose of true liao was stolen by a Wintermarker and offered to the Jarmish prince Zamashka, presumably in exchange for the Pilgrim shield Measure. Unfortunately the dose was lost, the shield not recovered, and the Wintermarker was killed before they could explain how they got the dose out of the hands of the civil service.

Later Jarm contacted Lady Laudine of House DuLac, Then Imperial Chaplain Consular, and the ambassador to Jarm, Ariadne of Urizen. The Prince's son was going to try the dose of true liao to receive a past life vision. The Empire sent civil servants and a guide priest to help the Prince's son undergo his past life vision. As a result, at the end of it the son came out, converted to The Way and took up the shield.



As of Summer 386ye - the Princes of the Principality of Jarm took the shield away from Zamashka and his son, and are now holding it as a bargaining chip with the Empire - seeking the release of Brotherhood of Tian (The Empire's favourite military resupply ritual, thank you Edmundo) in exchange for the shield and a few other fripperies. Conclave has rejected the suggestion of the release.

Magpies suggest opening negotiation with the Commonwealth for the return of the shield.

Source - Notes of Silk Farkas (M), Lady Laudine du Lac, Ariadne

Emperor Guntherm's Artefacts

Abroad - Imperial Regalia - 239/248ye

Emperor Guntherm is one of the more Artefact heavy Emperors. As such we have a Magpie team assembled who are all Guntherm experts. The team is pursuing the following relics associated with Guntherm:

Foeslayer - an artefact Three Tears Banner, this was presumed to be with the Jotun, but legend has it that the ghost of Guntherm passed the banner onto The Young Empress Britta when she came of age, Leviathan has this to say on the matter:

Foeslayer is a banner that was given by the ghost of Firebrand. It is with Wintermark, but the individual who has it is searching for an individual worthy of the item's legacy of heroism and poor choices. The banner was given to Britta, if you want to find the banner, you should seek a person who was there when it happened. It is an important thing to make decisions. - Leviathan

Guntherm's Hammer - Artefact Captain's Command Greathammer that fills you with a strong desire to kill all orcs on Imperial soil. The hammer is presumed to be in Jotun hands as Guntherm would have had it when he died fighting them in 248ye.

Tuuli's Eye - A tool used for clearing the mind and balancing thought created for the seer Tuuli Tomorroweye. The seers of Ishal requested the tool be returned in Autumn 384ye by the Champions of Wintermark, but the skirmish failed and the eye remains with the Jotun.

Guntherm's Sword - The Jotun Kjorvak, Jarl of Kierheim swore a blood oath in 242ye after Guntherm saved his life from a Thule Warlock and their pet Artok - the blood oath on Guntherm's Sword was such that if any Steinr calls for the bloodline of Kierheim's aid against the Thule they will offer their support.

The Magpies Sir Dragon, Earl Seraphine de Sarrio and Oberon Stonybrook (all Dawnish) are the current investigating Magpies - we would welcome any additions to the team - particularly Winterborn or Imperial Orcs.

Sources - Civil Service Record, Leviathan, Nathair Autumngale (M), Elke Sun-Mad

Ancient Armour

Safe/Imperial - Dawn - ????

Skein of Years: Vision of a Dawnish warrior jumping a river wearing the suit of armour

Historical context for this: The First Empress, Naomi Ash-Haven/Regan's test of mettle was thought to be a traditional fuck you of "jump the river in full armour" - in this case to jump the impossibly deep river that runs alongside the Castle of Thorns - issued by Earl Cevise. Earl Cevise did not account for the fact she owned a *horse*, and so made the jump on horseback with ease. The skein associated with this armour may be an example of another Dawnish knight succeeding sans horse meaning that the test may be less of a "Tin of Stripped paint" than has been historically thought, or the armour may be of even greater interest. This artefact is on the list of suggested Bledri Eternal's Revelation of the Past ritual - bringing together people who have witnessed the First Empress previously to confirm that this armour isn't Regan's, or at least the time period and location.

Source - Curator's Guide to Selected Artefacts of Interest from the Halls of the Printers' Guild Museum of Wonders, Context by Silk Farkas (M)

Avalanche

Lost - Courage/Wintermark - 230ye

In 230ye courage exemplar Inga Tarn lost her life fighting against the Thule in Miekerova in Varushka. Inga Tarn wielded the famous Rune Forged hammer *Avalanche*, the hammer was believed lost to the Empire at the earth of the exemplar. Inga Tarn was interred in Kallavessa swamp land. The Magpies have been approached at least twice to look for the artefact - but we are aware there will be a substantial resource cost required to get this one.

As part of operation "How to unfuck the Thule" by Kindra Surefoot, ambassador to Otkodov, the Magpies have provided a list of artefact that we believe the Thule may have. With the return of the Staff of Zoria, the Thule have shown they're willing to sell our history back to us.

If anyone within the Courage assembly/of the Steinr have previously worked on recovering this artefact - we would love to do a resource share.

Source - Silk notes (M)



Completed Investigations

High Tide, the Spear of Erigo

Safe - Brass Coast - Pre-Imperial

High Tide (or the Spear of Erigo) is an artefact Bullroarer's Shout. It takes the form of an ornate golden bhuj - a traditional Freeborn weapon composed of a swept heavy blade at the end of an axe-like shaft. It bears a persistent aura that makes you want to do daring things with the conviction that you'll succeed, twisting serendipity and fate to bring the bearer adventure and danger wherever they go.

Lost for centuries, it was reclaimed in 381ye, lost again in 383ye, then reclaimed again in 384ye. It is currently in the custody of the Erigo Kohan of Little Quzar. It was made by Erigo herself and used by her in the conquest and early expansion of the Brass Coast. In pre-imperial times Erigo died in battle against Naguerro orcs in Kahraman. Her body and armour were recovered, but no mention is made of High Tide. I expect it was likely looted by the Naguerro and then traded to the Escuta, previously known as the Deep Bloods, a Lasambrian sept that historically lived in Kahraman before eventually absorbed by the Jotun after being pushed from the territory by Freeborn expansion.

High Tide appeared in recent times in the hands of a Jotun champion likely descended from the Escuta. It was recovered and held by a triad of Erigo families (Ezmarra, Sol-devorador, and Zabala) and myself, before I changed tribes. In Spring 383 it was entrusted to Rafael i Paloma i Guerra to use in the Battle of Osseini. While the overall battle was a success for the Empire, Rafael was one of the casualties and High Tide was claimed by the Grendel.

In Autumn 383 I met with the Autumn eternal Callidus on an unrelated matter. During the meeting, I saw High Tide displayed on the wall. I asked if it was for sale, but Callidus declined saying "[you] could not appreciate its value". While nothing came of this, it may have resulted in the bhuj later going up for auction. It is likely the Grendel traded it to Callidus. The next year, Callidus hosted a Spirit Market, an auction of various relics and antiquities with spiritual significance which allowed only a single bid. High Tide was one of the items available and was acquired by a Freeborn bidding team administered by Thoraya i Zuhri i Erigo (M).

Skein of Years, performed by Thoraya i Zuhri i Erigo (Summarised)

This performance of SoY felt very different to how it usually feels to cast. Too many stories, too many adventures. More specific divinations may be possible. See Bakar i Riqueza.

Hand of the Maker, performed by Bakar i Riqueza (Summarised)

Erigo poured her skill into the spear, cared for by her sisters while she worked. All were wearing clothes that sat between Freeborn and the old Highguard Patrician Style. Her name was expressed as Erigo, Daughter of Leah

Sources - Bakar i Riqueza, Thoraya i Zuhri i Erigo (M), Summarised by Tethros i Zuhri i Erigo (M)

Thorn's Legacy

Safe/Imperial - Navarri - Chaos

Sian and Bledri Eternal's Notes on Thorns Legacy:

During the Anvil Vate Hunt of Spring 380ye the heroes of Navarr journeyed to Fever's Wake in Therunin. There, within a Winter Regio, they found a stone egg encased in a solid container that could only be breached by casting six specific rituals, one for each of the realms. The egg itself empower someone who is bound to it in the arts of Spring Magic, it is hallowed with an aura of Ambition, the ambition to connect all of the Vallorn hearts using Trods.

More interesting still is the vision received when the ritual Skein of Years was cast on the egg. Below is the ritual first witnessed by Bledri Eternal, then the Eternal family coven and finally thanks to an Arcan Projection "Witness to the End" was shown to the gathered Navarri heroes at the Songs and Stories circle in Anvil:

Two Figures sit in a wood, between them sits a deerskin map. The details of the continent shown are unclear but the names of eight cities stand out clearly:

Terunael, Seren, Beantal Dol, Liath, Tharunind, Hacynian, Emrys, and Cavan.

The woman speaks "Thorn, We need to join the cities again. All eight must be joined."

"Think upon it for a moment." The Man replies quietly. "Are you aware of the consequences, this is why they destroyed the trods after casting the great ritual"

"As always, I welcome your wisdom and counsel. You're right, the ritual should never have been cast." She consents and he nods in agreement with her words. "But it was cast. They would not listen and cutting the link between the cities is not the answer. The Orcs have run for their lives, our people are safe, but at what cost? We have to deal with what we have created".

"Navarr, it is not your Empire." Thorn warns "They would not listen to someone of your station. You are not to blame"

"I am not to blame, but I am responsible" she replies

He shakes his head, they've had this argument before many times "We can use the trods to bleed out the Spring magic," he suggests "It will take hundreds of years but we can do it."

"This should not be. IF we join the Trods, and awaken all eight, then it can be killed. It won't be easy, but we can destroy it"

"With what armies?" Thorn questions "There are none left, either killed by the Orcs or by whatever was created by the Great Ritual"

"There will be armies, we just have to give our people faith, a purpose to unite behind, to rebuild a new Empire that is strong enough to fight"

He looks down at her words, slowly painting intricate designs on a stone egg. "I hope this works, how many times must we have this conversation?"

"Not many more," she assures him "Terunael will never be rebuilt, but one day there will be an Empire, governed by Wisdom not by Greed."

He places the stone egg into a small pouch and everything goes to black.



Thorns Legacy reveals the information that was confirmed by the Great Hacynian Library in Winter 385ye. On the Nature of the Vallorn by Siân Eternal is the source for this extract - it was sad acceptance that the Library confirmed what many of us already knew Bledri has since mastered Revelation of the Past so that he can show visions such as these to other imperial citizens - Revelation of the Past will be available for performance during Autumn 386ye.

Source - On the Nature of the Vallorn, Civil Service Records, Bledri Eternal, Siân Eternal.

Tattered Surcoat

Safe - Imperial

A fragment of a surcoat recovered from the depths of the Broceliande Vallorn in Autumn 384YE.
Skein of Years Transcript :

She is well into the first flush of adulthood when we see her next, the once-massive garment now perfectly accenting her broad gut and powerful shoulders. She smashes through the Grand Melee, laying low her fellow Knights-Errant. The Black Knight steps up and expertly twists the sword out of her hand; she catches them in a grapple and throws them to the ground with a yell. She does not win, but The Girl With The Golden Hair in the crowd sees her prowess, and that is enough.

She is older now, and the cries of her children echo through the halls of her family's manor. The Girl With The Golden Hair, her face creased with laugh lines, relays the news from Anvil. The knight grins. "So you're saying you need someone tactless to come and say all the rude things you can't?"

The Girl With The Golden Hair indicates that yes, that would be the idea.

"Say no more. Just make sure the Seneschal has a big enough budget for Astolat Brandy!"

She is slower than she used to be, but her eyes are still sharp, and the cunning of age has accented the power of her arms. She can see the light from the Sentinel Gate, see the Yeofolk and Knights-Errant around her starting to waver, and she knows what she has to do.

She pulls the pin out of her hair and presses it into the hand of the Troubadour next to her. "Get the young ones out of here. Give this to Elayne. Tell her I'm sorry."

Before they have a chance to respond she has stormed forward into the mass of husks, driving them back, before they swarm in one last time.

Theory is that this vision relates to Elayne Silverlark, Exemplar of Loyalty. The Skein and Surcoat were passed to Lady Ralphine of House Sepulchre - apparently causing a stir.

Source - Nathair Autumnvale (M) and Idris Summercrow (M)

Ashes of Surut's Heart

Safe - Navarr - 382ye

Examined the Ashes, found they only had Hand of the Maker resonance. Arranged for that to be done, revealing that the Ashes were not made, but literally swept out of Surut's fireplace. This means that first: it is not a unique item, and second: it may in fact be the remains of items that are sent to the Thrice-Cursed-Court to be destroyed.

Morwenna Witheredrose is the last listed holder we know of for the ashes.
The ashes were used as a ritual boon in 382ye for the immolation of Liathaven.

Source - Notes from Idris Summercrow (M)

Imperial Crown

Safe-Imperial-23/34ye

Current Possessor: Empress Vesna

Capabilities: Imbued with the Resolve of the empire. Affects everyone differently. Current owner finds themselves deeply focused on the Way and Human Destiny.

Operates similarly to a Circlet of Falling Snow, acting as a source of Spiritual Strength. In addition, the user may spend their personal mana to give an order to someone. As long as the person is working towards fulfilling that order, it also acts as a source of spiritual strength in a similar manner to anointing.

Rituals were not especially helpful due to the massive quantity of pivotal moments the crown has been involved in.

Ad-hoc ritual magic allowed for the retrieval of a full list of those who have been bonded to the crown.

Forged by a smith known as Barrison of Wintermark.

Bound To:

Emperor Giovanni (23-34ye)

Empress Richilde (Dark Haired Cambion) (36 - 69ye)

(Note: Significant Gap, 71YE-200YE where no Throne bound the crown)

Emperor Nicovar (Originally did not show Coronation - due to level 4 shroud - shroud later broken, revealed Nicovar's Coronation, "nothing exciting") (200 - 209ye)

Sir Jeffrey of the Marchers

Lady Barrogan of Dawn

Totinov of Dawn

Empress Mariika (212 - 234ye)



Bas Celik of the Volodny (Enemy of the Empire, Varushkan Sorcerer said to be immortal)

Emperor Guntherm (239 - 248ye)

Borro of Wintermark (281-324ye)

Emperor Ahraz (324 - 329ye)

Brokaz i Noquenta i Guerra

Si Rahani i Noquenta i Guerra

Empress Giselle (331 - 346ye)

Emperor Hugh (348 - 368ye)

Emperor Walter (371 - 373ye)

Empress Britta (374 - 376ye)

Guillermo from Tosito

Ricardo of the Printer's Guild

Emperor Vesna

Recovered by the Printer's Guild, the crown was found in the hands of agents of Bas Celik who were attempting to return the crown to the Volodny, thanks to a conjunction provided by an Autumn Eternal known as Carolinus Kade (Usurper of Basileus Kade). The guild made a copy, which is on public display. The crown was interdicted by Conclave in Spring 379YE via a proposal by Nithyn Realms Reach, and placed within a vault. The Crown was later stolen, and ended up in the hands of the Sumaah Republic.

The crown was recently recovered, and the Interdiction lifted by Conclave, at which point the item was returned to the Printer's Guild and finally used in the coronation of Empress Vesna.

Source - Tethros i Zuhri i Erigo (M), Garth, Fabio - Curator of the Halls of the Printers' Guild Museum of Wonders

Goldbrand

Safe/Imperial - Marches - Current

Goldbrand is an artefact Fell Iron Fury owned by Willaim Guildenstern in the Marches. The ilium used in the creation for Goldbrand was recovered from the Mires of Rushing in Bregasland after the guided falling of the Red Star, William Guildenstern was at that point immortal and was hit in the chest by the chunk of ilium, temporarily killing him. The ilium was then placed on a dusty shelf for several seasons. The ilium had apparently gained limited sentience and wished to be converted into a weapon; the Marchers referred to the rock as Keith, because anything that can talk apparently must have a name. Guildenstern was able to obtain the ilium and used it to create the Fell Iron Fury Goldbrand.

Goldbrand has a powerful personal aura that compels you to defend the Marches like a folk hero of old.

Goldbrand as a name is a cruel joke on historians, it is neither gold, nor is it a brand. The Gold aspect of the name comes from the Green Iron taken from the Marcher folk hero Jonah Gold's



Mine/Tomb used in its creation, and Guildenstern's name; Guild -> Gyld -> Gold. A "Brand" of course being the poetic Middle Imperial for "Sword" but also "Flame, Fire", in this case the Brand aspect of the name refers to the eternally burning chunk of ilium that seems to bear the same properties as Vitore's Torchfire (the ilium used for the creation of which was from the same Red Star).

Goldbrand can currently be found housed in the Unbound Union's armoury. We are unsure at this time whether William's Troll Curse has affected Goldbrand's construction, as it was created before he received the curse, but will monitor the life of Goldbrand.

As Goldbrand is a new artefact, the usual DISH has not been performed on it.

Elke Sun-Mad (Marcher Magpie advisor) - Contests the following: The Rock, sometimes Keith, sometimes Gerald - was suffused with Winter - and would be able to project the Weakness ability from any weapon made with it. The Rock was held by many different Houses of the Marches, owned collectively with the intention of ensuring that it be used for a worthy cause, and to ensure it wasn't lost to outsiders. Elke performed Skein of Years and Hand of the Maker on it with assistance from Nicholas Reaper, but received no Skein results, and for Hand of the Maker "There is no name of a Creator, this was naturally occurring and accrued its properties over time". Elke has further notes about how William acquired his ilium - which can be found in the unabridged Edition I.1 Magpie Catalogue.

Source - Interview with William Guildenstern by Silk Farkas (M), Elke Sun-Mad

Crown of Three Tears

Cursed/Imperial - Wintermark - Pre-Imperial

The Crown of the Three Tears is one of the most widely known artefacts in the Empire. It has great importance as the symbol of the nation of Wintermark, and the joining of its three people - the Suaq, the Steinr, and the Kallavesi.

The artefact itself is largely unassuming - it is a relatively simple circlet inset with three clear, yet alluring gemstones in the shape of teardrops. However, these gemstones are the true value of the Crown - they have never successfully been identified, and are unique in all known existence. Legend has long held that each was a tear shed by the leaders of the three people after the troll wars - tears of regret for what they had done to the trolls. Outside of Wintermark, this has often been considered a metaphor, with many saying the idea of tears as gemstones is laughable (though not normally within earshot of any Winterborn). There is also a widespread belief that the Crown is cursed - it is said that any who bear the Crown will fall dead within a year. It should be noted that Thane Mother, the bearer of the Crown prior to YE 384 held the Crown for approximately three years but remains alive today.

When the ritual Hand of the Maker has been performed with the Crown as the focus, those performing the ritual have been overwhelmed by a great feeling of cold, darkness, and despair. It has been speculated that this is because of powerful night magic concealing the true identity of the maker - however mystics have remarked they know the difference between a concealed result, and a result which is not understood.

During the Spring Equinox of YE 384, a group of Winterborn Mystics were subject to a vision, in which they were present at the creation of the Crown. This vision has cast new light on many of the above rumours, legends, and speculations. The vision made clear that this artefact was not created by Wintermark, but was instead made by the trolls - likely sometime during the Troll Wars. The maker of the Crown was revealed as the troll "Cold Sadness of the Neverending Despair" - this ends a long history of confusion over the result of Hand of the Maker - as clearly the name of this troll was delivered as the feeling mystics have encountered when performing the ritual.

Perhaps strangest of all, the vision revealed the true nature of the gemstones. These are in fact tears. However, they are not the tears of the leaders of Wintermark - but are in fact the tears of the Crown's maker, perhaps the last remnant of a troll in the world. This means that the gemstones are truly unique, and clarifies why previous identification attempts have failed.

There may be some debate as to the value of the information gained through this vision - often visions can be confusing for those who experience them. However, the vision was experienced by multiple mystics, and steps have been taken to cross reference the experience of several of those who received the vision by the researcher, Leland Willowing (M) in conjunction with the Magpies. Hence, it is believed that the evidence provided by the vision is likely to be true and accurate. Whilst researching this artefact, the researcher was made aware of rumours that the Crown of Three Tears is not as unique as it has been previously believed - apparently, the Crown is one of eight, one for each of the original nations of the Empire. It has also been suggested that at a later date Crowns were created for Urizen and the Imperial Orcs. This implies that contact with trolls extended past the Troll Wars, which significantly upsets the history of this period, and has implications for the future.

'Cold Sadness of Never Ending Despair' sounds like a dressing up of the impression feelings that were written about the Crown having been Skeined before. Compared to 'Silent Sound of Fearful Melanchollia' (Terunael Empire), 'Silence that Echoes Between the Stars' (Bregasland) and 'Torn Light of Night Falling' (Hahnmark) it certainly does fit the existing names that we have for individual Trolls. Apart from Jack, of course. - Elke Sun-Mad

Source - notes of Leland Willowing (M) - deceased, Elke Sun-Mad (Troll Expert)

Terunael Dig

Cursed - Navarri - Terun

A number of artefacts of Terunel origin were discovered during the Spring Summit 386ye at Anvil. The following is an account of their finding, and a presentation of the Magpies' investigation into their nature.

The Discovery of the Artefacts

A letter was introduced at the National Assembly of Highguard informing us that dig work for the foundations of a new resort in Chalcis Mount had halted due primarily to the discovery of some artefacts of seeming historical interest. Three Siblings of Highguard (Hazelelponi of the Shattered Tower, Cyene of Highguard and myself: Athaliah of Athaliah's Handiwork) along with Three Urizeni magicians were sent through the sentinel gate to the digsite in order to investigate the artefacts. When we arrived, it became clear that there had been a number of incidents of injury and rumoured death amongst the labourers at the digsite. In short these were caused by a malevolent spirit that was possessing different workers, hopping from person to person with a rapidity that caused confusion.

While the context of the artefacts was already mostly destroyed upon arriving at the scene, the artefacts were found in the following places:

- **The Jar and the Stone Seal** were both presented neatly in the vicinity of where they were found, as they were being studied by a group of Urizeni archeologists who had competing hypotheses, all of which in the end proved to be false.
- **The Broach** was found in a casket approximately three hands wide and deep, and of a length far too short for most adult humans to lie comfortably, about two thirds the size of a modern adult human.
- **The Crystal** was removed from its original context by a labourer with a particular lack of prosperity who sought to profit from its sale.

The Casket:

The Casket was once chained, but its bonds were broken in its unearthing. It has a hinged lid along its long edge and when opened contains the skeletal remains of an adult human. The presence of remnants of fabric from the neck down indicated that the deceased was buried clothed. The remains of two separate lengths of rope indicated bindings at the hands and feet. Scratch marks approximately a quarter of the way down the interior of the lid, separated into a left and right group strongly indicate that the subject was buried alive, especially considering the apparent need to bind the subject.

The items at the site were used to banish the malevolent spirit in the following way:

(N.B. First: the digsite was busy, second: the dark spirit at one point clouded even the light of the fire and thirdly: I did not have the best view. For these reasons my account may be enriched by the accounts of those others who were present.)

Escon, who was Elisha, presented the Jar to the possessed individual and performed the rite of exorcism. The Jar, now containing the spirit forced from the body of the living, was quickly covered

by the stone seal, into which the crystal was placed. The spirit, now sealed inside the jar, was placed into the casket with the rest of the artefacts and a final rite of exorcism was performed to allow the spirit to be banished from this world and return to the labyrinth. With this final rite, the jar cracked, and appeared to no longer be able to hold a spirit.

After the site was safe, the items were taken by the Hazelponi of The Shattered Tower as part of their role as the librarian of the Lepidean Library.

Below we include a detailed inspection of each of the items found at the dig site.

Strange Crystal

The crystal is a translucent palm sized white cluster of tetragonal prisms. The base of the crystal cluster is flat and horizontal, indicating that it has either been cut from a larger cluster, or it has been grown on a flat base. The uniformity of the crystal's prisms suggest the latter hypothesis. The prisms rise from the base in all directions, all approximately the same length. The prisms in the centre are angled almost vertically and therefore rise highest from the base.

When its base is touched to the depression in the surface of the seal, it luminesces in a light green hue. Casting Detect Magic on the Crystal revealed that it can be used to power a "Terunael Spirit Seal". To what that refers is clearly no mystery.

Strange Seal

One of the items found was a Strange rock carved two hands wide in a hexagonal pattern and half a hand tall. Two holes are carved right through the stone, adjacent to flat sides of its hexagonal shape, and on the top a small depression, larger in diameter than the two holes, is found at the centre of three concentric hexagons of straight line rune carvings. The carvings are lined at both top and bottom and are coloured in a gradient of turquoise hues.

Casting Detect Magic on the **Seal** allowed me to understand that it is of Terunel origin and that when the **Seal** is activated it appears to be some sort of seal associated with Spirits.

As it was of a spiritual nature I also cast Insight on the device which allowed me to understand that it is specifically a Terunel locking seal to trap spirits but appears to be missing its power source.

The following is an account from Maria, whose skills as a magician aligned with the realm of Day were instrumental in uncovering the mystery of these artefacts:

Casting Skien of Years on the Strange Seal made me have a vision, and I will write what I saw:

I could hear the guttural inhuman roars of rage and fury from inside the crate, legs kicking and thumping the wood despite their bonds. The grey clad figures beside me slowly lowered their chains sinking the crate into the hole. The raging inside the crate abruptly stopped and a human voice instead began to plead and sob. The figures paused for a second before one, seemingly in charge reached out to touch the seal atop the crate, the green crystal at its centre glowing brightly. "Lower the crate."

Ornate eye Brooch

There was an Ornate brooch in the shape of an eye with golden inlay of eyelashes around it. The brooch was missing part of the outer piece and the eye looked to be some kind of rock or stone.

Casting Detect Magic on the brooch highlighted that the eye was Ceramic in nature and that there was some kind of Curse on the item as we felt a great unease whilst handling it. Wisdom of the Balanced Blade may provide more information

Casting Insight on the brooch revealed that it is an anchor one of two for a specific malevolent spirit. It could be used to lure the spirit to a location or object, or destroyed, to prevent the spirit reforming to it. We could learn more about the brooch with the ritual “Wisdom of the Balance Blade”.

Hand of the Maker: The brooch appears to have little import aside from its connection to the specific malevolent spirit that was exorcised at the digsite, the personal ties the spirit had to it can be inferred from its placement within the casket. Because we did not have to hand a winter Magician, we have not performed the ritual “Wisdom of the Balance Blade” that has been twice hinted to be useful in understanding this artefact.

Strange Urn

A small handheld dark green ceramic urn with a lid that fits tightly, it has a crack in it which formed as an exorcism was performed upon it to deal with the spirit at the digsite. It is probable therefore that it could not hold another spirit.

Casting Detect Magic revealed this is some sort of Terunael Spirit Urn that can hold an entity (Spirit? other?) without a host

Holding this urn sends shivers down one’s spine, and leaves a metallic taste of blood in one’s mouth. Casting insight on the urn reveals that it is able to temporarily hold a spirit, in lieu of a host. It would not prevent the spirit’s release if a suitable host became available without the means of sealing the urn. The urn would be a viable option for the spirit to go in, if no suitable host was viable to possess. This urn very recently contained a malevolent entity that has become anchored to it over the years, and this urn is anchor one of two. Traces of the spirit’s rage still linger.

Sources - Arlo i Guerra (M), Athaliah of Athaliah’s Handiwork (M) , Mira/Courgetta i Rincon i Guerra (M) and Maria (M) day mage of Urizen

Ajax, Shield of Pride

Cursed/Imperial - Pride - 71/91ye

Skein of Years Results: The Skein of Ajax provides a large variety of perspectives from History. This Skein’s results were provided by Kapik of the Saker:

- A bold looking man smiles as he addresses a crowd who laugh and cry at his words - he truly is a great orator
- A Marcher woman stands between two quarrelling groups with her hands out, speaking soothing words, the shield and stout stick on her back.
- A Navarr woman stands in a circle, telling tales that drive those who listen to tears
- A Freeborn Kohan resolutely stands against a tide of orcs, rousing the spirits of their companions as the battle rages on.

- The Bold man seen earlier stands proudly against a dozen Jotun orcs over the body of a fallen ally. The orcs hang back uncertain for a moment as he laughs at them - then one by one they move forward, and he disappears under a hail of blows.
- A woman holds the shield above her and her injured companion as arrows land all around them. Only the shield stands between them and certain death but rather than dwell on the peril, the woman asks her companion to be her bride.
- A druj warrior presents the shield to their het, who recoils slightly from its touch. He laughs and casts it toward a robed and hooded figure who picks it up and carefully examines it.
- A herald with silver skin accepts the shield and hands over a large metal box full of gently steaming ashes.
- The prince of the Argent Tontine examines the shield carefully, trying to tease out some secrets from it. After some time he casts it aside, just as the het did.
- A silver-skinned herald with golden eyes passes the shield to a different orc. The orc hands over a wooden box full of pots of thick golden honey to the herald.

Hand of the Maker Results: - Ezkiah the Benefactor

The Skein looks to detail small moments from the lives of the bearers. The artefact was solo recovered by Champion Kali Keen-Eye, and remains a source of inspiration for all Magpies - *Silk Farkas*

Source - Accounts of Ravadi Founder's Dance - deceased

Flavia's Artefact Ring of Atun

Safe/Imperial - Urizeni History - Pre-Imperial

This is an artefact Atun's ring currently split between Melchior of Adina's Charge, and Eleri of Bronwyn's Rest. Neither of whom are mages. In Winter 384ye, Flavia set out a series of challenging riddles, with the last set of riddles being solved by Melchior and Eleri in Spring 386ye, and the civil service delivered them an Artefact Atun's ring.

Skein of Years:

You see a figure in a garb of an unfamiliar cut that nonetheless hints at their Highborn nature. They have a long black beard intricately braided, adorned with simple rings. Upon their brow is a golden crown, simple in design but beautifully engraved. They are seated in a highstone throne and to either side of them a curving line of smaller thrones, each inhabited by a severely dressed and stone faced figure in a crown of their own. Before them are a dozen Urizeni, easily identifiable by their flowing robes in pastel shades. At their head stand three magi, proud and resolute.

The Navigator makes a speech, talking of human destiny, of friendship, of alliance even. The Urizen magi reciprocate, vowing peace and assistance to protect each others' borders against the barbaric forces arrayed against them. They accept their gift, and one of the three slides this ring onto their finger.



Flashes now - the ring worn, rituals cast, a hundred different fingers, magic seers, illuminates. A wearer unleashes a wave of magic that freezes a charging line of orcs. Another engages in fierce debate with a vast creature of the day realm. Another has a vision looking down on the peaks of calming images; researchers and academics deep in thought. Then, a woman deep in thought over years, decades of quiet study. Long days at work on ritual texts, followed by nights contemplating puzzles and games. Grown old, she lies back amongst flowers and wind chimes, sets this ring into a box, and gently slips off to sleep.

Congratulations Eleri and Mechior - you've done incredible work!

Source - Silk (M) discussion with Eleri, Azzam i Zaydan i Riqueza (M)

Patrician's Mask

Safe/Heretical - Highborn - Landing of the Highborn

Artefacts that Dagon, Voice of Loyalty shared with the Magpies, Summer 386ye

A small Bronze Mask which seemed to be made from a Curved plate metal with some additional metal wire inlaid to add features to the mask. The mask is smaller than what would typically fit a person's face today. The expression is neutral and calm. Whilst holding the item we felt incredibly calm and serene.

Casting Insight on this mask revealed it to be under the effect of a true hallow aura, but not one which the insight caster was familiar with. Based on the other information we have on the mask, we can presume this to be an aura of peace.

Casting Skien of Years revealed what happened when the fourteenth ship and its crew discovered the orcs. I will write it below:

Khotep, who knows other minds, as she landed with her mother and the others aboard the fourteenth ship of the Great City, carried this brass mask to the new shores.

And upon the shores of the new land, free of the pestilence they had left behind, they met strange beings they did not recognise, and those beings were called orcs, and their sign was the sign of the Scorpion. And there was a great hubbub among the people of the fourteenth ship, for they did not know if they could trust these orcs that stood under the sign of the Scorpion. And Khotep stood, brave Khotep, Khotep the wise and peaceful and she said: "Look, shall we bring war here, too? Shall we move first to the sword? No."

And the people spoke amongst themselves, and they heard the words of Khotep and they knew them in their hearts.

And then she was asked by a voice from the crowd: "But what if we are betrayed? By these strange creatures who are not of our blood?"

And Khotep spoke again, and she said: "Listen. If our open hand is severed, then it shall be a lesson to those who follow. The Navigators in their Wisdom shall see that we must fight, for even the peaceful and compassionate know that defence is a noble aim. But it is right, yes, that we try to understand these beings, to see things from behind their eyes, is this not the practice that puts us above the beasts?"



And the people spoke amongst themselves and they heard the words of Khotep, and they knew them in their hearts.

And once more a voice spoke and said: “But how shall we offer peace?”

And Khotep spoke once more and said, “Look,” and she held up this mask, which she had held in her hand for this time, “Look, we shall give them this, that I have crafted by my own hand, and it’s simple beauty shall move their hearts, and I shall say unto them these words-

This shall be for a bond between us,

That we are of one blood, you and I.

That we shall cry peace to all,

And claim kinship with every living thing.

And by this they will know our intent and will.”

And at her words a great glow came upon her and on the people, and their hearts were lightened, and by her light a fire was lit inside the mask, and it still burns there.

Casting Hand of the Maker revealed the maker to be Khotep of the fourteenth ship. A vision helped me glean more information about Khotep.

Hand of the Maker ritual revealed that this was crafted by Khotep of the fourteenth ship on her journey across the sea. She was the daughter of the Patrician of the south gate who captained the ship. She was a skilled diplomat and negotiator and a person who many looked to for spiritual advice. She was capable of immense compassion which inspired all who met her. She attempted to make peace with orcs who lived on the coast of the bay of Catazar.

Source - Dagon, Arlo i Guerra (M), Mira/Courgetta i Rincon i Guerra (M), Athaliah of Athaliah’s Handiwork (M) and Maria (M), day mage of Urizen

Magistrate’s Grasp and Magistrate’s Wrath

Safe - Magistrates - Early Imperial

Prior to the Spring Equinox 383, the Magistrate’s Grasp, an artefact created by Arnost Whitehair, one of the first magistrates, was stolen from a group of militia in Astolat by bandits, and taken to Casinea. These bandits were employed by a suspected Agramant cultist.

Aius, accompanied by a team of Highborn warriors assembled by Ardeniel of the Woodych Harts, travelled through the Sentinel Gate with the intention of apprehending these bandits and retrieving the Magistrate’s Grasp. The Agramant Cultist was interrogated, but died before giving any useful information. The bandits were captured and tried, found guilty, and executed without being brought back to Anvil. The Magistrate’s grasp was initially found by Warrant Officer Merlof, but when he picked it up, he was overcome by an aura which caused him to suspect all those around him of having committed a crime, and began to lash out at bystanders. I then shattered the polearm, causing him to drop it. With the aid of Iska of Jachin’s Legacy, who was anointed with an aura of Wisdom, and thus able to overcome the curse, the artefact was brought back to Anvil. From there, we were able to use Detect Magic and Wisdom of the Balanced Blade to determine that the malign aura was a curse, and to confirm its exact nature. It is believed that the curse was placed by Agramant, or a cultist of Agramant, which is supported by the eternal’s offer to remove the

curse prior to the Summer Solstice. Of course, as this offer was on the condition of being granted Neutrality, this was refused.

Ardeniel's research has indicated that the body of the artefact's creator, Arnost Whitehair, may hold the key to removing the curse.

At the Winter Solstice 383 YE, I was approached by two Varushkan Militia officers, named Jur Madomirovna and Nadizha Miroslavin, who had a great interest in Arnost Whitehair, and told me the location of his tomb, and indicated that it should be possible to reach it in the Spring. The five of us travelled through the Sentinel Gate to the tomb, and emerged in a small, dark, candle-lit tomb.

We then spoke to the shade of Arnost Whitehair. Conversation eventually turned to the Magistrate's Grasp and the curse. Arnost was greatly displeased when he learned of the curse, largely shocked and outraged that Agramant had been able to obtain enough influence in the Empire to place such a curse even in our present day.

Ardeniel and I explained that we had travelled to his tomb to seek his aid in removing the curse, but Arnost had little interest in this. He went on to explain that the Magistrate's Grasp was an early, inferior creation of his, and that later in his life, he crafted a superior weapon, which was buried with him in the tomb. I located this weapon, and cast Detect Magic on it, revealing it to be called the Magistrate's Wrath, an artefact Thundering Mace – a one handed weapon capable of striking down a person.

Arnost then made an offer – we could take the Magistrate's Wrath with us, if we left the Magistrate's Grasp behind in the tomb. We considered this, and it was not an easy decision to make, as it would involve leaving an important historical artefact buried deep in Varushka.

In the end, we accepted the offer, as we valued respecting the artisan's wishes, and the history of the Magistrate's Grasp was well known and well documented, and we would be able to open a new chapter of history with the Magistrate's Wrath.

We placed the Magistrate's Grasp in the tomb, thanked Arnost, and took the Magistrate's Wrath back with us through the Sentinel Gate.

Later, we had Hand of the Maker and Skein of Years cast on the Magistrate's Wrath, which showed visions of a man matching the description of the shade making and wielding the artefact.

The Magistrate's Wrath has now been made a badge of office for a new militia position – the Sergeant at Arms – who is responsible for the defence of the militia, as well as coordinating any armed operations of the militia. The current holder of this title, and thus bearer of the Magistrate's Wrath, is Pliny Netherwatch.

The Magpies thank Bryn Netherwatch for this report – and apologise for the edits we've had to make for space that demonstrate their vigilant dedication to the life of an investigator. Truly incredible work!

Source – Bryn Netherwatch's report on Magistrate's Grasp, Ardeniel of the Woodwych Hart (M)