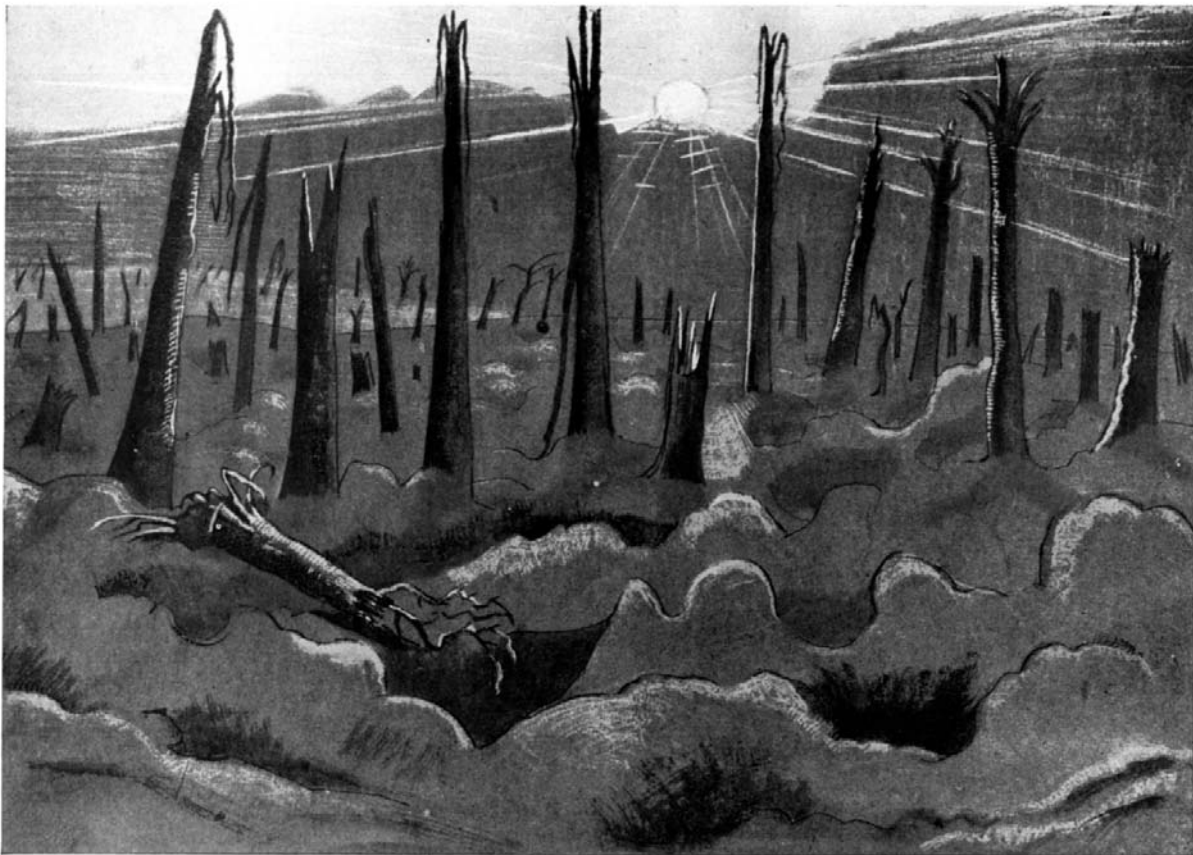


LIONE LLC Presents

End of Seasons



Explosion Devastates
Shadow's Edge

Vol. III, Issue 8

Volume III, Issue 8

October 2009



LIONE, LLC PRESENTS

End of Seasons

2009 Event Calendar

Date	IG Date	Setting	High Holy Day
November 6-8	Sword	Dawn's Refuge	HHD Maker

Next Event

No Quarter

November 6-8, 2009

A 3-Day Event in Dawn's Refuge

With the fall of the front lines, the Eclipse forces bear down upon the fleeing warriors of Shadow's Edge. Will the surge of power from the Ancient City and the Totem Spirits' boon be enough as the Realm of Seasons' heroes brace for the fight of their lives on the Longest Night of the year? What war magics or battle tactics will the Winter Throne bring forward into their Ascendancy? And what, if any, help can they expect from the High Holy Day of the Maker?

Contributors

- ◇ *Shan A.*
- ◇ *Michelle B.*
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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

Reboot of Godsend

Recent efforts by the Throne of Summer Thunder to restore power to the Realm of Seasons were successful. All player characters have received a full reboot — taking you to a total of 6 chances (between Godsend and Gift) for your character to return from death. This naturally only applies to those of the Realm of Thrones — Throneless characters do not benefit.

If for some reason, your card does not reflect this, please send a note to board@lione.net.

Report Godsend/Gift Losses

Please remember that we need you to communicate all skill changes as soon as you can. You can write changes on your character cards and turn them in to Michelle or send a note to board@lione.net after the event. Please note that in order to see the changes online and access the skills for the Vocation Station's Intervening period, you need to communicate your needs no later than three days post event. Skill changes include Godsend or Gift losses, True Qualities/Malices, True Essence Qualities, and skill advancements. Because Vocation training and higher level Archetype training by NPCs requires specific levels of Throne Glory and Faction, please verify that you qualify for the level you seek. To speed up the process, please include this information with your request.

Consistent System Information

For all registration purposes — from new player creation to the database to the Forums to the Vocation Station — it is very important that you use your complete legal name (i.e., the one on your driver's license). You will also need to have your Player Number (#) handy. This is extremely important as we need to have a consistent record of your legal identity in all of our programs for both logistical and security reasons. This means no nicknames or unofficial names can be accepted. Hyphenated names are fine, but please avoid using

periods with your middle initial. For example, "Jennifer M Clayton-Smith", player # 999, is acceptable. "Jenni M. Can'twaitforthenextevent" is not.

As indicated above, you will need to have created a player profile, including a player #, with one of our Directors in order to access the non-public section of the Forums. If you choose to script before creating a character, you should still create a player profile in order to record things such as your earned script points. Your player # is printed on the top of your character card. Each new character you create will be added to your # in this manner: Varg Skullsplitter (999-1), Flicka Flowerpetal (999-2).

Once you have completed your online registration, a Director will look it over and approve it. You can speed this process up by sending a quick email to the Board to let us know that you have filled out the registration form. If several days have passed and you are unable to log in, please contact the Board for assistance and updates.

Rules Clarification

Murder Holes

Only packets may be sent through murder holes during combat. Because it presents a safety problem, please do not thrust or wield boffer weapons through the holes. This is an opportunity meant for spell casters and while it brings a bit of chaos to the battle, they can be effectively used by both sides without the fear of eyes being taken out.

Advertisements

WEAPONS AVAILABLE

If you find yourself in need of phys reps for an EoS event, consider renting 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.

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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

We were disappointed that the Throne of Autumn Stars chose not to participate during the month of Stag and hope this will change for future months. Congratulations to the Throne of Spring Rain for winning the Game of Houses in the month of Stag! With the explosion of Shadow's Edge, we are uncertain at this point when and how your winnings will take effect. As soon as we know, we will pass the information along.

For winning the Game of Houses at your Ascension, the Throne of Autumn Stars will have the boon in effect near Dawn's Refuge through the month of Sword.

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

Solstice

The Second Solstice of the year is approaching. This darkest and longest night of the year may be particularly dangerous here on the Isle of the Damned, especially in light of recent events. As the sun sets, we will gather in the Great Hall for a feast and a sharing of traditional tales from our homelands.

Throne of Winter Sky Ascension

With the progressively colder temperatures and the waning of fall, it is time once again to change the Ascendancy of the Thrones. Gather in the Great Hall at 11 Bells on the Sixth Day of Sword for the Winter Ascension. Each of the Four Thrones will provide a representative and three attendants to stand in the ceremony. All are encouraged to support the ceremony with heraldry and reverent, respectful manners.

Please remember that heraldry is particularly important to display throughout the ceremony. The Throne Spirits derive power from our displays of heraldry. Without adequate heraldry, the Throne Spirit must drain Essence in order to fuel the ceremony and assist in the protection of the settlement during Ascendancy. Therefore, regardless of which throne you are in, it is important to support the ceremony with heraldry. This should include prominently displaying personal, Totem, Guild or House and Throne symbols upon shields, clothing, sashes, jewelry, tattoos and banners.

*Born of pain and raised in shame. A rose he will find, thorns pricking deep.
Kept in the dark 'cause he's to blame. Into his dreams, the thorns will creep.
Vessel he seeks, vessel he knows. Savior or death, its petals will be.
Vessel to ride, when the wild thorn grows. Better to deny, if it were me.
Sailing away when the dark wind blows.*

Church of Taya Announcement

With extensive explorations further into the center of the island and the need for healing on multiple fronts, all healers have been stretched to their limit. Seeking to bring Taya's healing touch to every corner of this campaign, Alana has made it a point to travel wherever the need took her. Unfortunately, her travels have taken her to some very treacherous places and I fear that the misguided followers of the twisted god Grumach have taken her captive. I will need as many able warriors who are willing to venture with me deep into their lair to rescue her. All who will join us please seek me out on the Sixth Day of Sword.

Freya Olafsdottir

Initiate of Taya

NDF DFNDY TDM YKIRIT EP ENR KMEKIM?

NDFYM BFDX PMART FTX XRMAT YTRM+XTP TFEK TDM RIXPTMEND
PIXPT TF TDM PRTTMRH NFX BMPERM TDM FTDMR4 HIXTMD FT?

NDF, BAT TDM BMERM EP NHTMR'4 PRTTNTM YFENDM IMEM ENR
TDFEM?

MABRDM TDM TRDM YMHTP ER YMM TDM PAM EP ENR KMEKIM!

Throne of Summer Thunder Report

Azeeze

Given the great power that lie untapped in the Ancient City and the great need of the Realm of Seasons for said power, the Throne of Summer Thunder led expeditions to repair the World Fugue. We successfully cleared the obstructions and put the machine back online. With great efficiency and protected by the heroes of Shadow's Edge, Farkus performed the 10 rituals that were necessary to access the power of the great city. Approximately 50,000 Essence was restored to the Realm of Seasons, which carried with it the boon of restoring much-needed Godsend to our heroes on this island. While the city was lost and we suffered a setback on the front lines, we now have the power we need to continue to wage this campaign.

Throne of Spring Rain Report

Myrna of the Dawn

Given the recent events, the Realm of Seasons has forfeited the front lines in Shadow's Edge and has fallen back to Dawn's Refuge. For those unaware, this campaign has failed on a number of accounts. First and foremost in the eyes of the Throne of Spring Rain is the corruption of the land. While my forces have extensively scouted this island and surveyed the damage, we have been unsuccessful in turning the tide. We had initially hoped that the corruption was a localized problem and directly related to the Eclipse. By focusing much of our Throne's resources on this campaign, we believed we would be serving two causes, that of the Realm of Seasons and that of nature. As it became evident that there were multiple sources of corruption, Nahimara and I focused our efforts on the corruption, leaving much of the day to day operations of Shadow's Edge in the hands of Princess Daliannan Oberia Twilight Shade, Nadiya O'Rourke and Jasper of the Dawn. Sadly, we have come to realize that the corruption is deeply embedded in this land and is spiraling out towards our homelands.

The Voice

*By Margrave Stark Truth Ravenstone, of Autumn
With a great deal of Heart!*

*We have the chance to turn the pages over.
We can write the tale we want to write,
we can change the tale from start to closer.*

*Och we're all some Throne's daughter,
we're all some Throne's son.
And we're working with each other,
under the Maker's sun!*

*We're the Voice, try and understand it,
make a noise and make it clear!
We're not going to sit in silence,
we're not going to live with fear!*

*It's time to go beyond and stand together.
We have the power to be powerful,
and believe it, we all can make it better.*

*Och we're all some Throne's daughter,
we're all some Throne's son.
And we're working with each other,
under the Maker's sun!*

*We're the Voice, try and understand it,
make a noise and make it clear!
We're not going to sit in silence,
we're not going to live with fear!*