Imperial Offices

Summer 382YE

Current Imperial Concerns

summaries of the news carried to Anvil by
winds from across the Empire and beyond
and including all currently known
Sentinel Gate conjunctions and opportunities

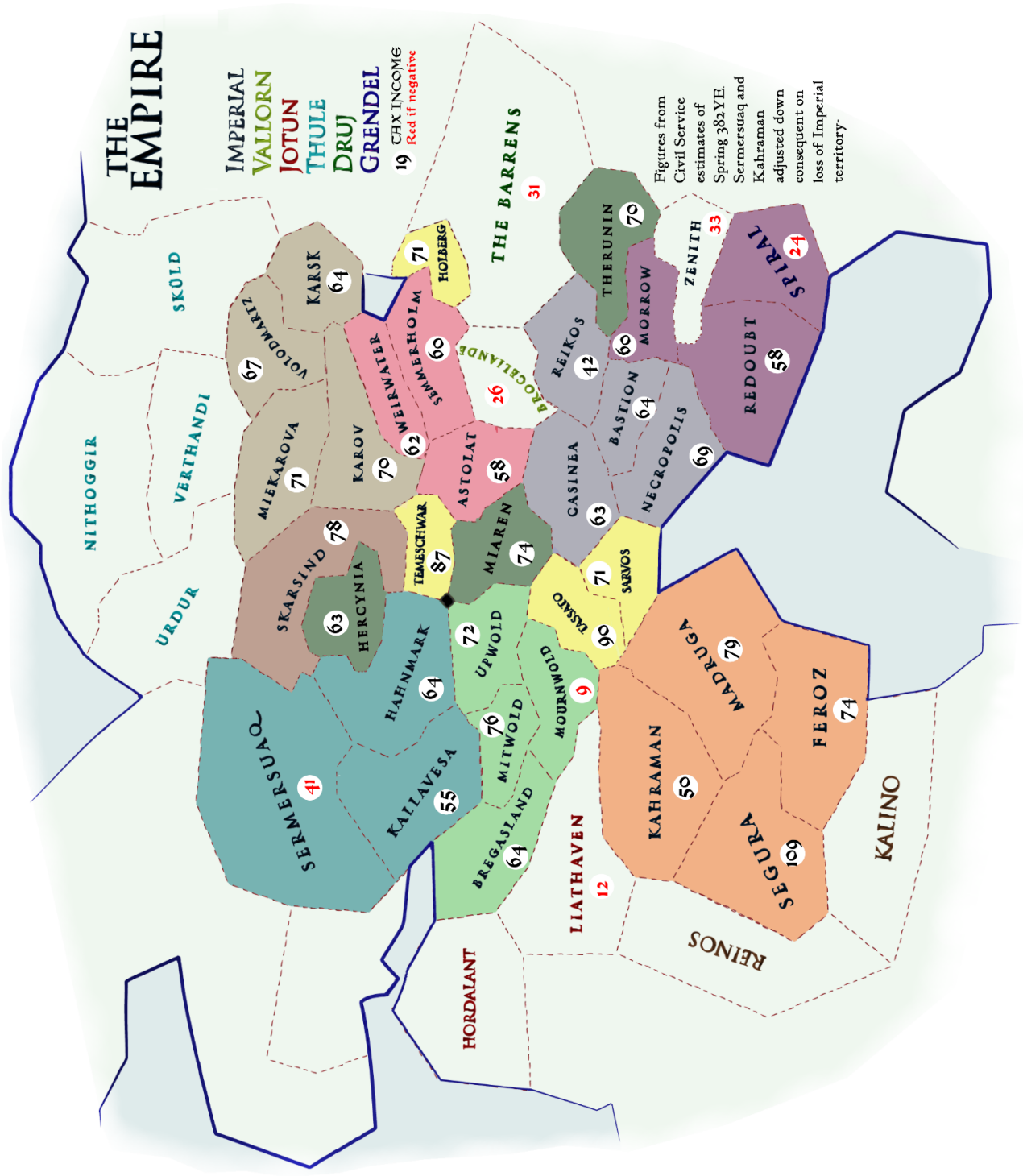
Imperial Titles and their Holders

taking especial note of those Titles due for election

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.



Abbreviations

T – thrones cr – crowns r – rings
ww – weirwood wg – white granite mi – mithril

Opportunities & Mandates are written in the following form:

Opportunity (materials required; time to build, time limit; effect)
Mandate (Assembly, # liao, duration) & excerpt of mandate text. If enacted: results

Imperial Concerns

Summarised by the House of Seven Mirrors

Anvil Summit, Summer 382YE

Military Campaign

Madruga

Atalaya town in Free Landing liberated by surrender of remaining 50 Grendel, now held as prisoners on the small island of Mariposa. Grendel captain 'Innevia daughter of Moorvain' says her orders were to hold Atalaya and Free Landing as a beachhead, in expectation of of the return of the Grendel armada. Armada has not returned
Armies: Drakes (steady conquest)
6 of 6 regions held

Kahraman

15,000 Jotun push straight for Damata town: two of three armies are 'traditional' Jotun, one is ex-Lasambrian Jotun, the Corazón who raid and loot. Fewer materials from the Damation Cliffs and Great Mine of Briante bourse seats this season due to raiding (4 less white granite & 2 less mithril). Continued raiding will cause further production losses and personal resources in Kahraman may suffer one-fifth drop in production.
Armies: none
4 of 5 regions held

Spiral

Grendel ruthlessly eradicated from Spiral. Three fifths of Apulus in the hands of ex-soldiers (orcs and humans) driven to madness, along with remnants of the howling maniacs from Screed. Iron Helms' presence in Spiral increases malignancy of Black Plateau effects (30% additional casualties, and 10% loss even if not engaged). Casualties from Grendel are 300. Losses to Black Plateau madness are 1,200.
New Bay of Catazar map means spy network commission possible, into Grendel territory of Mareave which borders Spiral.
Armies: Iron Helms (merciless onslaught), Northern Eagle (steady conquest), Summer Storm (steady conquest), Towerjacks (steady conquest), Wolves of War (steady conquest)
6 of 7 regions held

Sermersuaq

River of Life cast in Sermersuaq. Both the northern King of Narkyst and the southern Queen of of Kallsea lead a force of around 60,000 Jotun. The Empire musters 39,000 troops including a host of Eleonaris and a large number of independent captains - the Bloodcloaks muster the equivalent of three armies. The Tusks and the Bounders also come from Liathaven with four-and-half thousand independent soldiers, all Bound by Common Cause.
Jotun do not expect Imperial tactics - to repulse them with minimal casualties. Three great battles ensue, but Imperial forces have to retreat each time. Battle is honourable throughout, particularly on the part of the Wintermark armies - such that the Queen of Kallsea herself returns the Imperial dead. But despite heroic efforts and unexpected intervention of 300 allied hylje seal-shifters, Imperial casualties are 2500 thousand to Jotun's 1500.
Armies: Bloodcloaks (steady conquest), Tusks (steady conquest), Bounders (steady conquest), Fire of the South (steady conquest), Fist of the Mountain (steady conquest)
3 of 7 regions (1 held by Thule, 3 by Jotun)

Sentinel Gate Major Conjunctions

I. Remaining Grendel soldiers in Apulus, Spiral (Grendel)
II. Targeting vital supply line in Kahraman (Jotun)
III. Rescue refugees from Atlaq in Sermersuaq (Jotun)

Force Weights

Wintermark	30	Navarr	21	Dawn	17	Highguard	14	League	9
Marches	9	Urizen	9	Varushka	8	Brass Coast	7	Imperial Orcs	7

Sentinel Gate Minor Conjunctions

When	Where	Size	Aim
Fri 18.15	Redoubt: Beggar's Trail, Willstone	20	Engage Druj scouts
Fri 18.30	Sermersuaq: East Nuajaat Bank, Sealtoq	30	Engage Jotun forces; buy time for Wintermark refugee evacuation
Fri 18.45	Redoubt: Trees on the Mountain of Aquina, Limus	30	Engage Druj scouts
Fri 19.00	Sermersuaq: West Nuajaat Bank, Sealtoq	30	Engage Jotun forces; buy time for Wintermark refugee evacuation
Fri 19.30	Sermersuaq: Nuajaat Bluff, Sealtoq	30	Engage Jotun forces; buy time for Wintermark refugee evacuation
Fri 19.30	Sermersuaq: Nuajaat Cairns, Sealtoq	30	Engage Jotun forces; buy time for Wintermark refugee evacuation
Fri 21.00	Brocéliande: Eleri's Paths, Eleraeł	30	Defend a Spring Regio from unusual Navarr travelling with Spring Heralds.
Fri 21.15	Kallavesa: Hval Beach, West Marsh	15	Engage strange shapeshifters kidnapping Winterfolk.
Fri 21.30	Brocéliande: Eleri's Paths, Eleraeł	20	Repair the trods of Brocéliande.
Sat 14.30	Morrow: Weaving Wood, Operus	30	Engage Druj scouts
Sat 15.00	Morrow: Green Road Citadel, Operus	30	Engage Druj scouts
Sat 15.30	Spiral:Wooden Rest of Dusk, Ossuary	30	Engage Druj scouts

Sat 15.45	Hahnmark: Whitethorn Gulch, Southridge	15	Engage Feni raiders,one success will mitigate half the impact to farms, business & herb gardens; success on both will completely remove the impact of the raiders.
Sat 16.15	Hahnmark: Eafshal, Valasmark	15	
Sat 18.00	Liathaven, Verdant Maw, Westwood	60	Secure a Spring regio, likely encountering Vallorn husks
Sat 18.20	Liathaven, Verdant Maw, Westwood	20	Transform Verdant Maw Spring Regio into a Winter Regio under Surut's control
Sat 20.00	Sarvos: Haven Rocks, Riposi	30	Engage run-aground Grendel marines who have raided & pillaged local villages prior to repairing their damaged ships.
Sat 20.30	Necropolis: White Sands, Longbeach	30	

Imperial Concerns

Brass Coast

Fireworks

Mysterious light show depicting Freeborn victories has been seen every night in Madruga skies.

Mana Sites

Ghita's Veils mana site is disturbed after earthquake and short-lived period of disturbing dreams affecting local magicians.
Garden of Sighs mana site in Anduzjasse may be upgraded to a third-rank resource for one wain of mithril as a result of this event.
Additionally, three standing stones could be raised to direct the mana effectively.
Opportunity (21 mi, 12 wg, 66 cr, 3 months, commission, Summer only). Creates a great work sharing 37 mana amongst mana sites in Segura.

Sea Fort in Madruga

Plan for sea fortification in Madruga, similar to the Sarvos chain (which didn't pass):
Opportunity (100 wg, 20 ww, 30T, one year, commission, 10T upkeep). Creates a fortification with an effective strength of 3,000 against land forces and 6,000 against any shore offensive.

Fight Slavery

Mandate concerning slavery can be enacted, stemming in part from Zemress Islanders:
Mandate (Freeborn, 50 liao; or General or Nine, 150 liao) "Every citizen should take up arms in defence of those who fight against slavery against any who threaten it". If enacted: will urge citizens in either Brass Coast or across the Empire to protect any slaves who come into Imperial lands.

Feni Raiders

The little-understood Feni (they usually live in the Marches) have been raiding Hahnmark. A large Feni warband is raiding settlements in the Marches.

Mournwold – the Chalkdowns

Feni are raiding with approximate strength of 1,000. Every farm and business in the Mournwold will lose 36 rings of production each season unless an Imperial Army is sent in to deal with them.

Mournwold – Alderly Forest

Mysterious enclave of Feni eludes Imperial discovery – we cannot attack it unless further information on its location is passed to the Herald of the Military Council.

Hahnmark

Feni also raiding here. Every farm and business in Hahnmark will lose 36 rings of production, and each herb garden will produce 2 less herbs each season unless two minor conjunctions are successful in stopping the raids.

Navarr Concerns

Marcher Wayhouse

Wayhouse could be built in Upwold and used to provide herbs to the Marches directly from the Navarr people Opportunity (15 weirwood, 30 cr, 1 season, comission)
By itself, the 'folly' does nothing. In conjunction with a proposed Mandate (Navarr, 50 liao), then every Navarr herb garden would suffer a loss of 2 random herbs per season for the next year, given over to the Imperial Title holder of the wayhouse. After one year, it would operate as a sinecure producing 30 herbs a season for the Marchers in perpetuity.

Cede the Memorial Gardens

Senate could cede Memorial Gardens at Treji to the Imperial Orcs.

Vallorn Spiritual Threat

Powerful mandate could be passed to spread effect of existing Navarr mandate to affect the morale of **all** military units in the Empire:
Mandate (General or Nine, 100 liao) *"remind the Empire that the barbarians have be driven back before but the time to strike the vallorn is now."* If enacted: every military unit not supporting a Navarr army in Liathaven would suffer a one rank loss of effectiveness., . Any Navarr military unit fighting against the Vallorn in Liathaven would gain one rank in effectiveness.
Mandate (Urizen, 50 liao) *"We must take advantage of this rare opportunity to free the slaves of the vallorn."* If enacted: every Urizen military unit not supporting a Navarr army in Liathaven would suffer a two rank loss of effectiveness

Highguard Concerns

Mandates

Several mandates can be passed by the Highguard national assembly:

Fight the Druj

Mandate (Highguard, 50 liao) *"no foe is more deserving of war than the Druj"*. If enacted any Highborn military unit supporting a non-Highguard army will suffer a penalty of 2 ranks' effectiveness.

Walk the Trods

Mandate (Highguard, 500 liao) *"make the ultimate sacrifice and join our Navarr cousins in travelling the trods".* If enacted, taxation in Highborn territories would drop by a third; every business & farm would suffer a permanent loss of 72 rings from their income; every military unit would suffer a permanent loss equivalent to 2 ranks; and the Highborn nation's ability to support Imperial armies would be reduced to the three they currently possess. Effect would be to greatly extend the trod network such that another chance to attack the Vallorn would likely arise within a year or two.

Mandate (Highguard, 500 liao) *"urge every Highborn citizen to consider if they could assist in defeating this threat by undertaking an extended pilgrimage to walk the trods".* If enacted: the same effects as above, but those walking the trods would remain Highborn, giving rise to oathsworn Highborn pilgrims committed both to the downfall of the vallorn and to actively proselytising the Way and the Virtues throughout the Empire.

Mandate (General, 1000 liao) *"urge citizens of all Nations to consider if their destiny compels them to make the ultimate sacrifice and join their Navarr cousins in travelling the trods"* If enacted: ruinous consequences, taxation drops by ¼ across the Empire, the ability of every nation other than Navarr to supports armies drops by one opportunity to strike against the vallorn would occur within a year.

Highguard White Granite

Several opportunities involving white granite are available:

Virtuous Roads

Opportunity (120 wg, 240 cr, six months, 2 commissions (1 per season)). Constructs *The White Roads*, connecting Anvil to Bastion and further roads within Highguard. Improves the wealth of businesses and farms in Bastion, Reikos and Necropolis and ensures that the Pilgrim's Way hostelries would be fully utilised.

Basilica of the Seven Doors

Reinstates the Speaker of the Highborn assembly and refurbishes an old Basilica.
Opportunity, <u>with</u> oversight by the Custodes Clavium (15 wg, 5 ww, Senate motion, approval by Highborn assembly, 3 months) creates the title Speaker of the Highborn Assembly, granting them responsibilities and 10 liao and 20 synod votes.
Opportunity, <u>without</u> oversight by the Custodes Clavium (20 wg, 10 ww, 60 cr, commission, 3 months) creates the title Speaker of the Highborn Assembly, granting them responsibilities and 10 liao and 20 synod votes.

White Granite Ministry

Highborn benefactors seek to sponsor a White Granite ministry, to be able to take a virtuous approach to supply and demand.
Opportunity (10 wg, 20 cr, commission, 6 months) allows fixed-rate purchases of White Granite ministry, the *Cinderpath Exchange*, in Casinea overseen by an Imperial Title. If built, available white granite in the public auction will be reduced.

Associated Mandates

Can be raised if the Cinderpath Exchange is commissioned.Both mandates, if successful, would further reduce the availability of white granite available in the public auction.
Mandate (Highborn, 25 liao) *"urge those Highborn citizens in possession of white granite to deal through the Cinderpath Exchange rather than to indulge their greed."* If enacted: adds one rank to the Cinderpath Exchange ministry
Mandate (General, 50 liao) *"urge those Imperial citizens in possession of white granite to deal through the Cinderpath Exchange... etc."* If enacted: adds two ranks to the ministry.

Marcher Concerns

Greensward Ghosts

Greensward in the Mourn is beset by ghosts, and currently has the *haunted* quality. Two mandates can be enacted to resolve situation:

Mandate (Marcher, 50 liao) *"It is not enough simply to exorcise these fallen warriors – first we must attempt to offer them comfort and acknowledge their sacrifice."* If enacted: the majority of spirits will be laid to rest. Region will retain the *haunted* quality for some time, but it will eventually go.

Mandate (Marcher, 50 liao) *"Exorcise these restless shades; it is not our concern whether they reach the Labyrinth or pass the Howling Abyss".* If enacted: Greensward will lose the *haunted* quality, but some extremely vicious ghosts will remain.

Good Walder's Shrine

Rumours abound across the Marches regarding Good Walder's 'ghost' spreading his teachings. Various apple trees are being venerated as 'Good Walder's grave'. One in the Golden Downs near Hay, Mitwold has seemingly spontaneously given rise to a bountiful and exceptional crop, locally regarded as a miracle. The Friars of Hay come to the Anvil with several proposals:

- Good Walder's Stand, folly (5 wg, 10 cr, commission, senate motion). Creates Imperial title Keeper of Good Walder's Grave, who would receive a bounty of the apples.
- Good Walder's Orchard, sinecure (20 wg, xx cr, comission). As the folly, with an additional 9 liao and 18 synod votes (or more for a larger sinecure).
- Good Walder's Tomb, inspirational tomb (1 dose of true liao, 4 cr)

The Friars ask that the title is appointed through the Marcher assembly, or "at a stretch" the Prosperity Assembly.

Magical Dolmens

Several opportunities for the creation of magical Dolmens are available, some of which can only be commissioned while the ailing Richard of Holberg still lives:

Magical Mourn Dolmens (80 wg, 20 mi, 25T, 2 seasons, commission, no time limit). Great work (60 mana to mana sites in the Mourn); halves the casualties caused by any curse affecting the Mourn.

Magical Marcher Dolmens (320 wg, 80 mi, 100T, 6 seasons, commission, lifetime of Richard of Holberg). Great work (60 mana to mana sites in all 4 territories); quarters the casualties caused by any curse affecting the Marches.

Protective Marcher Dolmens (80 wg, 20 mi, 25T, 2 seasons, commission, lifetime of Richard of Holberg). Halves the casualties caused by any curse affecting the Marches.

Wonder of the Known World (500 wg, 140 mi, 160T, 2 years, commission, lifetime of Richard of Holberg). Great work (60 mana to mana sites in all 4 marcher territories; 20T to Marcher farms); reduces casualties caused by any curse affecting the Marches by four-fifths; improves the Imperial Breadbasket, allowing it to completely sustain a decaying army.

Imperial Orc Mandates

It is the 60th anniversary of the beginning of Thrace's orc slave uprising. The settlement of Skarsind has led to questions about the essential nature of the Imperial Orc nation: the Legion encampments become less populated and the permanent settlements increase.
Choice of three mandates in the Imperial Orc national assembly will set the tone of Imperial Orcs's future. Exact effects of these mandates cannot be fully determined.

- *Companions of Thrace*, 25 liao; *"only those who have war in their soul are fit to join us".* If enacted: some Liberated and Hierro orcs would leave. Others committed to the lifestyle of a soldier would join the nation.
- *Legions of the Empire*, 25 liao; *"All Orcs must serve either in or to support the Legions".* If enacted: similar to Companions, but likely to change senatorial electiosn to military unit only.
- *Heirs of Thrace*, 25 liao; *"urge everyone to welcome any orc who is prepared to serve our nation unstintingly".* If enacted: any orc who seeks to serve the nation loyally will be permitted to join.
- *Heralds of Thrace*, 50 liao; *"our nation can be a home for soldiers of any species who understand that life is precious".* If enacted: would change the nation such that anyone for whom "war is in their soul" could join, meaning that humans could join the nation and human warrior children raised there could stay.

Urizen Wisdom Sect

Previously-suppressed sect now reconstituted as 'Disciples of the Tempest Jade Maiden'. A Temple can be built and several mandates enacted:

- **Temple of Winds** (10 wg, 20 cr, 3 months, commission; grants 8 liao and 16 synod votes) - requires the 'Labyrinth Sword' to be assigned to the sinecure holder.
- **Mandate (**Urizen, 50 liao) "*urge potential students to study at the Temple of the Winds".* If enacted any mandate passed by any assembly will not affect Urizen unless it passes with a greater majority.
- **Mandate** (General or Wisdom) *"urge everyone to despise folly and chastise the fool that spreads it".* If enacted: Mandates all across the Empire would only be effective if passed with a greater majority.

War with the Whisper Gallery

Under enmity for three year, the Eternal(s) known as the Whisper Gallery now employ mortals against to war against citizens of the Empire. Several actions can be taken:

- Senate could expand the power of the Conclave to restrict access to *Whispering Shadow Courtiers* ritual
- Senate could pass a law in support of the Conclave's declaration of enmity.

Synod could instruct the Silent Bell to root out agents of the Whisper Gallery.

Wintermark Heroism

Following Gunnbrand Ironwill's successful mandate urging the Winterfolk to embrace heroism, opportunities to change army qualities are now available for two Wintermark armies. These last until the end of Autumn.

- **Fist of the Mountain** – change quality to *Farsighted* (25 mi, gains the Read the Signs defensive order)
  Read the Signs: defend territory: +⅗; casualties inflicted: -⅛
- **Green Shields** – change quality to *Heroic* (25 mi, gains the Triumphant Charge offensive order; gains the None Shall Pass & Final Stand defensive orders
  Triumphant Charge: capture territory: +⅗; casualties inflicted: +⅛; casualties suffered: +½
  None Shall Pass: casualties suffered: -⅛; protects a single allied force on defensive orders, taking all casualties that force would suffer, with no modification
  Final Stand: enemy victory points convert to additional casualties, 100 casualties per victory point

All Wintermark armies may now issue the *Fight with Honour* attacking order:

- Any allied force that issues with orders to *plunder*, *cut them down* or carry out a *merciless assault* is changed to a *balanced attack*
- The presence of an army fighting with honour in a territory is always obvious to other armies in the same territory

Any Wintermark army that fights the Jotun using any order will gain 1/10 more victory points but inflict ⅛ fewer casualties. This is a permanent change.

Seer of the Gateway

Livia Cascade's diligent publication of accounts of Imperial Citizen's past life visions has caused controversy.

Highborn Virtuous Truth

A delegation from the Highborn chapter of Hannah's Silence will attend Anvil to lobby Highborn senators. Options include:

- replacing Livia
- election of Seer of the Gateway by the Highborn national assembly
- making it illegal to publish accounts of past life visions except by the Seer

Urizen Torchbearers

A publishing house suggests that rather than restraining Livia Cascade, her work should be made freely available. Two options – both would require a senate motion:

- 2T per season: publish accounts across the Empire
- 10T a season: publish accounts across the known world

Synod Concerns

Assembly of Nine

- Statements of principle by the Assembly of the Nine are receiving additional attention from the faithful and greater majority statements are likely to have a similar impact as those passed by a national assembly.

Virtue Assembly Escalation

- Senate could pass a motion to escalate statements of principle that receive a greater majority in a Virtue assembly to the Assembly of the Nine.
- If escalated statement received a greater majority in the Assembly of the Nine, it would be much more likely to create a significant effect.

Senate Membership

- Senate could pass constitutional motion to restore cardinals to full membership of Senate.
- Doing so would automatically abrogate the Conscience of the Senate.

Palaces of the Cardinals

- Senate could commission Cardinals' palaces as residences and places of pilgrimage. Opportunity (120 wg, 40 ww, 320 cr, six months, commission)
- Palaces provides cardinal with 10 additional liao and 20 additional votes
- Presence of centres of virtue in Bastion would greatly complement the *Virtue's Way* project to build hostelries for virtuous pilgrims. If both constructed, benefit of that great work would be increased by a further 10 liao and 20 votes.

Revocation

Two different Senate options for altering Revocation and re-appointing to same title:

- Protection against further revocation provided by reappointing a revoked citizen could be removed.
- Illegal to reappoint citizen who has been revoked for the next year.

Asavean Ordination

Requests for teaching the liao ceremonies of Imperial Priests have come to the Liaison at the Asavean-based Temple of the Seven Virtues in Nemoria. Imperial Synod direction is sought. There are three mandates to consider. For competing mandates, the one with the highest margin of success wins. If no direction is given, criticism of the Way in Asavea will increase.

Forbiddance

Mandate (General, 10 liao) *"Virtuous use of liao requires a deep understanding of the Way unique at this time to Imperial priests".* If enacted: liao ceremonies will not be shared, the spread of the faith will be significantly curtailed, no offence will be taken.

Selective Encouragement

Mandate (General, 50 liao) *"Only those who show a true commitment to the doctrines of the faith should receive training in the use of liao."* If enacted: will train a small cadre of carefully selected Asaveans; the Way will spread more quickly through Asavean society, opposition to the temple will increase slightly.

Open to All

Mandate (General, 50 liao) *"Those with the Ambition to seek to better themselves, and embrace the Virtues, should be given the opportunity to do so."* If enacted: will spread the knowledge of liao ceremonies widely, adds 10T a season to the Virtue Fund for at least one year; all control of liao ceremonies will quickly be lost from the Temple of the Seven Virtues.

Architect Inquisition

An inquisition of the Asavean Architect takes place this summit. He is reportedly quite sanguine and asks for Asavean Ambassador Jarrigk Wegwandelaar to arrange an Imperial priest to accompany him.

Conclave Concerns

Parlays with Eternals

Day	Time	Eternal	Realm	Formal Parley
Friday	20.00	Meraud	Summer	Yes
Friday	22.30	The Whisper Gallery	Night	Yes
Saturday	13.30	Callidus	Autumn	Yes
Saturday	17.15	Sinokenon	Day	Yes
Saturday	21.30	Llofir	Spring	Yes
Saturday	22.30	Skathe	Winter	Yes

Spring: Llofir will parlay with the Archmage of Spring, and requests that a representative of the Highborn who are seeking *'a tattered remnant of a former age sealed deep underground in an impenetrable vault'* are in attendance if they wish to discuss gaining access to that vault and removing the *"bitter prize"* contained within.
Saturday, 9.30pm

Summer: Meraud will discuss "a certain ritual" and Enchantress Vandale on the matter of a gift. He would also like to speak to Carlos i Guerra and to the leaders of the Eternal Family, and the Concordium of Pallas, who made the hakimas' rituals a reality.
Friday, 8pm

Autumn: Callidus agrees to parlay on a number of topics regarding trade & prosperity, Autumn magic and wealth. Additional topics may be considered for discussion for a total non-refundable fee of 1 Throne.
Once the preliminary meeting is concluded, Callidus personally wishes to speak to the prosperous Estana i Mestiere i Guerra, former general of the Red Wind Corsairs. This will be a private meeting andnobody else is invited. It is intended that the Heralds returning the Autumn Archmage to the Hall of Worlds will convey Estana to Callidus' chamber, and bring him back safely.
Saturday 1.30 pm

Winter: Skathe has responded to the Archmage of Winter, Emilia Ankarien and will parlay with on the matter of laying a vengeful curse on those responsible for despoiling her home (Spiral), More direct conversation possible if the Archmage can procure a specific gift for Skathe. Skathe may also deign to speak to a representative of "the chilly little Highborn chapter with the red torch" if they are present
Saturday, 10.30pm

Day: Sinokenon will parlay with Archmage of Day and two guests, with the additional request that the Throne or formal representative, ideally a member of the House of Seven Mirrors, be present. Discussion to concern the Imperial hierarchy and aid Sinokenon can offer for the strengthening thereof in the face of threats internal and external.
Saturday 5.15pm

Night: The Whisper Gallery will attend formal parlay on condition that Ancél Watcher attend a parallel, simultaneously-occurring meeting. Tenor of their missive indicates that enmity is unlikely to cease.
Friday, 10.30 pm

Imperial Ritual magics

Shrouds

- Stars are missing in Semmerholm, the Barrens, and Zenith. Territories are shrouded with a strength of at least 50. *Most likely byt the Druj, with Whisper Gallery help.*
- The *Penumbral Veil* has been drawn over Otkodov, *most likely by the Thule*
- The *Penumbral Veil* has been drawn over the Imperial territories of Necropolis, Redoubt, Sarvos, and Madruga, *most likely by Imperial magicians.*

Colossus of Sarvos

The giant statue of the First Butcher has been magically changed to bear the semblance of Empress Giselle, it stands with an outstretched fan in one hand, and an amused smile playing across her distinctive features.

Fleet Protection Ending

Magical enchantment of serendipity which protected Imperial Fleets from Grendel pirates is now fading. During the coming season all fleets from Tassato, Sarvos, the Brass Coast, Highguard, or Urizen will suffer a 1 rank penalty if they engage in trade.

Magical fortresses

Magical fortifications raised in Kallavesa, Bregasland, Holberg, Morrow, and Redoubt.

Spiral Trods

Trods in Spiral have been restored to full strength although they take different routes.

Mournwold Bounty

Potent Summer enchantment over the Mournwold, bolstering other earlier enchantments, ensuring an excellent harvest in the Autumn.

Interdiction

Moral authority of the Conclave to rule on 'fit and proper use of magic' is being questioned. Proposal has been made for a new *Declaration of Endorsement* to be codified and entered into law via the Imperial Senate. The exact wording of this law and functioning of the Declaration requires the senate motion to be well-crafted and detailed.

Sevenfold Path

Constitutional Court are eyeing the use of Synod Judgements pertaining to the Grandmaster's use of his order's resources.

Eternals

Spring

Arhallogen's Demand

Arhallogen wants a meeting with up to four Navarri vates who can speak for their nation. They may bring the Archmage of Spring if they like. A herald will be in the Hall of Worlds at around half-past eleven on Saturday.

Summer

King Adamant's Boon

Additional commission slot if a large structure is built (60 wg, 120 cr, 2 seasons, commission). The 'free' commission slot would be overseen by a Conclave-appointed Imperial title associated with the structure.

Eleonaris' Boon

The Master of Ice and Darkness is offered a boon to speed the codification of Summer rituals, with assistance from knights and courtiers of Eleonaris. Boon allows the use of orichalcum (as well as coin) to codify Summer rituals. Offer lasts until end of Autumn.
Two Conclave Declarations required:

- Concord - thanking Eleonaris
- Amity with Eleonaris

Autumn

Prospero's Aid

An unknown offer of 'assistance' has been made by Prospero, who will send a representative to Conclave on Friday.

Winter

Wendigo's Message

Wendigo suggest that hostilities with the Empire should come to an end, and he would be delighted to attend a formal parlay. He thanks Emilia the Archmage of Winter, Solomon the Archmage of Summer, Pavel the current Imperial Magus, and Kyra the former Grandmaster of the Unfettered Mind for "assistance in his recent project" and offers each a small boon.
Further boons are offerred to the Conclave (Declarations of Endowment required):

- 2 bags of Winter vis, one each to be given to those most responsible for the curses on the Mourn and the awakening of the Black Plateau.
- Further boons may follow

Night

Sadogua's Thanks

Pleased to have his amity restored, Sadogua has engaged upon a number of projects:

- Curing the magical architect Richard of Holberg of his ailment.
- To Elyssiathain, Archmage of Night - the option to distribute three night vis a season to their chosen Conclave Order.
- To Simargl, Dean of the Lyceum - obscure reiteration of "no hard feelings in the matter of the Boar King" and offer to speed up codification of Night rituals by adding a small structure to the Lyceum.
- To Master Pearl of the Marches - an offer of a boon, reason unknown.

Azoth's Gifts

New Eternal Azoth sends a representative to Anvil to discuss future relations and to bring gifts. Time unknown.

Sung's Dissatisfaction

A herald of Sung will probably be attending Anvil. Sung is reportedly displeased at the spoiling of a mystery by a Imperial group of scholars.

Foreign & Barbarian Nations

Foreign demand for Liao remains constant, price still 18 rings a dose.

Asavea

- Imperial Fleets trading with Nemora: +1 iridescent gloaming; +1 orichalcum
- No herbs traded from Asavea; 36 rings replaces 2 cerulean mazzarine
- Asavean demand for bladeroot and marrowort means significant decline in availability at Anvil.

Also note other Asavean concerns: a question has arisen regarding the ordination of Asavean Priests of the Way (*see Synod Concerns).* An Asavean prince and his cargo of White Granite have been detained following the liberation of Spiral. And the Asavean architect Almodin Oktístis is to be inquisited,

Axos

Axos remains friendly. Increase in foreign fleet captains visiting from the Empire, the Sarcophan Delves and the Commonwealth. There is a rumour of a new dock exclusively for Sarcophan vessels.
Axos wants a land route between their Citadels and eastern Urizen, and wants to send military scouts to map the territory - resulting in a sharing of the information gained from the spy network recently constructed in the Mountains of the Moon. Needs permission from Military Council or the Senate.

Satrapy Uprising

Two Asavean satrapies have revolted and the Plenum needs to suppress the uprisings. It is likely that Sumaah is arming the revolutionaries and providing strategic aid.

- Asavea will pay 11 crowns to Imperial military units who agree to *Suppress the Asavean Uprising* this season.
- This will greatly worsen relations with Sumaah.
- It will enhance the Imperial ability to spread the Way in Asavea.

Commonwealth

Relations neutral but stable, including trade with Leerdam and Volkavaar. The Commonwealth is supportive of a plan for symposium to discuss international effort against nations that embrace slavery, to be held ideally at the Autumn summit. Willing to influence the Sumaah Republic and Sarcophan Delves to participate.

Faraden

Increased prosperity in Segura after completion of south-west road network Faraden merchants continue to explore trade opportunities in the Empire. Still positive about trade enclaves, despite lack of progress on creation. Number of Faraden merchants in the empire continues to rise, meaning abundance of orichalcum and weltsilver, but Faraden demand for iridescent gloaming means it is scarcer. Faraden remain interested in auctioning mithril to Imperial citizens through the Bourse.

Jarm

- Southern Vezak: Imperial Fleets receive +1 crystal mana
- Vezak or northern Kador: Imperial Fleets receive -2 crystal mana (Synod mandate)
- Eastern Riga closed to Imperial shipping

Southern-Jarmish Magician-Prince Matvei Kobarid wishes to establish an exchange in the Empire selling three "star jewels" (talismans that allow the casting or swift casting of specific spells, intended for use on the battlefield) per season to an appointed liaison (auction through the Bourse or by Conclave declaration). Following 1 year of successful trade, it might be possible to share secrets of construction with Imperial Artisans. Opportunity (8 wg, 4 mi, 24 cr; commission slot, senate motion; 3 months, expires Autumn)

Iron Confederacy

Duke of Kalino's troops have gone back south out of Feroz. Port of Robec remains open to the Empire. New demands have come for the Empire to shut down alleged smuggling of liao into their lands through Feroz. Imperial mapping of the Bay of Catazaar has ruffled feathers all along the Iron Confederacy's western coast, with mentions of 'reparations' being due.

Hand of Dumon

Iron Confederacy magicians 'Hand of Dumon', with an understanding of the Virtues seek to overthrow the Suranni. (Dumon is almost certainly another face of Sadogua.) Represented by *Adel de Gevaudan*, they petition the Empire for aid:

Covert Ministry

Covertly established in the Brass Coast, ministry would supply the rebels with liao.
Ministry (8 wg, 8 ww, 32 cr, comision, 1 season). Exchanges Winter Vis for liao.

Ritual curses

Conclave could disseminate up to three curses in Imperial Lore to Adel de Gevaudan. Payment would be 6 wains of mithril, or 8 if the curse targets a territory.

Inform upon the Rebels

Ambassador to the Iron Confederacy could inform the Suranni authorities of the Hand's activities in the Empire, likely leading to the arrest and execution of Adel de Gevaudan.

Sarcophan Delves

Situation continues normal Increase in Sarcophan herbalists & apothecaries in Highguard after Cerulean Mazzarine ministry was built in Necropolis. The Sarcophan are interested in how Imperial fleets are magically protected from Grendel piracy. Imperial Roseweald from the Delves is being sold through the public auction.

Sumaah

Sumaah still at war with the Empire. Port of Zemeh remains closed. 'Ceasefire' in place until the start of the Summer Solstice. After discussing proposed peace treaty at Spring Summit, Sumaah delegation eft abruptly. Request made for a formal reception in the Senate at 6.30pm Friday at the Summer Summit, with clear instruction that failure to receive them in the Senate will result in their immediate departure. Presence of the Ambassador to Axos, Tarquinius of Ankarien, is requested (not normal protocol).

Cargo Fortification

Home to three foreign embassies, Cargo is under Druj threat. Using designs prepared by the Axos, and white granite imported from Sarcophan, and with the support of Jarmish ritual magic, the fortification there is half completed and needs to be finished.

Druj

Ominously, there is no news of the Druj

Great Forest Orcs

Relations continue to be good. They are a common sight across Therunin and have recovered much of their strength, enabling them to do without the bounty of herbs Highguard and Navarr have gifted them.

- Rivers of Life is now safely stored away.
- Gardens of High Chalcis will provide full benefit to Reikos after the Summer Solstice.
- Penalties to herb gardens and businesses in Therunin will end after the Summer solstice.
- But work on the wooden fortress of the Holt of the Great Oak has stalled due to lack of weirwood.

Walking the Trods

The Great Forest Orcs wish to send approximately 100 of their number to walk the trods across the wider Empire. They wish their safety guaranteed and will accept one of the following as surety:

- Senate motion raised by a Navarr senator
- Statement of Principle from Navarr national assembly, with greater majority

Complications

- Great Forest Orcs would build up an accurate strategic picture of the Empire
- Heretical briars dedicated to Freedom would likely accompany the travellers

Grendel

The Grendel have rejected an offered peace treaty, and have refused to negotiate further as a consequence, they say, to Imperial tactics in Spiral.

Jotun Thralls

Jotun Thralls from the Mournwold have spoken with Sister Meredith and Bloodcrow Losak regarding their issues in conversion to the Way. No further details are forthcoming.

Thule

- Current peace treaty will expire at the end of this summit
- A third attempt to finalise a peace treaty will be made at this summit.
- Thule will arrive at 18.30 on Saturday evening and expect to be received in Senate.
- Thule expect the ritual Dance of Navarr and Thorn to be ready to be performed.

Sermersuaq and Ikka's Tears

Thule are prepared negotiate transport for the Pride of Ikka's Tears mithril through the Silver Peaks into Skarsind, if southern Sermersuaq is conquered. The Thule are also prepared to conquer the region prior to the Jotun, if it looks likely. In both cases, Thule look to claim a proportion of the bounty of the mine.

Preparations for War

Thule have moved armies into position and raised magical fortresses and shrouds in preparation for possible war or defence. Empire cannot fight all four barbarian enemies at the same time. We must have a treaty.

Returned Slaves

Two dozen slaves have been returned to Wintermark thanks to the actions of Eska Crowspeaker. They will join her congregation until they consider their debt to her paid.

Imperial Titles

Winter

Spring

Summer

Autumn

Declaration

Sinecure

Dies, abdicates or is revoked.

The Throne

Empress Lisabetta von Holberg of the League

Senate

			Proposed	Seconded	
Brass Coast	Feroz	Chiara i Zayden i Riqueza			
	Kahraman	Qusay i Kalamar i Guerra			
	Madruga	Adan i Del-Toro i Riqueza			
	Segura	Avisena i Ezmara i Guerra			
Dawn	Astolat	Bohemond de Rondell			
	Semmerholm	Lady Ailliena Devereux			
	Weirwater	Lady Eve Orzel			
Highguard	Bastion	Sammual, of the Cohort of the Winter Bear			
	Casinea	Nira, of Cantiarch's Hold			
	Necropolis	Jeconiah of Raven's Watch			
	Reikos	Cadeus of the Shattered Tower			
Imp. Orc	Skarsind	Irontide Vio			

League	Sarvos	Magdelena di Sarvos			
	Tassato	Cesare Sanguineo Rezia Di Tassato			
	Temeschwar	vacant			
	Holberg	Irina Arkady von Holberg			
Marches	Bregasland	Orrick Bolholt			
	Mitwold	William Guildenstern			
	Upwold	Henry Ward			
	Mournwold	Robert Dunlain			
Navarr	Hercynia	Rhisiart Dancewalker			
	Miaren	Llewellyn Leafstalker			
	Therunin	Cybi Farkas			
Urizen	Morrow	Ariadne of Auric Horizon			
	Redoubt	Andronikos			
	Spiral	Tanwyn Ankarien			
Varushka	Karsk	Maarit			
	Karov	Pipski Strascovich			
	Miekarova	Father Nikolovich Drakov			
	Volodmartz	Alexei Volostra			
Wintermark	Hahnmark	Hengest Dun			
	Kallavesa	Edythe Dunne			
	Sermersuaq	(election not possible)			
Conscience of the Senate		Mel Greenhill of Mourn			
Dean of the Academy		vacant			

Other Imperial Senate Positions

Advisor on Orc Affairs	Bloodcrow Yargol
Advisor on the Vallorn	Siân Eternal
AMBASSADORS:	
Asavea	Jarrigk Wegwandelaar
Axos	Tarquinius of Ankarien
Commonwealth	vacant
Faraden	vacant
Iron Confederacy	Zadkiel de Couerdefer
Otkodov (Thule)	Yevgeni Katzev
Jarm	Oswi Twice-burned
Sarcophan Delves	Thanmir Hrafnar
Sumaah Republic	Accalon of Felix's Watch
Bursar of the Academy	Titus Hopkirk
Captain of the Senate Guard	Keelin Foxden
Dean of the Liberated of Jarm	Ventuno de Sarvos
Imperial Consul	Aureliana Saverio di Sarvos
Keeper of the Breadbasket	Rowan Merrick
Minister of Historical Research	Ioseph of Phoenix Reach
TRADE ENVOYS:	**Lapsed**: Jarm, Asavean Archipelago, Faraden, Commonwealth, Sarcophan Delves, Sumaah Republic

Commissioners

Crystal Architect of the Spires [U]	vacant
Imperial Master of Works	vacant

Conclave

Grandmasters

Celestial Arch	Reichard Callan Remidos von Holmaur
Golden Pyramid	Arsenio Sanguineo Rezia di Tassato,
Rod and Shield	vacant
Sevenfold Path	Zephaniah of Highguard
Shuttered Lantern	Gregor of the Circle of Zulgan-Tash
Unfettered Mind	vacant
Silver Chalice	Raewyn Farkas

Archmagi

Spring	Fabienne of Vexille	**Winter**	Emilia
Summer	Solomon	**Day**	Gancius della Notte di Sarvos
Autumn	Marcus of Endsmeet	**Night**	Elyssiathain of Endsmeet

Other Conclave Positions

Arcane Architect	Vitore Van Temeschwar
Bursar of the Conclave	Abel of Reikos' Renown
Dean of the Lyceum	Simargl, 'the Empty One' of the Circle of Zulgan-Tash
Imperial Magus	Pavel of Varushka
Imperial Seer	Finn Finnson of Wintermark
Imperial Censor	Ingar
Master of Ice and Darkness	Brother Luke of The Shattered Tower of Highguard
Penumbral Watcher	Asenath of Felix's Watch

Synod

Cardinals, Gatekeepers and Virtue Inquisitors

	Cardinal	Gatekeeper/Conscience Virtue Inquisitor	
The Way	Atla of the Imperial Orcs	Mel Greenhill of the Marches Yarrick Ursan of Wintermark	
Ambition	Viviane de Coeurdefer of Dawn	Corey Wayfarer of Navarr Ranae de Rondell of Dawn	
Courage	Jorma Steelhail of Wintermark	Nina of Cantiarch's Hold of Highguard Lucifer, Son of Cyrus of Highguard	
Loyalty	Veikko of Wintermark	Tess of the Marches Corwyn Leafstalker of Navarr	
Pride	Astrid Fjellrevening Rezia di Tassato of the League	Constanza i Kalamar i Guerra of The Brass Coast Rane Jorunsdottir of Wintermark	
Prosperity	Cesaro Enzo di Trivento of the League	Morgan Leafstalker of Navarr Yarona of the Chantry of the Silver Skull of Highguard	
Vigilance	Irada von Temeschwar of the League	Sela of the Suns of Couros of Highguard Ser Ancél Watcher of Dawn	
Wisdom	Abaddon de Rondell of Dawn	Amris of Varushka Galene Netherwatch of Urizen	

Other Synod Positions

Auditor of Senatorial Accountability	Vauraus Korppitkotka of Wintermark
High Bard of the Empire	Irina Akulinovna Kotor, of Varushka
High Exorcist	Solas of the Waxing Sun of Urizen
Imperial Inquisitor	Martin Orchard of the Marches
Imperial Chaplain Consular	Chainbreaker Snark of the Imperial Orcs
Seer of the Gateway	Livia of the Spire of the Celestial Cascade, Urizen

Military Council

Brass Coast	Red Wind Corsairs	Estana i Mestiere i Guerra
	Fire of the South.	Marciel i Riqueza
Dawn	Golden Sun	Zoran Orzel
	Hounds of Glory	Tancred de Rondell
	Eastern Sky	Vincent Vexille
	Gryphon's Pride	Garravaine de Rondell
Highguard	Granite Pillar	Mathayus
	Valiant Pegasus	Brother Lucifer
	Seventh Wave	Cuth
Imperial Orcs	Winter Sun	Bloodcrow Morg'ur
	Summer Storm	Irontide Skar
The League	Wolves of War	Michelangelo de Sarvos
	Towerjacks	Natalia Barossa

The Marches	Bounders	Black Jack	
	Drakes	Will Talbot	
	Strong Reeds	Jack Flint	
	Tusks	Marius Woodville-Talbot	
Navarr	Black Thorns	vacant	
	Quiet Step	Lisabetta von Holberg	
Urizen	Citadel Guard	Nicassia Avicia of Phoenix's Reach	
Varushka	Golden Axe	Belakov Zakharovich Prochnost	
	Northern Eagle	Akstis Eigulys	
	Iron Helms	Magnus Anatolyvich Prochnost	
Wintermark	Green Shield	Iron Osric	
	Fist of the Mountain	Theoderic Ulfarsson	
	Bloodcloaks	Llofyn Bloodcloak	

Other Military Council Positions

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

Positions Appointed by Foreign Powers

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

Bourse

Winter:
Weirwood

Spring:
Ilium & Runeforge

Summer:
White Granite

Autumn:
Mithril

			Bid History	Yield
	Arratan Gamble	Liora of the Silver Chantry	300 (325, 400, 165, 41, 10)	25
	Brilliant Shore	vacant		26
	Brilliant Star	Tobias Shanks	350 (590, 451, 240, 78, 13)	26
	Canterspire Circle	Bron Mordssen	280 (50, 385, 265, 90, 11)	22
	Custodian of the Concordium Dock	Dranthus of Enlightenment Spire	5	Ministry
	Damation Cliffs	Vieri Allori	355 (405, 170, 18)	27
	Fortress of Salt	Caleb of the Cenotaph	375 (600, 495, 305, 80, 9)	25
	Golden Trees of Seren	Watkin	280 (50, 350, 303, 145, 11)	28
	The Great Forest at Reikos	Issachar	200 (56, 150)	25
	Great Mine of Briante	Jonah Farkas	370 (200 RT, 355, 355, 215, 9)	22
	Great Pits of Ennerlund	Vasiliy Strascovich	370 (590)	27
	Heartwood of the Great Vale	Matilda Reaper	275 (50, 375, 310, 100, 7)	23
	Hunt of Alderei the Fair	Raknar Dunning	320 (50, 200, 200, 112, 13)	26
	Night Quarry	Talia of Netherwatch	306, (406, 370, 170, 49, 8)	26
	Seer of the Spiral Sword	Gemma Brightsmith		Runeforge
	Scorrero Nets	vacant	75 (130, ??, 37, 4)	5
	Sutton Stone Quarries	Peter Carter	288 (345, 155, 93, 10)	23
	Syrene's Wisdom	Misha Kemi	120 (90, 155, 58, 48, 10)	7
	Prime Factor of Pallas Docks	unknown status		Ministry
	Weirwater Vales	Rada	280 (50, 400, 280, 98, 8)	23

RT = Reduced Term

Unassigned Bourse Positions

Stonefield Ice Caves	Ceded to 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

				Alloc.	Yield
	Broken Shore Bounty	Brass Coast	Jeziah i Mestiere i Guerra		7
	Castellan of Spiral Castle	Dawn	Maryc Orzel		Resupply, golden apples
	Eternal Shafts of Time	Varushka	Tomasz Strascovich		27
	Gift of the Dwindling Star	Varushka	Jarek the Peaceful		4
	Granites of Veltsgorsk	Varushka	Vitaly Dukov		26
	The Legacy	Urizen	vacant		22
	Master of the Imperial Mint	League	Lieselotte van Holberg		Senate powers
	Overseer of the Cavabianca Dock	League	Lukash Biessek von Temeschwar		Ministry
	Pride of Ikka's Tears	Wintermark	Algar of Ashenhall		15
	Regario Dossier	League	Rodrigo Barossa		4
	Singing Caves	Marches	vacant		28
	Steel Fist	Imperial Orcs	Bloodcrow Losak		8
	The Thimble	Navarr	Idris Eternal		24
	Vigilant Swan . .	Highguard	Bartimaeus of the Shattered Tower		26

Sinecures, Elected Bourse Titles, & Ceremonial Titles

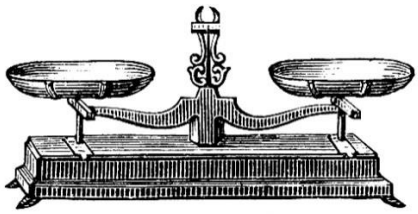
Title [Nation]	Holder	Season	Election
Bailiff of the Grand Market [M]	'Magic' Errol [1]		
Bonesetter of Torfast Trading Post [IO]	Irontide Kragg		
Broker of Treji Wayhouse [N]	**Tristan Brackensong**		
Custodian of the Assayers Guild [L]	Johan van den Berghe		
Delver of the Depths	Tobyrtan		
Dhomiro of the Cinnabar Hills [B]	Demitrio Taziel i Riqueza		
Foreman of the Mines of Gulhule [IO]	Irontide Flax		
Mistress of the Glass Parador [B]	Safya i Kalamar i Guerra		
Northbound Trademaster [L]	**vacant**		
Operator of Brock's Toll [M/D]	**vacant**		melee
Overseer of the Westward Road [V]	Borys Vardovich Strascovich		
Provost of the Halls of Knowledge [U]	Mord Thorntarry		
Vizier of the Incarnadine Satchel [B]	**Esteban i Ezmara i Erigo**		

Imperial Wayleaves

Three Imperial Wayleaves are auctioned each season, and must be used to announce a sinecure, great work or ministry in the same season.

This almanac only records the names of most recent season's holders.

		Bid History
Imperial Wayleave I	Lorenzo von Temeschwar	**12** (15, 6, 10)
Imperial Wayleave II	Jorgan Brenna	**21** (35, 8, 5)
Imperial Wayleave III	Selenius of the Crystal Spire	60 (20, 8½, 5)
	Total	93 (60, 22 ½, 20)



[1] "the most honest citizen in the Empire" – *Errol Butcherson*

Sinecures & Ministries selected by Senators

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

Title Nation/Selection By	Holder	Income
Master Apothecary W	vacant	21 herbs
Master of the Clearing House L	vacant	Ministry (herbs)
Master of the School of Exorcism H	Naomi of Felix's Watch	6 liao; silent bell
Mayor of Caricomare L, Sarvos	Aria di Notturno di Sarvos	15 crowns; 25 votes
Preceptor of the College of Warcasting IO	vacant	9 mana
Shepherd of the Great Herd IO	Redhand Luga	216 rings
Signori d'Argento Vine Tender L	Marcus Devere	216 rings
Spider's Tollkeep BC & L	Rafa'eet i Contra i Guerra	2 thrones
Steward of the Tassato Mana Exchange L	Edwin Sanguineo di Tassato	Ministry (mana)
Steward of the Sarvos Mana Exchange L	vacant	Ministry (mana)
Storm Shaman IO	Ashborn Rauur	9 mana
Weigher of Worth IO	Skywise Taal	9 mana

Sinecures & Ministries appointed by the Synod

Title Appointed By	Holder	Income
Castellan of the Silent Sentinel H	Rhesa of the Scions of Ravensfell	10 liao, 20 votes
Claviger of the Basilica of Cora Holdfast	Jared of the Suns of Couros	9 liao, 18 votes
Crow Keeper of the Rest W	Nils Bardstrom	6 liao, 12 votes
Curator of the Printer's Guild Museum C, 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	vacant	6 liao, 12 votes
Dean of Laroc Cathedral D	Odelina de Rondell of Dawn	6 liao, 12 votes
Friar of Honour's Rest M	Albert Fugglestone-Copperhill	8 liao, 16 votes
Guardian of Giselle's Tomb L	Casimir Marcellino di Sarvos	6 liao, 12 votes
Quaymaster of the Black Sails Loyalty	vacant	Ministry (liao-materials)
Watcher of Britta's Pool W	Gunnbrand Ironwill	9 liao, 18 votes
Voice of Barbs N	Meredith Nighthaven	6 liao, 12 vote

Sinecures appointed by the Conclave

Title	Holder	Income
Gloaming Sentinel	vacant	20 iridescent gloaming

Eternals - Amity & Enmity

Status correct at end Spring Summit 382 YE

With thanks to William Lowther, Landskeeper, for his suggestion to include this section.

Any Eternal not listed as having either amity or enmity is neutral.

Eternals under Amity (extends to their *Heralds*)	Declared By	Date
Adamant		
Barien	Corvus	Date unknown
Phaleron, the Celestial Library	Mari Linkforge	Summer 379YE
Rhianos	Solomon	Summer 381YE
Roshanwe	Gancius di Sarvos	Summer 380YE
Sadogua	Elyssian of Endsmeet	Spring 382YE
Surut	Willa of Navarr	Spring 382YE
Tharim	Sirus Skybreaker	Summer 381YE
Zakalwe	Gabriel Barossa	Winter 381YE
Heralds under Amity (extends to their* Eternal*)		
Uk'ta the Messenger **(Lashonar)**	Pavel	Date unknown
Eternals under Enmity (extends to their *Heralds*)		
Irra Harrah *(Heralds Mira and Kvaasi are under Neutrality)*	Lord Severin de Rondell	Spring 382YE
Siakha	Rosamund Holt	Spring 381YE
Wendigo	Beloslava Velkovitch	Winter 306YE
Whisper Gallery	Gregor	Autumn 379YE
Yaw'nagrah	Allegra Foundhome	Winter 380YE
Ylenrith	Skywise Gralka	Winter 381YE

Notes

Civil Service Timetable

Friday

	Senate	Conclave	Military Council	Synod	Bourse & Other
6 pm			Elections		
7 pm					Lots Deadline
8 pm	Motion DL	Add/Dec DL	Military Council		Pub. Auction
9 pm		Conclave			
10 pm	Senate			Vote Closes	
11 pm					
12 am					

Saturday

	Senate	Conclave	Military Council	Synod	Bourse & Other
10 am					Vote Opens (10.30)
11 am	Patrol/Battle (to 12.30)				
12 pm					Senator Elections
1 pm					
2 pm	Motion DL		MC	Vote Closes	
3 pm					Seat Auctions
4 pm	Senate				Vote DL
5 pm		Add/Dec DL	Skirmish (off-Anvil)		
6 pm		GM Elections		Vote Closes	Lots Deadline
7 pm	Motion DL	Conclave			Pub. Auction
8 pm					
9 pm	Senate				
10 pm				Vote Closes	
11 pm					
12 am					

Sunday

	Senate	Conclave	Military Council	Synod	Bourse & Other
10 am					
11 am		Patrol/Battle (to 12.30)			
12 pm	Motion DL				Student Council
1 pm			Military Council		Graduation
2 pm	Senate			Vote Closes	