

Anvil Almanac

Autumn 381 VE



✧ Current Imperial Concerns ✧

summaries of the news carried to Anvil by
winds from across the Empire and beyond

✧ Imperial Titles and their Holders ✧

taking especial note of those Titles due for election

✧ Collectors and Curators of Knowledge ✧

✧ Civil Service Timetable ✧

Published by the House of Seven Mirrors

*We respectfully acknowledge the hard work of the Imperial Civil Service
in compiling information included within.*

The House of Seven Mirrors is a political salon and publishing house originally founded by Lisabetta von Holberg to promote advances in political thought.



Empress Lisabetta is the twentieth occupant of the Throne.

Abbreviations

The following abbreviations are used in the almanac

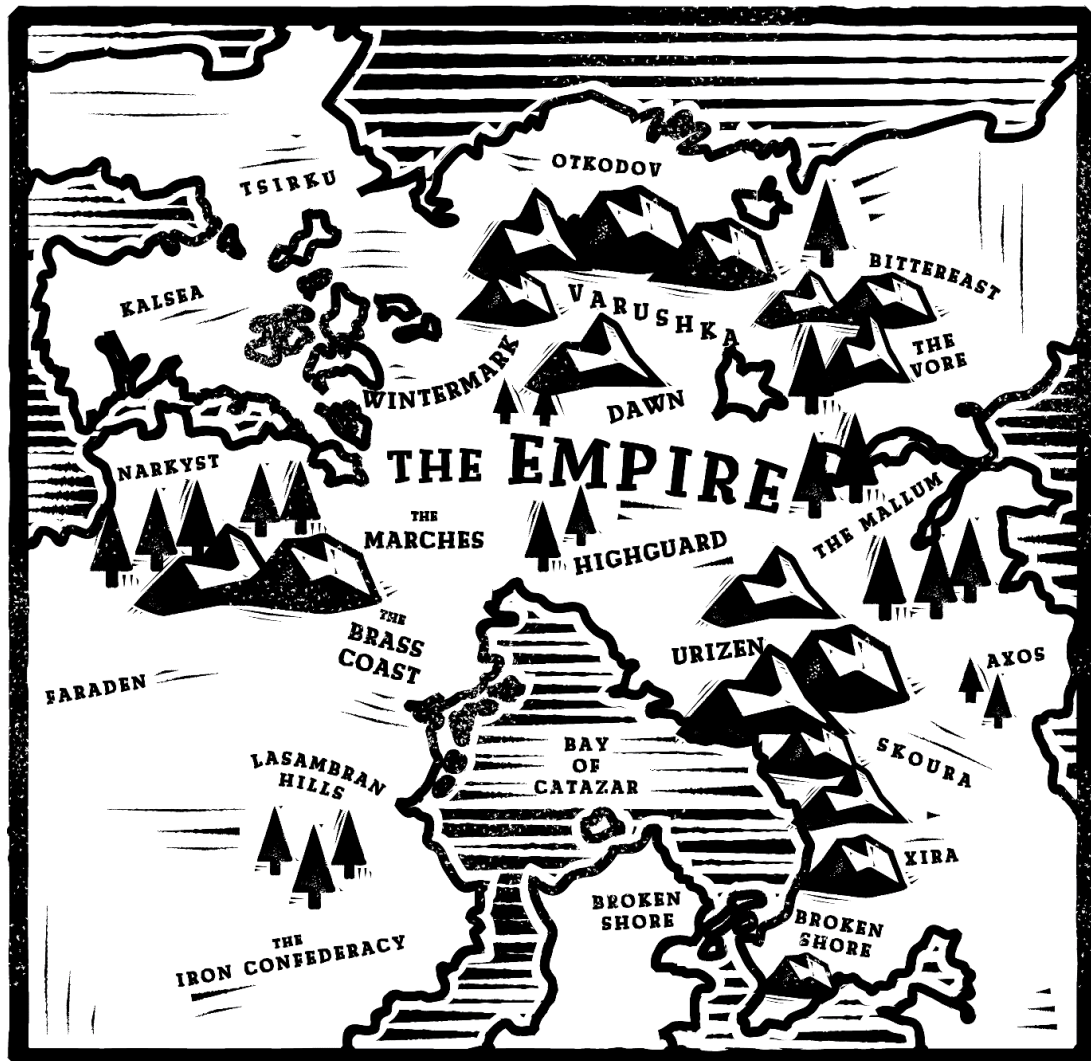
T - thrones; cr - crowns; r - rings

ww - weirwood; wg - white granite; mi - mithril

Mandates are written in the following form:

Mandate (Assembly. # liao) excerpt of mandate text

If enacted: results



Imperial Concerns

Military Campaign

Magical shrouds severely hamper scrying across the Empire, except for Redoubt, Morrow, Spiral, Miekarova and Skarsind.

Spiral

1 of 7 regions

Grendel driven fully out of Cinon and Imperial forces making headway into Ankra. The Legacy mithril mine output reclaimed through plunder, hitting Grendel economically. Yet Black Plateau made ever more restless by the conflict, increasing casualties. Grendel pillaging and taking slaves in southern Spiral. Grendel intend to collapse passes that link Spiral to the Empire. Only three remain open: the Onyx Path, the Crow Road - and also the Twilight Gate which is wide enough to need a fortification to close it properly.

Armies: Citadel Guard, Fire of the South, Red Wind Corsairs, Towerjacks, Wolves of War

Weirwater

All regions

Main force of unliving horde driven across Weirwater & defeated, yet many smaller gangs remain to threaten small communities.

Armies: Golden Sun (*Knights of Eleonaris*)

Zenith

3 of 5 regions

The Black Wind army is attempting to break the Highguard armies through terror and cruelty. Druj advancing steadily across Proceris. This key agricultural region supports Zenith citizens and the Citadel Guard - losing it would have significant implications.

Armies: Granite Pillar, Seventh Wave, Valiant Pegasus

Mournwold

2 of 7 regions

Despite Jotun refusal to ever surrender, the Mourn is back under Imperial control. Territory can be assigned, allowing a senator to be elected. Singing Caves mithril mine reclaimed. Anti-Imperial sentiment remains: armies of the Navarr, Varushka and Imperial Orcs are not welcome.

Armies: Bounders, Drakes, Strong Reeds, Tusks, Golden Axe, Summer Storm, Winter Sun, Black Thorns

Bay of Catazar

Freeborn Storm and independent fleet captains en route to support armies in Spiral are intercepted and engaged by Grendel armada. Grendel inflict three times more losses upon the Imperials than they take. Imperials pushed back to Rebekah's Leap in Redoubt.

Armies: Freeborn Storm (Navy)

Liathaven

0 of 7 regions

Black Thorns succeed in evading the Jotun and escaping to fight in the Mourn, thanks to Imperial heroes at the Summer Anvil summit and a Varushkan Night magic shroud. Small gains in southern Liathaven, with a foothold in Beacon Point.

Armies: Quiet Step

Semmerholm

6 of 7 regions

Overwhelming force of Druj conquers Axmure region & destroys fortification of The Gate. Further territory loss could affect support of Dawnish armies. And if the Estmure region is captured, then Holberg will be cut off from the rest of the Empire, with unknown consequences.

Armies: None

Reikos

6 of 7 regions

Tamarbode region still 'claimed' by the Spring Eternal Llofir.

Armies: none

Resupplying Armies

Astolat: Fist of the Mountains

Casinea: Gryphon's Pride, Hounds of Glory

Redoubt: Green Shield

Necropolis: Eastern Sky

Sarvos: Iron Helms

Madruga: Northern Eagle.

Sentinel Gate Conjunctions

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

Saturday

Western fronts

- I. Weirwater: Sandling, near the Semmerlak. Engage unliving husk remnants; OR
- II. Spiral: Northern Proceris. Engage the Druj.

Sunday

Spiral

- I. Spiral: Crow Road pass (connects Spiral to Redoubt). Engage the Grendel.

❖ **Skirmish to Feverwater:** (7pm Friday) Dangerous

❖ **Skirmish: Great Mine of Briante** (7pm Friday) Investigative

Force Weights

Each of the two battles must have a roughly equal force weight sent on it.

Force Weight' represents rough size of Anvil fighting force.

Wintermark	24	Dawn	16	League	9	Urizen	8	Brass Coast	8
Navarr	18	Highguard	13	Varushka	10	Marches	10	Imp. Orcs	6

Armies assigned to Guerdon support

(assigned at Summer 381YE)

Army	Nation	Deployed
Black Thorns	Navarr	Mournwold
Bounders	Marches	Mournwold
Eastern Sky	Dawn	Necropolis (resupplying)
Freeborn Storm	Brass Coast	Bay of Catazar
Golden Sun	Dawn	Semmerholm
Seventh Wave	Highguard	Zenith
Wolves of War	League	Spiral

Bourse Concerns

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

- Dawnish heirloom** Earl-Enchanter Lady Celeste of House Magot will sell an heirloom necklace, a permanent more potent form of a Circlet of Falling Snow, for 25 thrones to the troubadours of Dawn only. Yet the necklace is also said to be cursed. Lady Celeste requests that payment be made by the end of the Winter Solstice 381YE, with the necklace to be delivered in Spring.
- Secret tea recipe** Night eternal Sadogua will offer a secret recipe for more powerful version of Tranquil Nostrum and increased herb production to a tea house who provides the most dragonbone.
- Mysterious crystal** Ellie West brings a strange magic crystal to sell to the Conclave. She is likely to contact the Bailiff of the Grand Market, so called 'Magic' Errol, self-styled "most honest man in the Empire" to assist her.
- Great forest offers** Great Forest Orc Youngtongue and his briar companion will contact the Dredgemaster of Feverwater to sell some unique potions and an artisan item unknown in Imperial Lore.
- Great mine heist** Four Jotun orcs have daringly raided the Great Mine of Briante to net 4w of mithril. One orc and a Summer herald have been captured. Sentinel Gate will open to Great Mine, 7pm Friday.
- Conference on Economics** Navarr senator Llewellyn Leafstalker has organised a conference to discuss economic issues. Three expert speakers will be followed by an open debate. Additional places may be bought by bid at the public auction on Friday night. Conference takes place at approximately 5pm on Saturday, in Merricks' community hall in the Marches encampment.

Empire-wide Concerns

Active Synod Mandates

Brass Coast, Constanza i Kalamar i Guerra: *The Iron Helms suffers penalties when fighting with Freeborn armies.*

Dawn, Odelina de Rondell (25 liao): *Dawn has rejected the teachings of Yael and the Congregation of the First Empress.*

Marches, Mel of Mourn (25 liao) *No Marcher general can issue the Give Ground order ever again in any theatre of war.*

Wintermark, Gunnbrand Ironwill (50 liao): *Wintermark armies can take additional orders (triumphant charge or final stand) when fighting alongside the Iron Helms; the Iron Helms suffer penalties when fighting with Wintermark armies (losing one-tenth of their ability to take ground).*

Navarr, Corey Wayfarer (75 liao): *The general of the Quiet Step has the opportunity to permanently change the quality of their army to Cunning.*

Varushka, Amris Johan Merikovich (100 liao): *Until the start of Spring 382 YE, the Iron Helms can take the Terror in the Night order.*

Northern Sinkhole expedition

An expedition can be undertaken into the caves of the great sinkhole. This would cost 5 thrones and will require either: an invite from the Delver of the Depths, or a historical research request (which would not count against the usual two-request limit).

Great forest settlers in Therunin

The Tribe of the Great Forest are guests of the Empire in the Lower Tarn Valley in Therunin and have chosen to disband their army as it cannot be naturally resupplied. A map of the Druj homeland of the Mallum is being prepared for the Military Council. while insufficient for scrying, it will aid the creation of a spy network. The map will be ready by the Winter Solstice.

The Spears of the Pine

A 1,000 strength set of military units can be called upon by a Navarr general to fight in Therunin or in the Barrens against the Druj.

Wooden fortress

(80 ww, 20T, 1 year) The Great Forest orcs have offered to build a weirwood fortress in the Lower Tarn Valley. It would not need a commission slot, nor any ongoing upkeep.

Work the Chimble

The Great Forest will provide woodcutters to work the trees of the Thimble bourse resource. They ask for 4 wains per season. Their labour would remove the upkeep cost paid by the Imperial Treasury. Requires a Senate motion that can only be brought this Summit.

Aid to the Great forest Herbs are needed to stop weakened Great Forest orcs dying over the winter.

Mandate (Navarr, 25) ...urge Navarr apothecaries, physicks and brokers to share what herbs they can spare with our guests and allies.

If enacted, each herb garden in Therunin will produce two fewer herbs than normal & each business will produce 36 fewer rings, for one season. The herbs will stop weakened Great Forest orcs dying over the winter.

Mandate (Highguard, 25) ...urge Highborn apothecaries, physicks and benefactors of Reikos to offer charitable aid to the orcs of the Great Forest.

If enacted, each herb garden in Reikos will produce three fewer herbs than normal & each business will produce 48 fewer rings, for one season.

Alternatively, the Senate could redistribute the bounty of the Gardens of High Chalcis. Owners of Reikos herb gardens would receive no benefit from the Great Work for one year but the Great Forest would have ample herbs, creating further opportunity for closer relationship between the people of Reikos and the Great Forest.

Imperial Lore A Declaration of Concord from the Conclave will grant the Great Forest access to the Empire's knowledge of ritual magic. The Great Forests offer 13 mana crystals, 7 ingots of Beggars Lye, and a single ring of Ilium, representing the sum total of their wealth in exchange.

Grendel pirates gone

The Grendel pirate fleet previously raiding in the Bay of Catazar has been dispersed and is unlikely to return as a unified threat to the Empire.

Protection of the fisherfolk Thirty Imperial fleets defended the fisherfolk, with resounding success and significant increase in trade in Feroz, Madruga, Sarvos, Tassato, Redoubt and Necropolis. The Broken Shore Bounty ilium seat will produce 2 more rings of ilium per season for the next year.

Isle of Zemress evacuation Fifty Imperial fleets evacuated the inhabitants of the Isle of Zemress with resounding success. The Islanders wish to settle in one Brass Coast region, with different outcomes based upon which one. To be decided by Freeborn national assembly Statement of Principle.

Foreign Nations

- Hsavea** Relations broadly positive. Temple of the Way in Nemoria is complete. Method of appointment for Temple Liaison will be decided by Maher i Zaydan i Riqueza. Options include Senate, Judgement (General or Assembly of Nine) or Bourse. First shipments of white granite have arrived at the Cavabianca Dock in Sarvos. Additional measure of iridescent gloaming and additional ingot of orichalcum for each Imperial Fleet trading with Nemoria.
- Axos** Relations positive. Black Sails Quay docks in Necropolis is complete, providing regular liao trade with Axos but lowers previously artificially high prices obtained by Imperial priests. Axou priests invited to the Empire by the Assembly of Nine to engage in reasoned debates in places of learning. Increased knowledge of Axou faith now in civil service records.
- Jarm** Relations remain positive. Imperial fleets receive additional crystal mana trading at southern port of Vezak. Previously rising Eastern faction now declining due to necessity of competing equally with the more established northern and southern factions.
- Commonwealth** Relations remain coolly civil. (Good relations with Jarm result in poorer relations with the Commonwealth.) Positive report following Summer visit by Commonwealth General confirmed that the Empire is truly opposed to slavery.
- Faraden** Relations remain mixed: merchant families positive, wizard families neutral and warrior and priest families remain suspicious. Commissioning trade hub in King's Stoke, Upwold met with widespread approval. Lady of the Five Winds desires similar in Dawn and Varushka. Faraden also want to expand the Blood Red Roads into Anduz in Segura. The Gloaming Road trade in mithril for iridescent gloaming remains healthy.
- Sarcophan Delves** Relations cordially neutral. Surplus of cerulean mazzarine has ended. Sarcophan Delves continue to trade with everyone - including the Grendel - but play down accusations of selling Imperial goods to the Grendel.
- Sumaah Republic** Relations have not deteriorated further. Recognising the Virtue of Bonewall Rek and Bonewall Cole, Sumaah are discussing adoption of their two new Doctrines of the Ancestors and the Howling Abyss. Republic still holds the Imperial Crown and trade is unavailable, but resolution of their 'orc question' could eventually clear the way to rescind their (unreciprocated) declaration of war on the Empire.

Thule

Relations stable. Embassy to Otkodov is complete, Senate (not Varushkan) selection of ambassador has been grudgingly accepted. Imperial citizens previously taken as slaves have been returned. Their former 'owner' Skogr the Red will send trading representatives to the Varushkan Winter Market this summit. The Thule Dragons continue to offer to participate in the northern trade network, and remain interested in acquiring the remnants of the Runeforge beneath Gildenheim.

Synod Concerns

Conduct of War

The Wintermark & Freeborn assemblies have rejected the tactics of the Iron Helms. The League Assembly has also spoken out against them, albeit with a less clear majority.

Dawn, Highguard & Urizen - Ruthlessness

All three nations may pass mandates encouraging their soldiers to slaughter the Empire's enemies.

Mandate (*Dawn, Highguard, or Urizen, 50*) *We exhort every Imperial soldier to slaughter our Empire's enemies with ruthless abandon. If enacted, the nation's armies will gain access to the Ruthless Onslaught order (casualties inflicted increased by two-tenths, casualties suffered increased by two-tenths; this tactic is apparent to everyone present in the territory).*

Additionally, each nation has individual mandates that can be enacted to permanently change the qualities of one of their armies.

Dawn - Eastern Sky - Thirst for Blood

Mandate (*Dawn, 100, 30 mi*) *Inspire the Eastern Sky to cast aside their scruples and repay the Druj in kind for their bloodthirsty assault. If enacted, and 30 wains of Mithril supplied the Eastern Sky will permanently change from Resourceful to Bloodthirsty (similar to Relentless).*

Urizen - Citadel Guard - Curses

Mandate (*Urizen, 100, 30 mi*) *Inspire the Citadel Guard to rain death upon our enemies. If enacted, and 30w mithril supplied, the Citadel Guard will permanently change from Cyclic Magic to Arcane Mastery (grants the Storm of Curses order (casualties inflicted increase by two-tenths, majority of enemy civilians die if they do not flee; this tactic is apparent to everyone present in the territory).*

Highguard - Seventh Wave - Revenge

Mandate (*Highguard, 100, 30 mi*) *Inspire the Seventh Wave to take bloody vengeance on the Druj. If enacted, and 30 wains of mithril supplied, the Seventh Wave will permanently change from Scouting to Vengeful (similar to Hard-bitten)*

Wintermark *Mandate (Wintermark, 25) ... urge Winterfolk warriors to face the Jotun on the battlefield as heroes... (we will) let the grimnir of either side tend their fallen.* If enacted any Wintermark army fighting the Jotun will have their ability to take land increased by one-tenth and will inflict two-tenths fewer casualties.

- Heroism

Brass Coast *Mandate (Freeborn, 25) ...take a ransom from those foes we defeat rather than count their bodies. We will fill our souls with virtue and our pouches with coin!* If enacted, the Red Wind Corsairs army will change to Daring, granting it the *Daring Raid* order (casualties inflicted reduced by three-tenths; casualties suffered reduced by one-tenth; wealth generated from daring raids and ransoms in proportion to land taken).

- Daring

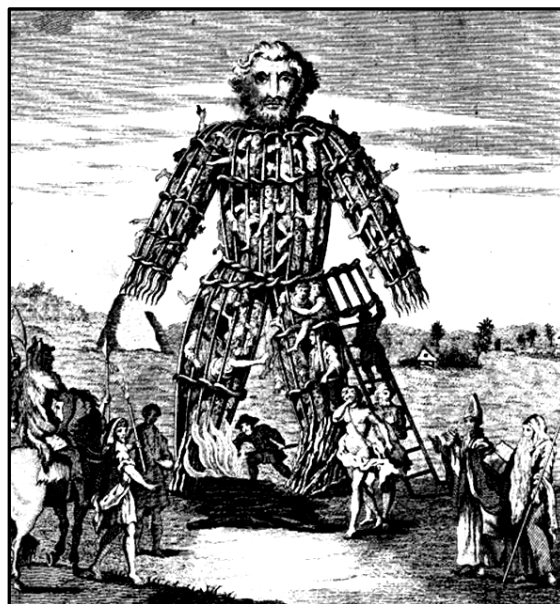
League The League national assembly may choose to enact three mandates in regards to the Iron Helms.

- Virtue

Mandate (League, 25) ...urge our soldiers to reject the Iron Helms and their cruelty. If enacted, the Iron Helms will have their ability to take ground reduced by one-tenth (cumulative penalty for each other nation present who has also rejected the Iron Helms).

Mandate (League, 50) ...urge the Wolves of War to seek allies prepared to embrace the vision of Imperatrix Lisabetta and preserve life, rather than embrace fear. If enacted, the Iron Helms will be shunned as with the first League mandate, additionally, the Wolves of War may choose *physick* as a quality they can pick as a mercenary army.

Mandate (League, 50) ...shun the unvirtuous northerners and save favour for the Wolves of War and the Towerjacks instead. If enacted, League armies that resupply in League territories will receive an additional 100 strength each season; Varushkan armies will receive only four-fifths the normal amount. The Iron Helms will receive half the normal amount.



National Concerns

The Marches - Mournwold

The Mourn is on the brink of open rebellion and revolt, following the mass deaths of civilians from Imperial military rituals, despite some initial attempts last Summit to repair relations.

Three representatives of the citizens of the Mournwold will attend the summit: Mel Greenhill, Long Tom and Edda Counter.

Any or all of the following actions will moderate the impending rebellion, to various degrees.

Replace the Warmage Conclave could replace the Warmage with a candidate who is prepared to publicly state that they will not use such devastating rituals again.

Interdict the rituals Conclave could interdict *Rivers Run Red* and the *Mountain Remembers its Youth*. This would not have a significant effect but it would make a small difference.

Extend the Breadbasket (20 ww, 20 wg) Building further grain silos across the Mourn will enable grain from the rest of the Marches to be brought to the Mourn, allowing many more citizens to work the mines of the Mourn and increase wealth to all Marchers.

Reconstruct Sarcombe The more funds the Senate commit to the rebuilding of the now-destroyed mining town of Sarcombe, the more this will improve matters - as long as it was not the only action taken by the Empire. (And the region still needs to be liberated.)

Build fortifications At least two fortifications would calm the populace of the Mourn, and three would calm them further. Ideal locations for the fortifications would be Overton, Green March and Southmoor. If the fortifications could be built faster using magic, this would further improve matters.

Imperial Master of Works Restoring the ability of this traditionally-Marcher held position to commission fortifications would not improve relations, but it would prevent them from deteriorating further. Edda Counter wishes to speak to the current holder.

Allocate the Singing Caves Allocation as a National position would be sufficient to ensure that there was no chance of open rebellion in the future. The Empress has indicated that this would be fiscally irresponsible.

The Wicker Man A wicker man will burn at the eleventh hour on Saturday night. The Marcher tradition of a voluntary death by this means will be recognised by the Marchers of the Mourn.

Welcome the Whittle folk The citizens of Whittle ask that the new Senator for Mournwold send a winged messenger to Margaret Steward in Tassato to state their position on whether the Whittle folk will be welcomed home.

Laud the Whittle folk *Mandate (General or Marcher, 150) ...the Whittle folk as heroes for resisting the Jotun occupation for thirty years when all else failed. If enacted, this mandate would settle the rebellious mood. But would be certain to cause problems later.*

Purging Hatred The Whittle religious beliefs could be purged in a number of ways. This will be taken badly by the citizens of the Mourn.

Hatred - a capital offence? The Senate could make dedication to Hatred a capital offence. Chief Magistrate Karkovich is opposed to this idea, and any such law would undergo extensive scrutiny and be constitutional in nature (requiring a two-thirds majority in senate and ratification by the Throne).

Inquisition of blasphemers *Mandate (General or League, 25) ...urge Tassatans to come forwards with any evidence of blasphemous acts by the Whittle folk. If enacted this will allow the assembly to call those dedicated to Hate to inquisition. Or the Silent Bell (Synod Investigators) could be asked by the Assembly of Nine to look into the Whittle folk.*

Highguard Every Highborn citizen receives a small boost to their personal resource; will cease if the Highborn Assembly rejects the Yaelite Heresy.

Effects of supporting Yael Highborn armies have their ability to take ground reduced by one-quarter when fighting alongside armies of all other nations (except the Imperial Orcs). Those other armies take suffer the same penalty. Similarly, military units have fighting effectiveness reduced by six-tenths when fighting alongside religiously dissonant nations' armies.

Condemnation of Yael Only the Highguard national assembly can change this situation and prevent it from worsening.
Mandate (Highguard, 250) ...disavow Yael ...and urge all Highborn citizens to reject her.
OR
...look to only those Doctrines which have been debated and agreed upon by the Synod.
If enacted, either of these mandate will reverse the schism.

Change of Doctrine Accepting Yael's doctrine of the Land Without Tears would ensure that the Highborn can embrace Yael's teachings without fear of prosecution for heresy.

Embracing Yael's heresy *Mandate (Highguard, 75) ...spread the truth of the First Empress Reborn and the revelations of the Land Without Tears throughout Highguard.*

If enacted Highborn armies' ability to take ground increase by two-tenths, but only when they campaign alone, without the presence of religiously dissonant nations' armies. Additionally, the surge in prosperity would further increase the personal resources of Highborn citizens.

The League

Sarvos arsenal (100 wg, 20ww, 260 cr, 6 months, 15T upkeep) The Sarvos Arsenal and Dockyard would be a Great Work (900 rings), allow naval construction and refuge and allow the League to raise and maintain an Imperial navy. This opportunity is available until the Winter Solstice.

Sarvos marine fortification (130 wg, 32 T 4cr, 1 year, 10T upkeep) A great fortification would act as a force of 3,000 against land-based attacks and shore-based attacks aimed at Bocche or Uccelini, and 6,000 for shore-based attacks aimed at Cigno.

Jarmish Orcs Tensions evident between Jarmish Orc graduates of the College of the Liberated and the human populace of Sarvos.

Lorenzo of the Butchers

The works of Lorenzo 'la Volpe' Macelliao von Temeschwar have had a profound effect upon the Empire. The League may choose to capitalise on several opportunities

Recognition of Virtue *Mandate (League, 25) ...encourage individual across the League to embrace the inspiration of the Bloody Butchers.* If enacted, then the Blood Red Quays, the Blood Red River, and the Bloody Great Theatre will divide their additional votes in the Synod between priests of all virtues with congregations in the respective territories. Additionally, for the next year there would be an opportunity to construct a Great Work in Holberg (15 wg, 5ww, 5T, 3 months). This would provide 30 votes and 15 liao spread amongst priests of Holberg.

Consecrate the Colossus *Mandate (Ambition, Pride, Loyalty or Prosperity, 1 dose of true liao)* This mandate will only become available if one of the two mandates above is passed. If enacted the Colossus' bounty of coin will increase from 900 to 1350 rings.

Support the Blood Red Roads *Mandate (General, 25 liao) ...indicate that the Blood Red roads are Ambitious, Benevolent and stand as a Legacy.* If enacted, the roads will be completed just before Winter 381YE, instead of Spring 382YE and there may be further mandates to assist in the completion of the second phase of the project. This opportunity is only available during the Autumn Summit. **Note:** if Holberg is cut off from the Empire, then it will not receive the benefits of the Blood Red Roads.

Navarr Halved output for personal resources in Liathaven, as the territory is fully conquered by the Jotun

Wintermark **The Hahnmark Strangler** - deranged Wendigo cultist has been apprehended by Imperial magistrates. They had been defiling bodies in an attempt to deepen the divisions between Wintermark and Varushka. The matter is now laid to rest.

Blessing of the Hylje The seal-folk bestowed their blessing upon the people of Sermersuaq. All citizens who own fleets or farm receive a small bounty as a result.

Conclave Concerns

The Great Wyrms: Dreamers experience profound dreams of personal transformation and impossible things.

Parlays with Eternals	Day	Time	Eternal	Realm	Meeting
	Fri	11pm	The Lictors	Autumn	Parley
	Sat	2pm	Irra Harrah	Spring	Parley
	Sat	5pm	Zakalwe	Day	Herald

Autumn (Friday, 1 pm) The Lictors have accepted the Archmage of Autumn's invitation of formal parley.

Spring (Saturday, around 2pm) Irra Harrah wishes to parlay regarding the Mourn; the state of the Barrens; and the tyrants of Asavea. They wish to speak with young people (who have not passed their citizenship test); Raewyn Farkas; and Hazelponi of the Shattered Tower. Afterward, they will be available briefly to speak with the Archmage of Spring.

Day (Saturday, 5pm) Zakalwe sends a representative for a discussion that will begin in the Hall of Worlds and then move to the Military Council tent. They also wish to speak to Vaan.

New rituals

Two new rituals *Unknown Unknown* and *Golden Voyage* to be entered into Imperial lore. For *Unknown Unknown* neither the ritual text nor the 10 thrones required have been handed over to the civil service.

Order of the Silver Chalice

New arcane mark required to allow magicians to join new Conclave Order. Arcane projection (Autumn, mag 20) to be handed over in the Hall of Worlds at 6pm on Saturday for casting - all joiners can then elect first Grandmaster. To acquire mana, a suitable source must be constructed (20w mithril, 3 months, already commissioned).

Three Arcane Constructions

Richard of Holberg, ally of Sadogua, has offered to build three magical structures for the Empire. , after he was rescued from the Grendel in Summer. Each needs a commission announcement, specifying territory. The finished structures must be appointed by Declaration of Candidacy of the Conclave in Winter 380.

Spring

Regio problems Spring regios still do not work for Imperial magicians. The Empire cannot use these rituals: *Foam and Spittle of the Furious Sea; Forge the Wooden Fastness; Rivers of Life, Rivers Run Red; Thunderous Tread of the Trees; Mountain Remembers Its Youth; Thunderous Deluge; Dance of Navarr and Thorn; and Hallow of the Green World.*

Summer

Courney of Sun and Ice A grand martial melee of champions chosen by the Eternals of Summer, at 4.30 pm on Saturday. The victor will determine which Summer Eternal becomes patron of the Summer College of the Icy Crag of the Eternal Sun.

Mine improvements

Eternal Adamant's koboldi will improve the mine of any citizen, for a 'gift' of white granite instead of usual mithril. Requires Declaration of Concord by the Grandmaster of the Golden Pyramid formally thanking King Adamant and inviting his koboldi to aid the Empire. The ritual *Delve Deep, Beneath the Mountain* must be used to indicate relevant mines. Opportunity is only available this Autumn - although if at least 1/3 of the Empire's mine owners take advantage, it may be extended.

Eleonaris's Challenge to Dawn Eleonaris feels slighted by Dawn's refusal to set forth champions in her name for the Tourney of Sun and Ice. The disposition of Eleonaris' *Knights of Glory* may hinge on Dawn's response. Her herald will be in the the Hall of Worlds at **8pm on Friday** to call for champions.

Winter

Trials of the Pallid Wolf Eternal Sorin's Herald Exquy invites nominations for a trial involving hard choices and suffering, open to those who have an aching need that drives them. Any citizen's name may be placed during Friday evening into a locked and chained box in the Hall of Worlds.

Heralds of Tharim Heralds of Tharim claim to be in the Empire at the behest of the Imperial Conclave. Arriving via Marcher Winter regio, two have already departed. The third is in the Copse of the Bone Birch, near Bickwell, Birchland in Upwold. Inquiries could be directed to the Landskeeper Benjamin Bickwell who is currently keeping watch there.

Day

Celestial Library Phaleron grants access to the outer chambers of *The Coral Library* (lying between a Realm and the mortal world) at **Saturday 11am** to magicians who have mastered *The Celestial Library* ritual; to Garth and Genieve of the Anvil Library, to the Archmage of Day Gancius della Notte di Sarvos, and to Skywise Gralka and Sian Eternal.

Sinokenon
- gift to restrict abuse of magic A Declaration of Endowment would grant a Grandmaster of the Celestial Arch, Sevenfold Path or Shuttered Lantern a talisman that boosts ability to perform the ritual *All the World in a Grain of Sand* (a target then finds casting rituals harder)

Roshanwe
- gift of divination A Declaration of Endowment would enable a master of a college of magic to receive a powerful ritual that would divine if a target or targets had performed a named ritual during the last three days, thus helping Imperial investigators identify culprits.

Vlenrith
- gift of 'Purity' Pure water that removes all trace of lineage is offered to the new Grandmaster of the Silver Chalice, requiring a Declaration of Concord. Some Highborn magicians and Sevenfold Path members are concerned about possible effects upon the soul and connotations of the term 'purity'.

Night

Lashonar's love letters Lashonar seeks a contest of written love letters. To nominate contestants, any citizen's name may be placed during Friday evening into a vessel in the Hall of Worlds.

Sadogua parlay request Sadogua's herald Neora of Spiral requests right of parley at **half-past ten on Friday** to discuss saving the Halls of Knowledge in Zenith from the Druj. Distressed by removal of Amity, Sadogua indicates that in return for parlay he is willing to provide rare magic items. Archmage of Night has the final decision.

Egg of Shadows *Distill the Serpent's Stone* currently creates a *shadow egg*. When broken, this item adds 6 ranks of Night lore for the purposes of performing a single ritual (new total limited to three times the magician's original rank).

Transmogrification of the Soul's Echo Ritual permits a number of unusual changes: nagas may lose their lineage; unlineaged may transform to naga; all skills, rituals, artisan or potion recipes may be forgotten.

Murit & Soghter Heralds of these Eternals disappearing. Archmage of Night cannot use their plenipotentiary power to contact them.

Shrouds Skies are clear over Morrow, Spiral, Redoubt, Miekarova, and Skarsind. Empty skies over the rest of the Empire and disputed territories, *Penumbra Veil* over Zenith.





Imperial Titles

Winter	Spring	Summer	<u>Autumn</u>
Declaration	Sinecure	Dies, abdicates or revoked	

The Throne

Empress Lisabetta von Holberg of the League



Senate

		Proposed	Seconded	
BRASS COAST	Feroz	Chiara i Zayden i Riqueza		
	<u>Kahraman</u>	<u>Qusay i Kalamar i Guerra</u>		
	Madrugá	Anwar i Del-Toro i Riqueza		
	Segura	Avisena i Ezmara i Guerra		
DAWN	Astolat	Bohemond de Rondell		
	<u>Semmerholm</u>	<u>Escalados de Carsenere</u>		
	Weirwater	Lady Eve Orzel		
HIGHGUARD	Bastion	Samual, of the Cohort of the Winter Bear		
	<u>Casinea</u>	<u>Barrabas</u>		
	Necropolis	Ianthe of Raven's Watch		
	Reikos	Cadeus of the Shattered Tower		
IMP. ORCS	Skarsind	Ironside Vio		

	Sarvos	Magdalena di Sarvos		
LEAGUE	<u>Tassato</u>	<u>Cesare Sanguineo Rezia Di Tassato</u>		
	Temeschwar	Gant Archama		
	Holberg	Irina Arkady von Holberg		
MARCHES	Bregasland	Orrick		
	Mitwold	William Guildenstern		
	<u>Upwold</u>	<u>Henry Ward</u>		
NAVARR	Hercynia	Ranulf Pridestalker		
	Miaren	Llewellyn Leafstalker		
	<u>Therunin</u>	<u>Willa Farkas-Vigil</u>		
	<u>Morrow</u>	<u>Ariadne of Auric Horizon</u>		
URIZEN	Redoubt	Probus of Shattered Spire		
	Zenith	Edmundo of Endsmeet		
	Karsk	Maarit		
VARUSHKA	Karov	Pipski Bearonovitch Strascovich of the Vor'azi		
	Miekarova	Father Nikolovich Drakov		
	<u>Volodmartz</u>	<u>Vuk the Wolfeater</u>		
WINTERMARK	<u>Hahnmark</u>	<u>Hengest Dun</u>		
	Kallavesa	Olle Markusson		
	Sermersuaq	Atte		
	Conscience of the Senate	Ingrid Sigeing of Wintermark		
	Dean of the Academy	Faustina Notturmo di Sarvos		

Other Imperial Senate Positions

Advisor on Orc Affairs

Bloodcrow Yargol



Advisor on the Vallorn

Siân Eternal



AMBASSADORS:

Asavea

Jarrigk Wegwandelaar



Axos

Tarquinius of Ankarien



Commonwealth

Cael Splitroot



Faraden

Tal'Shar i Zabala i Erigo



Iron Confederacy

vacant



Otkodov (Thule)

Juha the Cave-Spider



Jarm

Owsi Twice-burned



Sarcophan Delves

Thanmir Hrafn



Sumaah Republic

Vera Runova Helgrod



Bursar of the Academy

Titus Hopkirk



Captain of the Senate Guard

Keelin Foxden



Dean of the Liberated of Jarm

Has never been appointed



Imperial Consul

Aureliana Saverio di Sarvos



Minister of Historical Research

Ioseph of Phoenix Reach



Commissioners

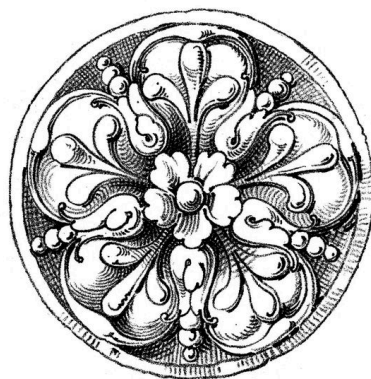
Crystal Architect of the Spires

vacant









Imperial Master of Works

vacant



Conclave









Grandmasters

Celestial Arch	Catalina Novarion	
Golden Pyramid	Arsenio Sanguineo Rezia di Tassato.	
Rod and Shield	Aethelstan	
Sevenfold Path	Zephaniah of Highguard	
<u>Shuttered Lantern</u>	<u>Gregor of the Circle of Zulgan-Tash</u>	
Unfettered Mind	Kyra of Halcyon Spire	
<u>Silver Chalice</u>	<u>vacant</u>	

Archmagi

Spring	Volfe of Ashenhall	Winter	Syrus Skybreaker
Summer	Solomon	Day	Gancius della Notte di Sarvos
Autumn	Maurice de Gouvain	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	Cyrus, son of Felix of Highguard	
Imperial Seer	Finn Finnson of Wintermark	
Imperial Censor	Helios Bitter Chalice of Urizen	
Master of Ice and Darkness	Brother Luke of 'The Shattered Tower of Highguard	
Penumbra Watcher	Asenath of Felix's Watch	

Synod

Cardinals, Gatekeepers and Virtue Inquisitors

	Cardinal	Gatekeeper/Conscience Virtue Inquisitor	
The Way	Atla of the Imperial Orcs	Ingrid Sigeing Yarrick Ursan of Wintermark	
Ambition	Severin Teyhard von Holberg of the League	Viviane de Coeurdefer of Dawn Ranae de Rondell of Dawn	
Courage	Jorma Steelhail of Wintermark	Nina of Cantiarth's Hold of Highguard Lucifer, Son of Cyrus of Highguard	
Loyalty	<u>Caleb of Reumah's Redoubt of Highguard</u>	<u>Tess of the Marches</u> <u>Corwin Leafstalker of Navarr</u>	
Pride	<u>Azekah of Zephaniah's Lament of Highguard</u>	<u>Astrid Fjellrevening Rezia di Tassato of the League</u> <u>Rane Jorunsdottir of Wintermark</u>	
Prosperity	Ricardo Almieda Desmondo di Tassato of the League	Morgan Leafstalker of Navarr Vaurus Korppitkotka of Wintermark	
Vigilance	Irada von Temeschwar of the League	Aarne Ceorling of Wintermark Adamah of Highguard	
Wisdom	Agnetha De Rondell of Dawn	Amris of Varushka Sariel of Highguard	

Other Synod Positions

Auditor of Senatorial Accountability	Zeno, Stallion's Sibling of Urizen	
High Bard of the Empire	Kaywenn du Launcet of Dawn	
High Exorcist	Solas of the Waxing Sun of Urizen	
Imperial Inquisitor	Martin Orchard of the Marches	
Imperial Chaplain Consular	Bloodcrow Ergot of the Imperial Orcs	
Seer of the Gateway	Livia of the Spire of the Celestial Cascade, Urizen	

Religious Positions Appointed by foreign Powers

Limitu Principality	Lord Marcus Dromond	Ministry
House of the Way ^{Jarm}		(liao-mana)
Imperial Delegate to the Temple in Feroz ^{Asavea}	Franco i Erigo	Ministry
		(herbs, resources)

Military Council

Brass Coast



Red Wind Corsairs

Fire of the South.

Freeborn Storm

Estana i Mestiere
i Guerra

Marciel i Riqueza

Edgardo i Ruiloba i Guerra

Dawn



Golden Sun

Hounds of Glory

Eastern Sky

Gryphon's Pride

Zoran Orzel

Tancred de Rondell

Vincent Vexille

Garravaine de Rondell

Highguard



Granite Pillar

Valiant Pegasus

Seventh Wave

Mathayus

Cayleb

Cuth

Imperial Orcs



Winter Sun

Summer Storm

Bloodcrow Morgur

Irontide Skar

The League



Wolves of War

Towerjacks

Lisabetta von Holberg¹

Natalia Barossa



The Marches



Bounders

Drakes

Rickard of Lambrook

Will Talbot

Strong Reeds

Jack Flint

Tusks

Marius Woodville-Talbot



Navarr



Black Thorns

Eira Pridestalker

Quiet Step

Brennos Brackensong



Urizen



Citadel Guard

Nicassia Avicia of
Phoenix's Reach



Varushka



Golden Axe

Nikolai Zakharovic
Prochnost

Northern Eagle

Akstis Eigulys

Iron Helms

Magnus Anatolyvich
Prochnost



Wintermark



Green Shield

Iron Osric

Fist of the Mountain

Erkenbrand



Other Military Council Positions

Warmage

Heilyn Bronwen's Rest of Navarr



Quartermaster General

Brendan (Dan) Brackensong



Imperial Fleet Master

Estaban Del Rio Blanco



¹ The Throne exercised her *Defender of the Empire* power to take control of the Wolves of War at the end of the Anvil Summit of Summer 381YE. Empire. She immediately appointed Gabriel Barossa as Adjutant.

Bourse

 Winter: Weirwood		 Spring: Ilium		 Summer: White Granite		 <u>Autumn:</u> <u>Mithril</u>	
				Bid History	Yield		
	Arratan Gamble	Liora of the Silver Chantry		300 (325, 400, 165, 41, 10)	25		
	<u>Brilliant Star</u>	<u>Vasily Strascovich</u>		590 (451, 240, 78, 13)	26		
	Canterspire Circle	Rada Prochnost		50 (385, 265, 90, 11)	22		
	Damation Cliffs	Vieri Allori		355 (405, 170, 18)	27		
	<u>Fortress of Salt</u>	<u>Tobias Shanks</u>		600 (495, 305, 80, 9)	25		
	Golden Trees of Seren	Adelajda von Temeschwar		50 (350, 303, 145, 11)	28		
	The Great Forest at Reikos	Nemuel of Ravensfell		56 (150)	25		
	<u>Great Mine of Briante</u>	<u>Silvia Alcham</u>		200 ^{RT} (355, 355, 215, 9)	22 (18 ²)		
	<u>Great Pits of Ennerlund</u>	<u>Lukash Biessek von Temeschwar</u>		590	27		
	Heartwood of the Great Vale	Landon of Longridge		50 (375, 310, 100, 7)	23		
	Hunt of Alderei the Fair	Dyta von Temeschwar		50 (200, 200, 112, 13)	26		
	Night Quarry	Talia of Netherwatch		306, (406, 370, 170, 49, 8)	26		
	Scorrero Nets	Saura Splitroot		75 (130, ??, 37, 4)	5		
	Singing Caves	to be allocated ³		(165 ^{RT} , 500, 400, 19)	28		
	Sutton Stone Quarries	Peter Carter		300 (345, 155, 93, 10)	23		
	Syrene's Wisdom	Hepzibah of Reumah's Redoubt		90 (155, 58, 48, 10)	7		
	Weirwater Vales	Jack Plank		50 (400, 280, 98, 8)	23		

^{RT} = Reduced Term

² 4 wains stolen in recent Jotun raid, affects Summer's production only

³ If allocated as Imperial, the Singing Caves will be auctioned in Winter for a three-season term.


























Unassigned Bourse Positions

	Stonefield Ice Caves	Ceded to the Thule	5
	The Legacy	Held by the Grendel	22



































National Bourse Positions

Means of Allocation – typically by vote of the relevant resource holders.

									
Bid	Business	Congregation	Farm	Fleet	Forest	Herb Garden	Mana Site	Military Unit	Mine

				Alloc.	Yield
	Brilliant Shore	Imperial Orcs	Sunhammer Dav		26
	Broken Shore Bounty	Brass Coast	Karlos i Shartha i Riqueza		7
	Castellan of Spiral Castle	Dawn	Maryc		Resupply golden apples
	<u>Eternal Shafts of Time</u>	Varushka	<u>Tomasz Strascovich</u>		27
	Gift of the Dwindling Star	Varushka	Jarek the Peaceful	 	4
	Granites of Veltsgorsk	Varushka	Vitaly Dukov		26
	Master of the Imperial Mint	League	Lieselotte van Holberg		Senate powers
	<u>Pride of Ikka's Tears</u>	Wintermark	<u>Raknar Stormspire</u>		15
	Regario Dossier	League	Rodrigo Barossa		4
	Steel Fist	Imperial Orcs	Irontide 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		
Bonesetter of Torfast Trading Post ^{IO}	Irontide Kragg		
Broker of Treji Wayhouse ^N	Cenwyn Ironroot		
Custodian of the Assayers Guild ^L	Claus Friedrich von Holberg		
<u>Custodian of the Concordium Dock</u>	<u>vacant</u>		
<u>Delver of the Depths</u>	<u>vacant</u>		
<u>Dhomiro of the Cinnabar Hills</u> ^B	<u>Sagua i Ezmara i Murit i Erigo</u>		
Foreign Trade Envoys (ceremonial)			
Axos	vacant		
Asavean Archipelago	Adrianna Donati di Sarvos		
Commonwealth	vacant		
Faraden	Roberto Murdochi di Sarvos		
Principalities of Jarm	Owsi Twice-burned		
Sarcophan Delves	Thanmir Hrafn		
Sumaah Republic	Aedred apMagor		
Foreman of the Mines of Gulhule ^{IO}	Irontide Flax		
Mistress of the Glass Parador ^B	Safya i Kalamar i Guerra		
Northbound Trademaster ^L	Jan von Schmied de Temeschwar		
Operator of Brock's Toll ^{M/D}	Tristan de Rondell of Dawn		melee
<u>Overseer of the Cavabianca Dock</u> ^L	<u>vacant</u>		
Overseer of the Westward Road ^V	Pavel Novak		 
Prime Factor of the Pallas Docks	Mercurio Ankarien		
Provost of the Halls of Knowledge ^U	Octavius of Auric Horizon		
Vizier of the Incarnadine Satchel ^B	Esteban i Ezmara i Erigo		




Sinecures & Ministries selected by Senators

Title ^{Nation/Selection} By	Holder	Income
Broken Shield Guardian ^{IO}	Redhand Gezzard	18 herbs
<u>Caretaker of New Dunhall</u>	<u>vacant</u>	16 crowns
 Celesti Lighthouse Keeper ^{BC}	Bakar i Erigo	Ministry (mana)
Custodian of the Claw ^U	Valeria of Phoenix Reach	10 mana
<u>Custodian of Glass Point Cove</u> ^L	<u>vacant</u>	9 mana
Custodian of the Starlight Drift ^U	Palaphon	9 mana
Custodian of the Storm Vault ^U	Xanthius Echostorm	10 mana
Dredgemaster of Feverwater ^N	Brennyn Bronwen's Rest	4 ingots: hist. research
<u>Dean of Pilgrims</u> ^{Senate}	<u>vacant</u>	18 liao
<u>Eternal Flame of Miaren</u> ^N	<u>vacant</u>	9 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 of Wintermark	21 herbs
Head Gardener of Urizen ^U	Alcuin of the Spire of Shattered Art	27 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)}	<u>Kiarten Twofeet</u>	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 ^{Herwynia}	Ceinwen	18 herbs
Keeper of the Sapphire Stair ^L	Domitila Sanguineo Rezia di Tassato	20 crowns
Keeper of the Spice Gardens ^{BC}	Reina i Shartha i Riqueza	18 herbs
Keeper of the Tower of the Fall ^U	Elyssian of Endsmeet	10 mana

Title	Nation/Selection By	Holder	Income
Master Apothecary	^W	Freya Krefinar	21 herbs
Master of the Clearing House	^L	Wilhelmina Aurora Sanguineo	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 Notturmo di Sarvos	15 crowns; 25 votes
Preceptor of the College of Warcasting	^{IO}	Irontide T'onk	9 mana
Shepherd of the Great Herd	^{IO}	Sunhammer Kirrik	216 rings
<u>Signori d'Argento Vine Tender</u>	^L	<u>vacant</u>	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)
Storm Shaman	^{IO}	Ashborn Rauur	9 mana
<u>Weigher of Worth</u>	^{IO}	<u>vacant</u>	9 mana

Sinecures & Ministries appointed by the Synod

Title	Appointed By	Holder	Income
Crow Keeper of the Rest	^W	Nils Bardstrom	6 liao, 12 votes
Curator of the Printer's Guild Museum	^{L, Prosperity}	Taddea Ginori	6 liao, 12 votes
Curator of the White City Museum	^H	Apollos of Highguard	7 liao, 14 votes
<u>Custodian of the Imperial War Memorial</u>	^H	<u>vacant</u>	6 liao, 12 votes
Dean of Laroc Cathedral	^D	Odelina de Rondell of Dawn	6 liao, 12 votes
Guardian of Giselle's Tomb		Casimir Marcellino di Sarvos	6 liao, 12 votes
 <u>Quaymaster of the Black Sails</u>	^{Loyalty}	<u>vacant</u>	Ministry (liao-materials)
Watcher of Britta's Pool	^W	Eldeen Wulfssdottir	9 liao, 18 votes
 Voice of Barbs	^N	Corey Brackensong	6 liao, 12 votes

Sinecures appointed by the Conclave

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

Positions Appointed by Foreign Powers

Title	Holder	Income
<u>Overseer of the Gloaming Road</u>	<u>vacant</u>	Ministry (mithril)

Civil Service Timetable

Senate Conclave Military Council Synod Bourse & Other

Friday

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

Saturday

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

Sunday

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

Collectors and Curators of Knowledge

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

Staff of the Imperial Offices	Matters pertaining to the Imperatrix, the Great Houses of State, and Foreign Policy.
Garth, Keeper of the Library of Phaleron and the Anvil Library	The Anvil Library is a public lending library and repository of knowledge. The main location is in the centre of Anvil with auxiliary libraries based in various nation encampments. In addition, the Library in the Hall of Worlds contains copies of all books sent to the Eternal Phaleron.
Ladies of the Looking Glass	Journal of Fashion and Politics. Ask in the League or at the House of Seven Mirrors.
Livia, Seer of the Gateway	Recorder of True Liao Visions, regularly published in 'Echoes of the Labyrinth'.
Qusay i Kalamar i Guerra	Producer of 'The Thrifty Squid' - a guide to market prices at Anvil.
Tiberius of the Ankarien Magesterium	Curator of the Library of the Anvil Hospital, containing information on known ailments and poisons, physical and magical.

Wisdom

- ❖ The Virtuous apply what they have learned; wisdom knows all knowledge is incomplete.
- ❖ Let every word you speak carry meaning; do not use forty when four will do.
- ❖ Wisdom is not always knowing the answer; wisdom is finding the right question.
- ❖ Test what you learn; only fools accept hearsay as truth.
- ❖ Despise folly and chastise the fool that spreads it.

Please advise the House of Errors or Omissions.

THE EMPIRE

IMPERIAL
VALIORN
JOTUN
THULE
DRUJ
GRENDEL

