

# Anvil Almanac

Winter 381 VE



## ✧ 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

## ✧ Collectors and Curators of Knowledge ✧

## ✧ Civil Service Timetable ✧

Published by the House of Seven Mirrors

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

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



Empress Lisabetta is the twentieth occupant of the Throne.

#### Abbreviations

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

Opportunities & Mandates are written in the following form:

Opportunity (materials required, time to build, time limit, effect)

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



# Imperial Concerns

## Military Campaign

**Magical shrouds hamper scrying in the Barrens & Semmerholm.**

### Zenith

*3 of 7 regions*

Druj have destroyed the Golden Cascade farmlands; all farms in Zenith now suffer a penalty of 18 rings production each season. Druj have consolidated their hold on Lustri and Occursion regions, and control nine-tenths of Proceris. Several sinecures destroyed including Origen's Rest which supplies herbs for Anvil Hospital. Potent enchantment has purified Zenith's water and protects against venom and infected wounds.

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

### Spiral

*1 of 7 regions*

Imperial forces control Cinon and gaining ground against defensive Grendel campaign. Some headway made into reclaiming Screed. Imperial gains into Ankra and minor gains in Ossuary from last season consolidated. Black Plateau increasingly causes madness and sometimes even death. Magics adversely affect shipping in the Bay of Catazar..

**Armies:** Citadel Guard, Fire of the South, Green Shield, Iron Helms, Red Wind Corsairs, Wolves of War

### Semmerholm

*6 of 7 regions*

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

**Armies:** Eastern Sky, Fist of the Mountain, Golden Sun, Gryphon's Pride, Hounds of Glory

### Madruga

*5 of 6 regions*

Entire Grendel armada has attacked Madruga. Region of Free Landing taken and Atalaya shipyard destroyed along with the Freeborn Storm navy, with headway made into Lightsea. Black Thorns army severely injured and close to breaking.

**Armies:** Black Thorns

### Mournwold

*7 of 7 regions*

Empire fully controls Mournwold. Civil Service investigating possibilities to rebuild additional fortifications in Sarcombe, the Tribute and Orchard's Watch as well as those already commissioned. Spoils of War to be presented to Military Council. Political situation in the Mournwold less tense, but remains complex.

**Armies:** Bounders, Drakes, Quiet Step, Strong Reeds, Tusks

### Jotun elite

*Segura &  
Sermersuaq*

*Segura:* 1,000-2,000 Jotun, led by former Lasambrian orcs, have invaded the borders, created a timber fort, and cleared the long-blocked pass between Kalino & Segura.

*Sermersuaq:* 1,500 Jotun Kirkja of the Ice Fishers of Ldansk (elite fighting soldiers) have been active and are clearly preparing the way for an invasion.

## Further Information

- ❖ The Civil Service intend to bring more information on the Segura and Sermersuaq situations to the Military Council Muster on Friday night.
- ❖ The Jotun orcs have dismantled the Hordalant Spy network.
- ❖ Any Wintermark army that fights the Jotun will accumulate territory one-tenth faster and inflict two-tenths less casualties, in a manner that is apparent to everyone in the territory.
- ❖ Quiet Step army quality has permanently changed to Cunning (previously Scouting).

## Resupplying Armies

**Astolat:** Fist of the Mountains  
**Casinea:** Summer Storm, Winter Sun  
**Redoubt:** Northern Eagle  
**Sarvos:** Towerjacks  
**Madruga:** Black Thorns

## Sentinel Gate Conjunctions

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

### Saturday

- I. Segura: Madera Vejo, in Yellow Chase. Force Jotun & Lasambrians back into Reinos. OR
- II. Spiral: Fulgentius' Solitary, Screed. Engag. Consolidate ground..

### Sunday

#### *Spiral*

- I. Sermersuaq: Kugaaruk Point, Stark. Engage the Jotun expeditionary forces.
- II. Zenith: Plantation of Tall Ferns, Proceris. Prevent monstrous reinforcements from joining the Druj.
- III. Semmerholm: the wooded Chase of Arnet, Ulvenholm. Engage fleeing barbarian orcs.

## Force Weights

**Each of the two battles must have at least 64 and at most 67 force weight sent on it.**

**'Force Weight' represents rough size of fighting force of Anvil heroes.**

Wintermark	27	Dawn	19	League	10	Urizen	8	Brass Coast	7
Navarr	21	Highguard	14	Varushka	11	Marches	8	Imp. Orcs	6

## Armies assigned to Guerdon support in Autumn 381YE

<b>Army</b>	<b>Nation</b>	<b>Deployed</b>
Quiet Step	Navarr	Mournwold
Bounders	Marches	Mournwold
Hounds of Glory	Dawn	Semmerholm
Granite Pillar	Highguard	Zenith
Wolves of War	League	Spiral

## Sentinel Gate Minor Conjunctions

When	Where	Size	Aim
Fri 6.30	Sermersuaq, Kuujjuaq	25	Fight drowned dead harrying settlements of the East Flows
Fri 6.45	Semmerholm, Old Wood	20	Fight Druj capturing yeofolk in Axmure
Fri 7.00	Sermersuaq, Puvirnituaq	25	Fight drowned dead attacking settlements of the East Flows
Fri 7.15	Semmerholm, Lacuve Weald	25	Stop Druj raiders Prevent partial loss of production to all farms & businesses in Semmerholm for next season
Fri 7.30	Sermersuaq, Akulivik	25	Fight drowned dead harrying settlements of the East Flows
Fri 7.45	Semmerholm, Lacuve Weald	25	Stop Druj raiders. Prevent partial loss of strength to all military units & fleets based in Semmerholm for next season
Fri 8.15	Semmerholm, Lacuve Weald	25	Stop Druj raiders. Prevent partial loss of production to all mines, forests, herb gardens and mana sites in Semmerholm for next season
Fri 8.30	Madruga, White Cedars	25	Attack Grendel hunting Navarr soldiers of the Black Thorns
Fri 9.00	Madruga, Plains of Lightsea	25	Intercept Grendel looters
Fri 9.30	Madruga, Plains of Lightsea	25	Intercept Grendel looters
Sat 2.15	Hahnmark, Bjarwood	15	Fight Feni raiders in Wood Heath
Sat 2.30	Spiral, Calvar Field	25	Fight Grendel elite troops in Screed Prevent Iron Helms losing one-tenth of their ability to inflict casualties in the next season
Sat 2.45	Upwold, Markwood	15	Fight Feni raiders in Birchland
Sat 3.30	Spiral, Gethern Expanse	25	Fight Grendel elite troops in Screed Prevent Wolves of War losing their mercenary quality for one year
Sat 4.15	Semmerholm, Castle Rock	20	Fight heavily armoured Druj making for a camp and lookout point in Axmure
Sat 4.00	Spiral, The Bluehaven	20	Discover what has happened to missing Green Shields army scouts fighting Grendel in Apulus
Sat 6.00	Liathaven, Liath's Ring	large	Engage Vallorn and Jotun. This conjunction has relevance to the Freeborn as well
Sat 9.00	Ax Glades, Golden Sun camp	25	Fight Druj saboteurs Prevent Golden Sun losing one-tenth of their ability to inflict casualties in the next season
Sat 9.30	Ax Glades, Hounds of Glory camp	25	Fight Druj saboteurs Prevent Hounds of Glory losing one-tenth of their ability to inflict casualties in the next season

# Imperial Concerns

## Active Synod Mandates

**Wintermark (25 liao)** *tactics of Wintermark armies changed, they fight honourably against the Jotun.*

**Highguard (250 liao)** *effects of Yaelian schism healed.*

**Navarr (25 liao)** *herbs shared with the Great Forest Orcs.*

**Brass Coast (25 liao)** *Quality of the Red Wind Corsairs changed, granting them 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).*

## Conduct of War

Wintermark and Freeborn national assemblies have enacted mandates against Cruelty, causing reduced effectiveness to the Varushkan Iron Helms army should they fight alongside Freeborn or Wintermark armies.

### Imperial Orcs eschew Cruelty

The Imperial Orc national assembly can enact a mandate similar to those enacted by Wintermark & Freeborn last summit.

**Mandate (25 liao):** “urge our soldiers to reject the Iron Helms and their cruelty”. For the next year, if the Iron Helms are deployed in a territory alongside an Imperial Orc army, their effectiveness will be reduced by one-tenth, cumulative with similar penalties on Brass Coast and Wintermark armies.

The Imperial Orcs may issue a stronger mandate, that incorporates the one above and will permanently change the quality of the Summer Storm from Relentless to Heroic.

**Mandate (50 liao):** “urge the Summer Storm to adopt new ways of fighting, ones that truly reflect the spirit of our people”.

### Varushka stands as one

The Varushkan national assembly can enact a mandate encouraging the whole nation to stand with the Iron Helms.

**Mandate (50 liao):** “...encourage all Varushkan soldiers to embrace our rich heritage.”

If enacted, all Varushkan armies will suffer the same penalties currently affecting the Iron Helms, and at the next summit each Varushkan army will gain an opportunity to update the quality of their army.

## Varushka

Following a storm in Northern Varushka, four opportunities to commission significant structures have emerged.

### Monument to Courage

**Opportunity: (30 wg, 10 ww, 10 T, indefinite):** creates a great work within sight of the Thule embassy, that provides 25 liao and 50 votes to priests with congregations in Miekarova.

### Bredavoi Cave

**Opportunity: (20 mi, 10 wg, 60 cr, may be time-limited):** creates a sinecure providing 20 ingots of tempest jade, Imperial title to be a National or for open auction in the Bourse.

**Sungold Pass** **Opportunity:** (20 mi, 10 ww, 30 cr, may be time-limited): creates a sinecure providing 20 ingots of orichalcum, Imperial title to be a National or for open auction in the Bourse. This old abandoned mine is likely a Terunael outpost so of interest to the Navarr; and also to the Thule if they independently find it later.

**Irontooth Keep** **Opportunity:** (150 wg, 30 ww, 45 T, 7 seasons, indefinite): creates a rank 2 fortification in Suvretz, Volodmartz, borders Thule lands.

**Liathaven Vallorn** The Liathaven Vallorn will consume the region of West Ranging and likely render the Paths of Lan Thúven useless by Spring. It will then cease expansion.

**Weakening the Vallorn** West Ranging and Westwood can be reclaimed from the Vallorn if sufficient military force is engaged this season. Doing so requires the establishment of a new beachhead into the Westwood and also runs the risk of engagement with Jotun forces.

**Liathaven Spy Network** The following citizens have privileged information:  
**Navarr:** Owyn, Lleu Tarw, Dynion Stormpine; **Varushka:** Maarit; **League:** Magdalena Alagna Di Sarvos, Kaspar Yakovitch von Holberg; **Dawn:** Lord Merbrid the Stork

**Spring vis in Bregasland** Every farm in Bregasland has acquired an extra piece of Spring vis because of the encroaching Vallorn miasma which will continue while the Vallorn is in West Ranging.

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

**Pearl of Spring vis** Clam diver Rico i Matra i Riqueza brings a valuable yet ugly pearl, potent source of Spring vis, equivalent to 30 mana, and seeks the Grandmaster of the Golden Pyramid to help him trade.

**Pages from a Book** Navarri vate Meri Sixstep searches for pages of The Book of the Stars, seemingly in connection with Eternal Tharim.

**Jarmish jewel talismans** Magician-Prince Matvei Kobarid from the Southern Principalities brings glazamy neba, 'star jewels', arriving around 3 pm Saturday, hoping that Senator Cesare Sanguíneo Rezia Di Tassato will make the arrangements for an auction to test the market. These talismans allow magicians to cast incantations more often and more efficiently; other effects are unknown.

**Ex- Freeborn Storm ship** A repaired warship equivalent to a rank 4 fleet, will be offered for sale by arrangement with the Freeborn egrégores.

## Piracy in the Bay of Catazar

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

**False Flags** Senate motion could make it legal for Imperial ships to sail under flags of one or more foreign nations (Asavea, Sarcophan Delves and Jarm); ships would be unmolested by pirates at cost of adverse diplomatic consequences.

**Map the Bay** Imperial fleets can map the Bay of Catazar to enable targeting use by magicians. Success depends on highest level of activity reached in single season. (Basic fleet contributes 100, enhanced adds 20 per level):

- ❖ 1000 - shows which nations control which areas
- ❖ 3000 - locations, names and ownership of each bay territory.
- ❖ 5000 - additional islands and major geographical features included

Requires Senate motion and 50T/season to pay for mapping materials - could be authorised out of seasonal upkeep until project completed at highest level. Privateers attract no income for mapping, but Senate could authorise one-off payment similar to guerdon.

## The League

Several opportunities are available in Holberg and Tassato.

**Holberg** **Restore Holfried in Holberg** (60 ww, 40 wg, 25 T, Winter only): creates a Great Work bringing coin or invaluable healing herbs.

**Holfried Defences** (200wg, 50T, 1 year, 28T upkeep), upgrades to strength 12,000 fortification.

**Imperial Menagerie in Holberg:** (20 ww, 5 T, Senate motion, indefinite): fetches further exotic beasts, boosts income for the Keeper to 16 cr, will provide future opportunities for astonishing creatures to be acquired.

**Mana Exchanges** **Expand Tassato mana exchange** (10 mi, 20 cr, senate motion): increases mana available for purchase.

**Create mana exchanges in other League cities** (12 mi, 24cr & senate motion for each): create ministries in Holberg and/or Sarvos and/or Temeschwar, equivalent to three 16 wain ministries.

Only one of these two opportunities may be taken. Both expire at the end of the Winter solstice.

**New Narcotic** Coarse granular blue powder increases confidence and aggression; likely cause of slight increase in violent incidents, originates from Holberg, generally known as *Bite*.

**The Colossus of Sarvos** The Colossus has been attacked; rammed by a ship with a makeshift battering ram.



The apparent perpetrator Artur di Sarvos faces trial in Anvil. He has asked for clemency from Bishop Cesare Enzo Di Trivento of Sarvos, Bishop Erasmo di Tassato, or Bishop Vitor di Mestra.

## Dawn

Several opportunities are available in Semmerholm; Dawn has gifts to allocate, and several commission opportunities are available

**Renewed Pride** **Mandate** (Dawn, 25 liao, Winter only): "we implore the yeofolk of this land to work...to produce the resources we need to press on to final victory!" A single specified resource (mines, forest, herb gardens or farms & businesses) will increase production by one rank for the next season. If supported by a suitable song, then mandate effect will last a year.

**Commissions** **The Rose Towers:** minor town fortification in Semmer's Rose can be turned into a place of beauty and pilgrimage. (15 wg, 30 cr, commission, 1 season, Winter only): creates a sinecure granting 12 liao and 24 synod votes.

**Harps of Astolat:** a great work can be built in Astolat to provide additional mana. (35 ww, 15 mi, 100 cr, commission, 1 season, Winter only) creates a great Work providing 45 mana crystals for mana site holders in Astolat.

**Rebuild the Gate:** eternal King Adamant is keen to see the gate rebuilt, and offers his aid. (160 wg, senate motion, 1 year, Winter only) would rebuild the Gate and make it 'unbreakable'. If Conclave declare Adamant under Enmity during construction, then the remaining work would need to be done with paid labour, and at standard speed.

Alternatively, the gate can be rebuilt without Adamant's aid (80 wg, counts against the Empire's commissions).

**Magical Gifts** Three magical items have been created by weavers, to be hallowed and allocated by troubadours. *The Crown of Glorious Fire* (protects against venomous weapons), the *Belt of Knighthood* (inspires allies to fight) and the *Shield of the Seeker* (enhances healing received by a Dedicated bearer). These items are to be given to:

- ❖ The earl whose leadership best inspired the Dawnish to glory in the past year
- ❖ The noble whose virtue caused them to make the greatest sacrifice in the past year
- ❖ The knight-errant who has most embodied the ideals of glory in the past year

**Favours of Eleonaris** Eleonaris has four favours, granting durable enchantments, to bestow upon knights or war-witches; to be allocated by the Earl's Council, the troubadours of Dawn, the four generals and the egregore respectively.

**Semmerlak Causeway** The Lady of the Semmerlak offers to aid Dawn in the creation of a magical causeway across the Semmerlak, usable only by Dawnish armies, and granting access into the Druj lands of the Mallum, without the Druj being aware of it until it is used.  
**Opportunity** (25 wg, 15 mi, 10 T, senate motion, 1 season, indefinite). If her mistress Eleonaris is placed under enmity by Conclave, the causeway becomes unusable.

## Mournwold

There is no longer talk of open rebellion. People are content to wait to see if the Empire delivers on its promises; the two curses must stay interdicted for 5 years and the two commissioned forts must be completed to ensure that the Mourn keeps a broadly positive view of the Empire.

**Interdicted Rituals** If Conclave interdictions on *Mountain Remembers Its Youth* and *Rivers Run Red* were removed within the next five years, the mood in the Mourn would sour disastrously.

**Fortifications** It is vital that work starts as soon as possible on the two forts commissioned last season to consolidate the positive change in mood of the Mourn. The Empire could commission a third fortification in Southmoor. The Empress is funding the first and the Senate the second; feeling in the Mourn is that the Mournwold should pay for the third.

**Imperial Charter** The Empress could grant the town of Sarcombe an Imperial charter to create a new market town.

**Dolman Network** Opportunity (80 wg, 20 mi, 25 T): creates a Great Work that provides 60 mana crystals to farm owners in the Mourn and defends the territory from magical curses.

**The Singing Caves** If the Singing Caves are allocated as a Marcher national position through the relinquishment of the Imperial Orc position of the Brilliant Shore, this will profoundly change the attitude of the Mourn to the Empire and the Imperial Orcs. It is also expected that the Bourse Seat holder would then fund the Dolmen Network.

Enabling the Imperial Orcs to relinquish a Bourse resource requires the following steps:

- ❖ Constitutional motion to create new Senate power to 'Relinquish' a national or Imperial resource, or a territory.
- ❖ Any relinquishment motion requires a constitutional vote and is vetoable by the General Assembly, Assembly of Nine - and the relevant national assembly if the territory or resource is not Imperial.
- ❖ Relinquished territory or resource is then eligible for allocation(or assignment) at the next Senate session.

**Hatred** Marcher common folk don't distinguish between the false virtue of Hate and the everyday experience of hating the Jotun (and anyone who has ever crossed them). This is a challenge for the Marcher Assembly, to avoid loss of faith in the Synod.

**Whittlefolk** Half have returned to the Mourn from Tassato. They remain spiritually motivated by hatred, but if left to themselves, the matter will rest. Younger folks staying in Tassato are more inclined to integrate into the League.

**Jotun Thralls** The ex-Jotun thralls in the Mourn are a complex problem.

**Declare the Thralls Foreigners:** Senate can declare peace with the thralls, making them foreigners. Trading with them would be legal and they receive protection under Imperial law so it would be illegal to displace them from farms and other claimed resources. It would also be illegal for the Military Council to re-distribute three of the Mournwold Spoils of War.

**Conversion to the Way: Mandate** (Marcher or Imperial Orc, 50 liao): encourage the orcs of the Mournwold to come to the Way of Virtue. If passed, it is very likely that the Jotun thralls will send a representative to engage in diplomacy with the Empire.

**Remove the Thralls:** An Imperial army can remove the thralls in two seasons with a Cautious Advance order. Two armies could achieve this in one season. This act would be illegal if the thralls were foreigners. With the thralls gone, eventually the Marches could support a fifth army.

## Iron Confederacy Refugees

200 Iron Confederacy rebel slave refugees have fled into Feroz, Brass Coast and are raiding back across the border into Kalino, against Duke Guiscard, the Iron Confederacy ruler. He would be content to see them go forever but they prefer to stay and raid. They have their own source of spiritual strength. Resolution outcome according to Duke Guiscard's wishes would likely secure favourable trade in white granite.

**Declare Rebels to be Barbarians** This Senate motion will improve relations between the Empire and Duke Guiscard but may prompt the rebels into raiding Imperial resources.

**Eject the Rebels** An Imperial Army could be deployed to force the rebels back over the border. Duke Guiscard will be indebted to the Empire.

**Grant the Duke Permission** A Senate motion could authorise the Ambassador to the Iron Confederacy to invite Duke Guiscard to send his forces into Feroz. Or the ambassador could do this without a senate motion, but at risk of legal repercussions.

**Do Nothing** The rebel forces will increase in size, and likely pose greater threat in the future.

**Oppose Duke Guiscard** Money and mithril would aid the rebels. Direct military assistance is only legally possible through Senate motion. This will damage diplomatic relations with the Duke and possibly with the Iron Confederacy as a whole.

**Unusual aura** Hallowed item bought from the rebels is to be given over to the Imperial Inquisitor for investigation

## Foreign & Barbarian Nations

- Hsavea** Relations broadly positive. Imperial fleets trading with Nemoria receive additional measure of iridescent gloaming and additional ingot of orichalcum.  
Unrest and rebellion, sponsored by the Sumaah Republic, is taking root in outlying Asavea subject nations and central demand grows for trade in healing herbs, particularly True Vervain and Marrowort.
- Liao price** Liao currently sells for 18 rings/dose (usually 12) due to demand from the Temple of the Seven Virtues in Nemoria.
- Hxos** Relations with Axos friendly. By sending fleets to trade, progress has been made on encouraging the Axou to abolish slavery. The Grendel have probably noticed the large number of Imperial vessels sailing to Axos.  
An Imperial archaeological expedition from the Department of Historical Research has arrived in Axos, supported by the Advisor on the Vallorn and the Ambassador to Axos.
- Commonwealth** Relations distant yet polite. While the Empire continues to extend favoured-trader status to the Principalities of Jarm, it is unlikely to be easy to improve this state of affairs. Trade with Leerdam and Volkavaar remains stable.
- Faraden** More Faraden merchants visiting the Empire due to new prosperous Upwold trading enclave, and Lorenzo's Blood Red Roads. Additional orichalcum and weltsilver will be available at the public auction; additionally, more mithril may also be available.  
A heretical and blasphemous treatise on the Faraden religion is circulating, written by Romero di Sarvos in 379 YE before his execution. Faraden merchants themselves avoid discussion of religion to avoid disputes.
- Iron Confederacy** Trade intermittent with no ports currently open to the Empire. Port Robec is expected to be open soon. Ambassador to the Iron Confederacy Zadkiel de Coeurdefer will know more.  
Forces of Duke Guiscard fought Druj alongside Dawn in Semmerholm this past season but have open disdain for those using magic and liao.
- Jarm** Excellent relations continue with Eastern Jarm who are making moves to ease conditions of slavery, opposed by Northern and Southern principalities. Southern port Vezak will supply an additional crystal mana to each visiting ship. No additional materials from

Northern port Kavor or Eastern port Rigia. Imperial fleets continue to purchase large quantities of mana.

- Mystery mana boost** Northern Jarm have made the mana-site enhancing substance called 'white seed' available to the Empire. Citizens spending coin on it will improve their mana production. Disposal must be done carefully. Lasting effects on mana sites are unknown.
- Sarcophan Delves** Relations neutral but politely friendly. Some Imperial bad feeling from the deeply pragmatic Sarcophans' agreements with the Grendel for trading and to prevent piracy to their ships.
- Sumaah Republic** Sumaah still at war with the Empire. Port of Zemeh remains closed. 'Ceasefire' in place until the end of the Winter Solstice. Small delegation coming to Anvil on Saturday night. Sumaah currently holds the Imperial Crown and is actively opposing Imperial efforts to spread the Way to other foreign nations.
- Great forest Orcs** The Great Forest orcs dwell peacefully in Therunin. They have been granted herbs and supplies from both the people of Therunin and the Gardens of High Chalcis, which has ensured sufficient for their needs - other results are as yet unknown. They are working the Thimble weirwood seat for a payment of 4 wains per season, thus removing its upkeep cost from the Senate budget.
- A delegation is expected this summit to discuss how materials for the newly commissioned Holt of the Oak fortification will be funded.
- Ritual magic** Conclave gave two rituals to the Great Forest Orcs, one was in accordance with their wishes, the other (*Rivers Of Life*) causes some concern for them due to its powerful nature. They would like full access to Imperial Lore, but realise that this is an immense gift.
- Grendel** A delegation from the Grendel, headed by Speaker Morna, is due to arrive in Anvil on Friday at 7pm, to speak with the Imperial Consul. The delegation is protected by Imperial Law; **It is illegal to attack delegations under a flag of truce.**
- Thule** The Thule peace-treaty ends in Summer 382YE. A delegation from Otkodov expects a formal reception on Saturday afternoon to speak to the Ambassador, Juha the Cave Spider.
- Thule armies are present in border regions. Krevsaty in the Thule-held Karsk region has been recently fortified with a new castle.

## Synod Concerns

- The Silent Sentinel** Fortification in Casinea. Highguard is now confirmed as the largest and most extensive example of the work of the mysterious Paragon known as the Sentinel.
- Mandate:** Consecrate the Silent Sentinel with True Liao (General, 1 true liao, 4 cr), will reduce the cost of all Imperial fortifications begun before Winter 382YE by one-fifth. Also creates sinecure opportunity:

**Opportunity:** Create place of pilgrimage (25 wg, 50 cr, commission, 3 month) creates a sinecure providing 10 liao and 20 synod votes, well-worn path is to appoint by Highborn or Vigilance assemblies.

## Heterodoxy vs orthodoxy

The following competing mandates can go through the General Assembly; each require 100 liao. All effects last for a year after which additional Mandates would be available. The successful named priest's words will be published widely across the Empire.

Nina of  
Cantiarch's Hold,  
of Highguard

**"reaffirm our commitment to the Virtues and the Doctrines of the Faith".**

If passed, congregations in Varushka, the League & Highguard increase, and the Marches, the Brass Coast and Wintermark decrease, all by 1 liao and 2 votes.

Bartimaeus of the  
Shattered Tower,  
of Highguard

**"encourage citizens to take whatever actions are necessary to seek out and punish such Heresy, Idolatry and Blasphemy".**

If passed, congregations in Varushka, the League & Highguard increase, and the Marches, the Brass Coast and Wintermark decrease, all by 1 liao and 2 votes. Some orthodox citizens likely to respond by taking matters into their own hands and attempt to deal with religious crimes without waiting for further approval by the Synod.

Severin Teyhard  
von Holberg,  
of the League

**"remind Imperial citizens of our common belief in the seven Virtues, at the heart of belief in every Imperial Nation".**

If passed, will clearly instruct citizens to unite the Empire beneath a common banner. No change in congregation votes or liao. Any attempt to incite people to confront religious differences or spiritual conflicts would be strongly inhibited for the following year.

Martin Orchard,  
of the Marches

**"remind Imperial citizens that our spiritual traditions are an aid to the pursuit of Virtue".**

If passed, congregations in the Marches, the Brass Coast and Wintermark increase, and Varushka, the League & Highguard decrease, all by 1 liao and 2 votes.

Jorma Steelhail  
of Wintermark

**"persecute the Unvirtuous and those who denigrate the Way with their vile ways".**

If passed, all congregations in the Empire increase by 1 liao and 2 votes. Foreigners and those deemed 'insufficiently virtuous' would face persecution.

## Jarmish Slavery

**Mandate** (General, 25 or 150). Eastern Jarm's ruler has proposed radical improvements to the treatment of slaves. This makes her rulership more precarious. The Synod can support these reforms, which will affect Imperial fleet captains trading with Northern and Southern Jarm, reducing yield of mana by 2 ranks. 25 liao mandate shows support, 150 liao shows very strong support.

# Conclave Concerns

*Stars have returned to the night sky across the Empire, but the Barrens and Semmerholm remain shrouded. Shroud over Semmerholm is magnitude 50.*

Parlays with Eternals	Day	Time	Eternal	Realm	Meeting
	Fri	12pm	Janon	Night	Parlay
	Sat	2pm	Ephisis	Autumn	Parlay
	Sat	4pm	Siakha	Spring	<u>Not</u> parlay
	Sat	5pm	Barien	Summer	Parlay
	Sat	12pm	Tharim	Winter	Parlay

**Autumn (Saturday, 2 pm)** Ephisis has accepted the offer of formal parley to discuss matters of trade with the City of Gold and Lead. Other individuals with an interest in trade will also be in attendance.

**Night (Friday, 12pm)** Janon will discuss boons with the Archmage and has requested that Kahendrin Wordsmith be present.

**Spring (Saturday 4pm)** Siakha sends a champion to speak to the Archmage in the Hall of Worlds. It will not be a parley. Civil Service advise that this meeting may be dangerous.

**Summer (Saturday 6pm)** Barien and four nobles of the Summer Realm will attend Archmage Solomon's feast in the Hall of Worlds and will award a token to the best performer from the attending musicians and poets.

**Winter (Saturday 12pm)** Tharim sends Shackle, an agent of the Thrice Cursed Court, to engage in formal discussion, with the possibility of 'gifts' for the Conclave.

**New rituals** Rituals *Combing the Beach*, *Ride the Noble Steed*, and *Aid Once More* have been added to Imperial Lore. Any Imperial magician may master them in the normal way.

**Shadow Eggs** *Distill the Serpent's Stone* still creates a shadow egg. When broken, it adds 6 ranks of Realm Lore for performing a single ritual. (New total limited to 3 times magician's original rank). Cannot be used to remove curses or poisons.

**Halls of Knowledge** The Halls of Knowledge have moved from Zenith by unknown magical means and are now in Peregro, Morrow.

**Strategic Magic** Fortification Aleksandra's Watch has been completed early due to Imperial magic.  
In the Morass, Holberg, the Sussivari casting of *Dripping Echoes of the Fen* resulted in an unusual fortification garrisoned by deadly Heralds. It is the mirror-image of the Druj castle that once stood at Rebeshof.

## Magical Commissions

<b>Richard of Holberg</b>	Richard of Holberg, ally of Sadogua, has offered to build three magical structures for the Empire, in gratitude for his rescue from the Grendel in Summer. He prefers that Conclave appoint any consequent Imperial titles, through Declaration of Candidacy.
<b>The Dolmans of Protection</b>	<b>Opportunity</b> (80 wg, 20 mi, 25 T): creates a Great Work that provides 60 mana crystals to farm owners in the Mourn and protects the territory from magical curses.
<b>The Loom of Stars</b>	<b>Opportunity</b> (20 mi, 40cr, 1 season; or 10 mi, 50 tempest jade, 50 weltsilver alternative cost) creates a sinecure that produces six vials of prismatic ink per season.
<b>Watcher of the Wheel</b>	<b>Opportunity</b> (10 ww, 20 cr, 1 season) creates a sinecure that produces one measure each of Winter, autumn, Night and Spring vis.
<b>Others</b>	Several other opportunities for magical commissions have arisen.
<b>The Moonwell, Hahnmark</b>	<b>Opportunity</b> (10 mi, 20 cr, 1 month, commission, Winter only) creates a sinecure that grants the holder four doses of Spring Vis each season. Appointed by Conclave Declaration, or Wintermark senators.
<b>Miaren great work</b>	<b>Opportunity</b> (10 mi, 10 ww, 20 cr, 1 season, Winter only) creates unique sinecure provides 7 mana and 13 herbs. Appointed by Conclave Declaration, or by Urizen senators.
<b>Redoubt sinecure</b>	<b>Opportunity</b> (10 mi, 10 ww, 20 cr, 1 season, Winter only) creates unique sinecure provides 7 mana and 13 herbs. Appointed by Conclave Declaration, or by Urizen senators.

## Spring

<b>Rites of Spring</b>	Spring magic has returned to the Empire, with extra force. Spring magicians may draw upon additional power, but risk magical injury
<b>Briar aid</b>	Disparate small briar bands of briars offering aid and support in Mournwold & Zenith. All bear the symbol of the hare. When asked what they are doing, they give the answer "We were asked to help. We are sorry we cannot help more, but the Archmage of Spring forbade it."
<b>Heart of the Tempest</b>	This folly was originally commissioned by Senate motion, raised by Dûsan of the Tangled Thorns. It strangely grew a thicket of powerful trees in Spring 380YE. Now it has begun to expand again.

## Summer

<b>Patronage of Eleonaris</b>	Eleonaris' champions won the Summer Tourney; The Lion of Summer is now the patron of the Summer College of the Icy Crag of the Eternal Sun.
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**Patronage of Jaheris** Emissaries of Jaheris have indicated that their master wishes to speak with the champions who fought under his banner at 9pm on Saturday, and will meet with other magicians from 9.30pm.

**Adamant** Conclave accepted King Adamant's proposal to send his koboldi servants to help expand and improve mines in return for any recovered mundane metals and gems, but few Imperial mine owners took up the offer.

**Rhianos' Treasure Ship** The Senate commissioned a treasure ship which was deliberately sunk in pursuit of the support of Eternal Rhianos, apparently at the request of Solomon, Archmage of Summer. Some orthodox religious adherents believe that act is an act of propitiation - a type of idolatry - but legally speaking, only the Imperial Synod has the power to make that determination.

## Winter

**Heralds of Tharim** Three heralds of Tharim arrived last season via the Upwold regio known as the Copse of the Bone Birch. One, Obligatus, is still sat on the old stump near the middle of the regio. One is unaccounted for. The third, Donum, has appeared in the northern Empire, poking around the Night Quarry and the Fortress of Salt and talking to collectors of antiquities, mine and quarry workers, and historians across Temeschwar, Skarsind, and all over Varushka. It seems to be interested in relics related to orc enslavement and is paying in old coins, heart's blood vis, and the occasional minor boon.

## Day

**Sinokenon** Conclave accepted the Gift of Binding from Sinokenon - granting a Grandmaster of the Celestial Arch, Sevenfold Path or Shattered 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** Conclave accepted the Gift of Inquisition from Roshanwe - enabling 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.

**Ylenrith** Conclave declined the Gift of Purity offered by Ylenrith - pure water that removes all trace of lineage.

## Night

**Sadogua's Medallion** Sadogua has misplaced a round gemstone held with twisted wire in an elongated loop, on a chain - and offers a small reward for its return.

**Murit & Soghter** Heralds of these Eternals are disappearing and cannot be contacted using the Archmage of Night's plenipotentiary power. News from Jarm & Faraden implies that the same thing is happening there.



# Imperial Titles



Winter



Spring



Summer



Autumn



Declaration



Sinicure



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		
	<u>Madrugá</u>	<u>Anwar i Del-Toro i Riqueza</u>		
	Segura	Avisena i Ezmara i Guerra		
DAWN	<u>Astolat</u>	<u>Bohemond de Rondell</u>		
	Semmerholm	Lady Jocelyn Arwood		
	Weirwater	Lady Eve Orzel		
HIGHGUARD	Bastion	Sammual, of the Cohort of the Winter Bear		
	Casinea	Nira, of Cantiaarch's Hold		
	<u>Necropolis</u>	<u>Ianthe of Raven's Watch</u>		
	Reikos	Cadeus of the Shattered Tower		
IMP. ORCS	<u>Skarsind</u>	<u>Irontide Vio</u>		

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

Zadkiel de Couerdefer



Otkodov (Thule)

Juha the Cave-Spider



Jarm

Oswi Twice-burned



Sarcophan Delves

Thanmir Hrafnar



Sumaah Republic

Vera Runova Helgrod



Bursar of the Academy

Titus Hopkirk



Captain of the Senate Guard

Keelin Foxden



Dean of the Liberated of Jarm

Ventuno de Sarvos



Imperial Consul

Aureliana Saverio di Sarvos



Minister of Historical Research

Ioseph of Phoenix Reach



TRADE ENVOYS:

**Lapsed:** Jarm, Asavean Archipelago, Faraden, Commonwealth, Sumaah Republic

**Sarcophan Delves:** Thanmir Hrafnar\*

\*will step down at the start of the Winter Solstice summit 381YE

## Commissioners

Crystal Architect of the Spires

vacant



Imperial Master of Works

vacant



# Conclave

## Grandmasters

Celestial Arch

Golden Pyramid

Rod and Shield

Sevenfold Path

Shuttered Lantern

Unfettered Mind

Silver Chalice

Catalina Novarion

Arsenio Sanguineo Rezia di Tassato.

Aethelstan

Zephaniah of Highguard

Gregor of the Circle of Zulgan-Tash

Kyra of Halcyon Spire

Raewyn Farkas



## Archmagi

**Spring**

Volfe of Ashenhall

**Winter**

Sirus Skybreaker

**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**

Helios Bitter Chalice of Urizen



**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	
<b>The Way</b>	<u>Atla of the Imperial Orcs</u>	<u>Ingrid Sigeing of Wintermark</u> <u>Yarrick Ursan of Wintermark</u>	
<b>Ambition</b>	Viviane de Coeurdefer of Dawn	<u>vacant</u> Ranae de Rondell of Dawn	
<b>Courage</b>	Jorma Steelhail of Wintermark	Nina of Cantiararch's Hold of Highguard Lucifer, Son of Cyrus of Highguard	
<b>Loyalty</b>	Veikko of Wintermark	Tess of the Marches Corwin Leafstalker of Navarr	
<b>Pride</b>	Azekah of Zephaniah's Lament of Highguard	Astrid Fjellrevening Rezia di Tassato of the League Rane Jorunsdottir of Wintermark	
<b>Prosperity</b>	<u>Ricardo Almeida</u> <u>Desmondo di Tassato of the League</u>	<u>Morgan Leafstalker of Navarr</u> <u>Vaurus Korppitkotka of Wintermark</u>	
<b>Vigilance</b>	Irada von Temeschwar of the League	Aarne Ceorling of Wintermark Adamah of Highguard	
<b>Wisdom</b>	Abaddon De Rondell of Dawn	Amris of Varushka Galene Netherwatch of Urizen	

## Other Synod Positions

Auditor of Senatorial Accountability	<u>vacant</u>	
High Bard of the Empire	Kaywenn du Launcet of Dawn	
High Exorcist	<u>Solas of the Waxing Sun of Urizen</u>	
Imperial Inquisitor	Martin Orchard of the Marches	
Imperial Chaplain Consular	Bloodcrow Ergot of the Imperial Orcs	
Seer of the Gateway	Livia of the Spire of the Celestial Cascade, Urizen	

## Military Council

### Brass Coast



Red Wind Corsairs  
Fire of the South.

### Dawn



Golden Sun  
Hounds of Glory



Eastern Sky  
Gryphon's Pride

### Highguard



Granite Pillar  
Valiant Pegasus



Seventh Wave

### Imperial Orcs



Winter Sun  
Summer Storm

### The League



Wolves of War  
Towerjacks

Estana i Mestiere  
i Guerra



Gomez i Souza i Guerra



Zoran Orzel



Tancred de Rondell



Vincent Vexille



Garravaine de Rondell



Mathayus



Cayleb



Cuth



Bloodcrow Morgur



Irontide Skar



Michelangelo de Sarvos






Natalia Barossa



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

## Other Military Council Positions

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

## Positions Appointed by foreign Powers

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



# Bourse



Winter:  
Weirwood



Spring:  
Ilium



Summer:  
White Granite



Autumn:  
Mithril

**Bid History**      **Yield**

	Arratan Gamble	Liora of the Silver Chantry	300 (325, 400, 165, 41, 10)	25
	Brilliant Star	Tobias Shanks	390 (590, 451, 240, 78, 13)	26
	<u>Canterspire Circle</u>	<u>Rada Prochnost</u>	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
	<u>Golden Trees of Seren</u>	<u>Adelajda von Temeschwar</u>	50 (350, 303, 145, 11)	28
	<u>The Great Forest at Reikos</u>	<u>Nemuel of Ravensfell</u>	56 (150)	25
	Great Mine of Briante	Jonah Farkas	370 (200 <sup>RT</sup> , 355, 355, 215, 9)	22
	Great Pits of Ennerlund	Vasiliy Krenyenkov Valeskai Strascovich	370 (590)	27
	<u>Heartwood of the Great Vale</u>	<u>Landon of Longridge</u>	50 (375, 310, 100, 7)	23
	<u>Hunt of Alderei the Fair</u>	<u>Dyta von Temeschwar</u>	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
	<u>Singing Caves</u>	<u>vacant</u>	(165 <sup>RT</sup> , 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
	<u>Weirwater Vales</u>	<u>Jack Plank</u>	50 (400, 280, 98, 8)	23

<sup>RT</sup> = Reduced 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 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
	Master of the Imperial Mint	League	Lieselotte van Holberg		Senate powers
	Overseer of the Cavabianca Dock	League	Fiore de Liberi		Ministry
	Pride of Ikka's Tears	Wintermark	Algar of Ashenhall		15
	Regario Dossier	League	Rodrigo Barossa		4
	Steel Fist	Imperial Orcs	Bloodcrow Losak		8
	<u>The Thimble</u>	<u>Navarr</u>	<u>Idris Eternal</u>		24
	Vigilant Swan	Highguard	Bartimaeus of the Shattered Tower		26

# Sinecures, Elected Bourse Titles, & Ceremonial Titles

Title <sup>Nation</sup>	Holder	Season	Election
<u>Bailiff of the Grand Market</u> <sup>M</sup>	<u>'Magic' Errol</u>		
Bonesetter of Torfast Trading Post <sup>IO</sup>	Irontide Kragg		
Broker of Treji Wayhouse <sup>N</sup>	Cenwyn Ironroot		
Custodian of the Assayers Guild <sup>L</sup>	Claus Friedrich von Holberg		
Delver of the Depths	Tobyrtan		
Dhomirol of the Cinnabar Hills <sup>B</sup>	Demitrio Taziel i Riqueza		
Foreman of the Mines of Gulhule <sup>IO</sup>	Irontide Flax		
Mistress of the Glass Parador <sup>B</sup>	Safya i Kalamar i Guerra		
Northbound Trademaster <sup>L</sup>	Jan von Schmied de Temeschwar		
Operator of Brock's Toll <sup>M/D</sup>	Tristan de Rondell		melee
<u>Overseer of the Westward Road</u> <sup>V</sup>	<u>Pavel Novak</u>		
Prime Factor of the Pallas Docks	Mercurio Ankarien		
<u>Provost of the Halls of Knowledge</u> <sup>U</sup>	<u>Octavius of Auric Horizon</u>		
Vizier of the Incarnadine Satchel <sup>B</sup>	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
<u>Imperial Wayleave I</u>	Breeta Dunning	6 (10)
<u>Imperial Wayleave II</u>	Lorenzo von Temeschwar	8 (5)
<u>Imperial Wayleave III</u>	Silas di Sarvos	8 ½ (5)
<b>Total</b>		22 ½ (20)





## Sinecures & Ministries selected by Senators

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

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

## Sinecures & Ministries appointed by the Synod

Title <sup>Appointed</sup> By	Holder	Income
<b>Crow Keeper of the Rest</b> <sup>W</sup>	Nils Bardstrom	6 liao, 12 votes
<b>Curator of the Printer's Guild Museum</b> <sup>L, Prosperity</sup>	Taddea Ginori	6 liao, 12 votes
<b>Curator of the White City Museum</b> <sup>H</sup>	Apollo of Highguard	7 liao, 14 votes
<b>Custodian of the Imperial War Memorial</b> <sup>H</sup>	Sister Magdalena of the Shattered Tower	6 liao, 12 votes
<b>Dean of Laroc Cathedral</b> <sup>D</sup>	Odelina de Rondell of Dawn	6 liao, 12 votes
<u><b>Friar of Honour's Rest</b></u>	<u>vacant</u>	8 liao, 16 votes
<b>Guardian of Giselle's Tomb</b>	Casimir Marcellino di Sarvos	6 liao, 12 votes
<b>Head Gardener of Urizen</b> <sup>U</sup>	Alcuin of the Spire of Shattered Art	27 herbs
 <b>Quaymaster of the Black Sails</b> <sup>Loyalty</sup>	Illaria Notturmo di Sarvos	Ministry (liao-materials)
<b>Watcher of Britta's Pool</b> <sup>W</sup>	Gunnbrand Ironwill	9 liao, 18 votes
 <u><b>Voice of Barbs</b></u> <sup>N</sup>	Corey Brackensong	6 liao, 12 vote

## Sinecures appointed by the Conclave

Title	Holder	Income
<b>Gloaming Sentinel</b>	Sibella of Phoenix Reach, of Urizen	20 iridescent gloaming

# Civil Service Timetable

Senate      Conclave      Military Council      Synod      Bourse & Other

## Friday

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

## Saturday

10 am	Vote Opens (10.30)			
11 am	Patrol/Battle (to 12.30)			
12 pm				
1 pm	Senator Elections			
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.*

<b>Staff of the Imperial Offices</b>	Matters pertaining to the Imperatrix, the Great Houses of State, and Foreign Policy.
<b>Garth, Keeper of the Library of Phaleron and the Anvil Library</b>	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.
<b>Ladies of the Looking Glass</b>	Journal of Fashion and Politics. Ask in the League or at the House of Seven Mirrors.
<b>Livia, Seer of the Gateway</b>	Recorder of True Liao Visions, regularly published in 'Echoes of the Labyrinth'.
<b>Qusay i Kalamar i Guerra</b>	Producer of 'The Thrifty Squid' - a guide to market prices at Anvil.
<b>Tiberius of the Ankarien Magesterium</b>	Curator of the Library of the Anvil Hospital, 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.*



