

LIONE LLC Presents

End of Seasons



Soul's Fiery Torment

Vol. III, Issue 3



End of Seasons

2009 Event Calendar

Date	IG Date	Setting	High Holy Day
May 22-25	Spear	Shadow's Edge	HHD Crumach
June 6-7		Renaissance Faire	
June 13-14		Renaissance Faire	
June 26-28	Lion	Dawn's Refuge	Solstice
July 24-26	Boar	Shadow's Edge	HHD Unmaker
September 4-7	Raven	Dawn's Refuge	Equinox
October 2-4	Stag	Shadow's Edge	HHD Unacia
November 6-8	Sword	Dawn's Refuge	HHD Maker

Next Event

The Reaping

May 22-25 2009

A 4-Day Event in Shadow's Edge

What twisted plans does the mysterious Bonedancer have to celebrate the High Holy Day of the God of Death and the Soulless and how will the heroes perched along the Shadow's Edge stop him? From within the dark woods, tantalizing whispers of rituals, vessels and power can be heard, but what does it mean? What wonders will be located in the ancient city and how will they help the Realm of Seasons in their war against the Eclipse?

Contributors

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Welcome

We would like to welcome you to the third season of LIONE's fourth campaign, End of Seasons! In this primitive world four distinct societies have developed within the Realm of Seasons. To the North, the Throne of Winter Sky boasts a defiant people who are unyielding in battle. To the South, the Throne of Summer Thunder is filled with desert-dwelling masters of magic and technology. To the East, the melancholy Throne of Autumn Stars is known for their gift of prophecy and strength against the unquiet dead. To the West, the kindred spirits within the Throne of Spring Rain seek to preserve all of life.

In the Center of the World upon the Isle of the Damned lies the exiled and forgotten from the Realm of Seasons. It is here, in the mysterious and hostile land that a campaign against the rising Darkness must be waged. After many centuries of hatred and distrust, the Four Thrones have sent representatives to root out the Darkness and save the world.

Two settlements have been established on the Isle of the Damned. Dawn's Refuge lies relatively close to

the coast and provides a vital link to the Realm of Seasons. Here, there are many opportunities for smaller adventures amidst the larger event plot. Shadow's Edge lies further inland and provides the front-line in the battle against the Darkness. Shadow's Edge features numerous large-scale battles with some opportunities for smaller adventures. Within these settlements, acts of heroism, sacrifice and concentration of purpose will not only yield success within the mission, but also personal honor and the ability to rise through the ranks of leadership.

This two-part newsletter provides players and newcomers important Out-of-Game (OOG) information about upcoming events, rules clarifications, announcements and contact information. An In-Game (IG) bulletin board provides players with the latest collection of stories and announcements from each of the Thrones, the Peacekeepers and local churches surviving on the Isle of the Damned. Player submissions are always welcome!

Contact Us

Whether you are a veteran LIONE player or brand new, you may have questions regarding the logistics that govern character creation, advancement or background plot. We would like to encourage you to read the various publications, which are available online at www.endofseasons.com. In addition to the newsletter, Core Rules, Advanced Rules, and Quick Rules, there are a number of In Game and Out of Game forums available. If you still have questions or concerns, please don't hesitate to send us a note at board@lione.net.

On the front page of the website is the link for the character update form on Survey Monkey. In addition, you can send character updates to board@lione.net.

If you have a complaint or concern about an End of Seasons (EoS) event while you are there, you should bring it to the immediate attention of the ombudsman. Michelle is currently the ombudsman and will do her best to ensure that your grievance is understood and addressed. General questions can be asked of any available EoS official. If your question is more complicated, you may be asked to send an email after the event.

Game Play

FAQ

As our game grows, we see new faces at nearly every event. While some are veteran LARPer, some have never LARPer before. Each month, we add new FAQs to the newsletter in the hopes that it will make our newest members feel at home quickly. Feel free to look at the archived issues (available online) for more FAQs!

How can I learn about the Silver Kingdom Renaissance Festival?

Although you can speak to End of Seasons officials and veteran players, the best information is available on our website: www.kingdomfestival.com.

How is it related to End of Seasons?

LIONE (End of Seasons) creates and runs this Renaissance Fair as a means of earning revenue to operate and promote the End of Seasons game. The fair's plot and ambiance is specifically created to highlight elements of the End of Seasons game world. Each year, representatives from each of the Four Thrones come together for a chance to win the use of the legendary Faya's Cup for a year. Naturally, there are entertainers, merchants, food and fun that go along with this competition. Did I mention the rumors of the Eclipse Throne crashing the gathering?

How can I help?

The success of the Silver Kingdom Renaissance Festival depends on the volunteer labor of the board, the committee and you! In addition to the handful of NPCs that tend to the fair's plot, we need assistance at the Admission Gate, Parking, Security, First Aid, Setup, Cleanup, and general help. All volunteer roles are going to be "in character", so even if you are not one of the 4-5 primary cast members, you are still contributing to the plot and feel of the End of Seasons world in the faire. To volunteer, please send a note to charbonm@gmail.com and fill out the volunteer survey (link available on front page of www.endofseasons.com website). By letting us know your availability and interest in various categories, we can best match you to specific tasks.

Advertisements

WEAPONS AVAILABLE

If you find yourself in need of phys reps for an EoS event, consider renting or purchasing your weapons from us! You can rent boffer weapons and crossbows at the event check-in at Logistics. Boffer weapon rental is \$3 and Crossbow rental is \$4. To purchase a custom-made boffer weapon, please send your request to board@lione.net.

Rising Phoenix Games

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MANY HANDS MAKE LIGHT WORK!

Interested in helping make the 2009 Silver Kingdom Renaissance Festival — where End of Seasons welcomes faire-goers into the colorful, intriguing world we all know so well — a continuing success? This is a great experience-building project that makes use of a wide variety of skills and interests, including people who "just want to help" but are unsure how. Website work, searching out new vendors and entertainers, helping with promotions, working on craft projects for the heraldry and set designs...there's a lot to do, and we can use your help in getting it all done! To lend a much-needed hand, please send an email to charbonm@gmail.com today!

Directions to Ye Olde Commons

From Hartford (I-84)

- ◇ Follow I-84 into Massachusetts
- ◇ Take Exit 3A onto Route 20 East
- ◇ Stay on Route 20 East. You will cross Route 31
- ◇ Stay straight on Route 20. You will reach a traffic light at Main Street
- ◇ Northside Road is 0.3 miles on the left, past the Main Street intersection, but you can't turn left there. Instead, go 1 mile to a turnaround, then back 0.7 miles and right onto Northside Road

From Western Mass (I-90)

- ◇ Follow I-90 to the Sturbridge exit and get on Route 20 East
- ◇ Stay on Route 20 East. You will cross Route 31
- ◇ Stay straight on Route 20. You will reach a traffic light at Main Street
- ◇ Northside Road is 0.3 miles on the left past the Main Street intersection, but you can't turn left there. Instead, go 1 mile to a turnaround, then back 0.7 miles and right onto Northside Road.

From North/East on I-90 or I-290

- ◇ Take the Auburn exit and get onto Route 20 West
- ◇ After about 6 miles, Northside Road will be on your right
- ◇ Watch for a storage place (Prindle Ridge) on the left — that's just before the turn.

Peacekeeper Post

To further cooperation and communication, reports and announcements from each of the four Thrones and churches can be posted on this board.

Peacekeeper Announcements

The Game of Houses

Congratulations to the Throne of Spring Rain for winning the Game of Houses during their Ascension. Your boon will be in effect through the month of Lion and will be centralized around Dawn's Refuge.

For winning the Game of Houses in the month of Eagle, the Throne of Winter Sky's boon will be in effect through the month of Spear and will be centralized around Shadow's Edge.

When you travel too far from those locations, the effects of the boon will begin to wane over time. Please remember that for the time being, the boons are as follows:

- * All members of the throne are granted enhanced constitution.
- * All members of the throne are capable of calling upon additional essence.
- * All contacts associated with members of the throne gain increased standing.
- * All entertainers and merchants of the throne will garner increased income.

Sincerely,

Peacekeeper Tobias

High Holy Day of Grumach

As this dark day approaches all eyes turn towards the frontlines of Shadow's Edge. At home within the Realm of Seasons, this day warrants extreme caution. Doors are locked as highly paid mercenaries and heroes go forth to disrupt dark rituals being cast by Grumach's followers. Not much is known about these rituals, except to say that those who have witnessed them have gone mad. It is believed that Grumachians spend most of the day hunting down conquests in order to sacrifice them or worse . . .

Throne of Spring Rain

*I am a stag of seven tines;
I am a wide flood on a plain;
I am a wind on the deep waters;
I am a shining tear of the sun;
I am an eagle on a cliff;
I am the fairest amongst flowers;
I am a battle-waging spear;
I am a salmon in a pool;
I am a hill of poetry;
I am a ruthless boar;
I am a threatening call from the land;
I am the wave of the sea.*

Ritualist Support

As it has come to my attention that there has recently been an influx of those who study the Ritualist's Art to the Expedition, I first would like to welcome all of you. Your skills and abilities are greatly needed here in this land of lost magic and powerful artifacts.

I also wish to extend an offering of my assistance to any seeking to further their training. If you are not comfortable approaching me, I will suggest that Nadiya Roarke of Spring or Hassim of Summer may also be able to offer you guidance, should you be in need of it.

May you always draw the card you need

- Farrin of Autumn

Throne of Summer Thunder Report

Guru Basil Qaadir Hassaan Aasim Zaahir

On behalf of the Throne of Summer Thunder, I would like to extend our apologies to the Throne of Spring Rain for our absence during your Ascension ceremony. Most of our representatives are at Shadow's Edge working on an important project, which we believe will be most important for the survival of all from the Realm of Seasons. I had intended to bring our gift of silk, but I was attacked en route and delayed. I have given the silk to Princess Erryll of the Dawn with my sincerest apologies.

Since its discovery last year, the Ancient Map has been powered by Thorfin's Essence and used to transport our forces deep into unknown territory. After his death, Abyssinia made it quite clear that she did not want Thorfin to continue fueling the Map. In the month of Eagle, the Throne of Summer Thunder led the way in acquiring an alternative source of power for the Ancient Map. The honor for this success goes to Hassim Ali Sayyid Mahmud Al'Fasim, Husan, Abdul Jafar Sala Ahem Zarakary, and the newly arrived Farkus Zahesh Mikhor Zareil Khar.

The recovered power crystal was used to power the Ancient Map, sending the forces of Shadow's Edge to an Eclipse Encampment. The successful raid not only eliminated perhaps a hundred goblinoid, but also resupplied the front lines. A special thanks goes to Abdul Jafar Sala Ahem Zarakary for his engineering abilities, which unlocked the treasure box.

A Call To Arms

by Schadenfreude of Autumn, follower of Raven

It has been a bittersweet year since the last "Night of the Long Knives," which is how the night of Grumach's most unholy day is known to my people. Last year we faced the minions of the "Bonedancer," and fought unnerving battles where the unquiet dead were so empowered by their fell deity that they rose anew mere moments after having been pounded to the ground by our forces.

In that year, we have learned much of our foes in the Eclipse. We have recently seen the laying to rest of Bryce, thanks to the Fayans and all those who supported them throughout the gathering of intelligence, the long and deadly battles, and those who suffered while bearing the cursed soul orbs. We have gained knowledge and some degree of mastery over strange artifacts, have hacked an economy of sorts out of this dangerous land, and have seen a turnover in the peacekeepers as well as in our own Throne superiors assigned to this important mission.

We have not seen much of those who raise and command the unquiet dead during that time, and we have come no closer to resolving the source of terror, which they represent.

As I did last year, I call upon all to stand together for a vigil on this coming "Night of the Long Knives." Whatever purpose these mad followers of a mad deity ultimately serve, they and their minions must be dealt a definitive blow on their unholy day to send the message that we will not tolerate their filth in our midst. As follower of Raven, Keeper of the Peaceful Dead, my heart cries out at the violation of the departed, which is the province of the twisted fiends who call them from what should be their eternal rest! Join me in Shadow's Edge, where, the gods willing, we will take the fight to them rather than wait for them to bring terror to us and others.

For over a year, the church of Faya has worked to release the spirit of the man known as Bruce. They recruited volunteers to become Bearers of these orbs, in order to use them to restore the virtues trapped inside of them to him. Some months ago, I became one of those to take up that burden. I do not think it is any secret how I feel about Faya and her followers; my reasons for doing this stemmed from duty.

My burden was cruelty; and while under its influence, a great many painful things, great and small, happened by my action. They were a price paid for the effort made to complete the Fagans' work. I do not offer apology for these actions ... for if one cannot offer it with complete sincerity, it is meaningless.

I took the Orb out of duty, as I said. I took the Orb because I did not want to see another suffer as I had seen the other Bearers suffer. I felt - better it to be me than someone else. Ironic that I would carry the prison to compassion and kindness. I took it to spare another the burden; in this, I have failed. While no one other person but myself suffered the full burden of this orb, too many others suffered in lesser ways. They will know who they are better than I do. And to them, I offer the apology I cannot offer for the pain itself. I offer my apology for my failure. I offer it because it is they whom I have failed, failed to protect, failed to shield. In all of this, that is my only regret.

- Farrin of Autumn

Healing of Souls' Torment

I remember well the night I first heard Faya's whisperings about a great wound that must be healed. It was a typical cold, clear night in my homelands. I was wandering in the snow and delighting in the beauty of the clear night's sky. I could smell the smoke from a nearby fire and imagined the warmth upon my face. I couldn't imagine a better place to be, when suddenly I felt something in the pit of my stomach. It is hard to describe, but it was very unsettling. It was as though someone had kicked me or dealt a mighty blow. The tears welled up within me and I suddenly felt a great sense of loss and pain. It was only a few moments, but it seemed like a lifetime. I heard Faya whisper, "you must go to the Isle of the Damned and there you will heal a great wound."

I had no idea what to look for or how to go about this task, except to say that I had to travel to the Isle of the Damned. I wasn't here very long before the first of the Soul Orbs was located. When I examined it, it was clear to me that something very pure and beautiful was locked within the bindings. It felt as though it were something necessary in creating a person — a building block, if you will.

As time went on, Soul Orbs were gathered, twisting the souls of those who held them, drawing the dark paladin Bryce to our doorsteps and tormenting everyone associated with the Soul Orbs. I know that for myself, it was very painful to watch the suffering of those who held the Soul Orbs. Bryce and his Aspects brought death to many within Dawn's Refuge and he was a constant source of agony for all.

The Remembrance adventure we took gave us insight into the story behind Bryce's downfall. As he stood on the vacant, bloody battlefield, alone and heartbroken, the Unmaker twisted every thought in his head until he could see nothing but rage and pain. In desperation, he let go of his virtues and became the monster that we experienced. His virtues became trapped within the Soul Orbs and the bindings upon them brought dark compulsions representing the opposing vice

Church of Faya, continued

to whoever held the Orb. The orbs have been cast and recast throughout time, twisting and tormenting perhaps hundreds or even thousands of souls. The vices were represented as his Aspects and together with Bryce; they did the Unmaker's bidding. But, even the Unmaker couldn't truly destroy the good that once lived within him.

While the Makerites pursued a parallel path to create a weapon to destroy Bryce, we gathered the Soul Orb bearers, those who follow Faya and all who would help us to locate the remaining Orbs. The last piece we needed was Leandra's ring, which could be found within his lair. It was a difficult battle, but we succeeded in making our way past the dark spirits and the satyr that guarded the lair. Within, we found a strange dark altar. Upon a dark cloth, we found a bowl of water with a hand holding a glass ball. Next to it was a smaller bowl containing dirt and some clear gemstones. A candle was there, but unlit. We also found the ring we were looking for.

When everything was gathered, I cast the ritual and removed the bindings from the Soul Orbs. Faya opened a Gate into the Unmaker's Realm and there we had to locate Bryce. It was a vast area of nothingness with spirits that tried to draw us into it. In a deadly battle, we fought for survival while the Soul Orb bearers and Alana had to heal Bryce. Alana wore Leandra's ring and in so doing, she represented Bryce's lost love, Leandra. It was up to her to become Leandra — to speak to him as his love and to convince him to take up his virtues once again — to join her in everlasting peace. The Soul Orb bearers had to embody the virtues and work with Alana to heal Bryce. It was indeed a difficult task and at times, it didn't look like they would succeed. But, they overcame the odds and once healed, Bryce allowed himself to be destroyed. We left victorious, but at a cost. Nia of Autumn was killed by something that lurked in the darkness. That very something escaped and is now running around in our world.

Church of Faya, continued

With our success, we healed not only Bryce and Leandra, but also those that most recently held the Soul Orbs. We also prevented the Unmaker from twisting other souls with the Soul Orbs. In order to heal all who had previously held the Soul Orbs, we had to venture to Hell. This time, I put Dander in charge of the mission and I focused primarily on healing. I knew that this would be an extremely deadly mission and my attention would have to be on healing.

A group was given the task of locating the spirits of those tormented by the Soul Orbs and to heal them. While they frantically searched the fiery realm, the rest of us had to survive. Faya opened two gates into this realm, which initially split our forces. Eventually we were able to join the two forces, but even together, it was a long and deadly battle. The eternal fire of hell was relentless and we suffered endless waves of powerful fire elementals that seemed to emerge from pools of fire that spit out at us. Although we were uncertain at the time that retreat was called, I later found out that we succeeded in healing all 7 representations, each representing hundreds of souls that had been tormented over the ages. It wasn't until our retreat that we began to fall. With so little healing left and too quick of a retreat, many fell, including myself.

Thank you one and all for everything you've given, sacrificed and endured to aid in healing this Great Wound! We didn't just succeed, we critically succeeded and it is all because of you!

Huzzah to Alana for wearing Leandra's ring and healing Bryce's heart, opening him up to the possibility of taking back his virtues! Huzzah to Eran! Huzzah to Val! Huzzah to Esbern! Huzzah to Farrin! Huzzah to Omenar! Huzzah to Remus! Huzzah to Eira! Huzzah to Nia - your death in the Unmaker's Realm was not in vain! Huzzah to Spring's fallen - Demetrius, Lilah, & Mishu; Autumn's fallen - Malakai, Lily, & Remus and Winter's fallen - Svana, Kutora, and Eira! Huzzah to all for your aid!

Church of Faya, continued

Alana and Stark – Thank You for such a wonderfully joyous play! Thanks to all you helped make the play so much fun and in so doing – honored Faya's High Holy Day! Taken together, I doubt I shall ever forget this day!

Freya, Initiate of Faya

GREETINGS FROM THE THRONE OF SPRING RAIN

IT IS AT THIS TIME OF YEAR THAT I MOST FEEL AT HOME AND CAN LOOK ABOUT WITH A SENSE OF HOPE. THERE'S SOMETHING ABOUT THE RAIN THAT REFRESHES AND RENEWS THE SPIRIT – THE WARMTH OF THE SUN THAT DRAWS US OUT INTO THE WORLD AGAIN.

I WOULD LIKE TO TAKE A MOMENT AND GIVE SPECIAL THANKS GOES TO PRINCESS DALIANNAN FOR BRINGING MORE OF SPRING'S TRADITIONS HERE FOR OUR ASCENSION CEREMONY AND TO ALL WHO PARTICIPATED.

LAWs:

- * ASSAULT IS NOW ILLEGAL, AS VIOLENCE BEGETS VIOLENCE. ALL CHARGES OF ASSAULT ARE TO BE BROUGHT IN FRONT OF THE COURT OF SPRING RAIN. AS A CLARIFICATION, THIS DOES NOT INCLUDE DUELS OR SPARING PRACTICE. ANY ATTEMPT TO UNDERMINE THESE SIMPLE EXCEPTIONS WILL BE MET WITH AN EXTREMELY HARSH PENALTY.
- * THERE WILL BE FINES FOR DISRESPECT OF ACKNOWLEDGED THRONE LEADERS, CHURCH LEADERS AND THE PEACEKEEPERS. THE COURT OF SPRING RAIN WILL IMPOSE THESE FINES.
- * AT EACH GATHERING, FOR A TOTAL TIME OF ONE HOUR, THE THRONE OF SPRING WILL OPEN COURT TO PASS JUDGMENT ON ALL THOSE FOUND GUILTY OF BREAKING SUCH LAWS AS STATED BY THE PEACEKEEPERS AND OF THE THRONE OF SPRING RAIN. AT THIS TIME ANYONE BEARING EVIDENCE OF ILLEGAL ACTIVITIES WILL BE HEARD REGARDLESS OF THRONE ALIGNMENT.

Announcement of Officials:

- * MATTERS OF SECURITY – TAKANA OF SHADOW'S EDGE WILL BE RESPONSIBLE FOR BATTLE ORGANIZATION AND MATTERS OF SETTLEMENT SECURITY. JASPER OF THE DAWN IS HER SECOND.

- * **New Discovery and Terrain** - **Sharprain** will be responsible for information for tracking; anything found on the terrain should be reported to him; any new discoveries of resources/rains/eclipse movements. **Faran** will be his Second.
- * **Arcane Lead** - **Nadgia Rouke** will handle all organization of matters concerning the Arcane. Any discoveries of Arcane issues that have the ability to affect the settlement must be reported to her, including any advances in knowledge about the Gate in Dawn's Refuge. King **Deanderdemalion** of **Twilight Shade** will act as Second.
- * **Triage** - **Princess Daliannan Oberia** of **Twilight Shade** will be responsible for organization of healers –all preservers and crusaders. She will also need a current list of all those with working knowledge of physicians skills. All current physicians are to make him or herself known to this person immediately. **Darkstripe** will act as her Second.
- * **Diplomatic Measures** - **Princess Daliannan Oberia** **Twilight** of **Twilight Shade** and **Omusa** of **The Dawn** will have joint duties on all political and diplomatic topics concerning the **Throne of Spring Rain**.

I would like to take a moment to welcome my newest preserver **Aared Shepherdskin**. I hope everyone will take the time to get to know the quiet yet earnest nature of this wonderful man. I would also like to announce that **Grimas** has been granted a position as my personal apprentice.

May the Spirits Bless you.
 May Spring Rain protect you.
Princess Erryll of **The Dawn**
Throne of Spring Rain