

LIONE LLC Presents

End of Seasons



Run For Your Lives!

Vol. IV/Issue 2



End of Seasons

2010 Event Calendar

Date	IC Date	Setting	Celebration
May 28-31	Spear	Dawn's Refuge*	HHD Faya/Solstice
June 12-13			Renaissance Faire
June 19-20			Renaissance Faire
September 3-6	Raven	Dawn's Refuge*	HHD Soliran/Equinox
October 1-3	Stag	Dawn's Refuge	HHD Maker/HHD Unmaker & Solstice
* Subject to change.			

Next Event

Rising Tide

May 28-31, 2010

A 4-Day Event in Dawn's Refuge!

A great tide of change sweeps the lands, but who will be left and what kind of world will it be? Seeds of corruption within each Throne and a conversation with Gods' Chosen cause many to doubt what they have known to be true. Spring's cleansing waters rise to purge the corruption from the hearts of men and from the earth, but will it also destroy the only world they've ever known? Where will anyone find joy or healing in a time of such uncertainty, fear, anger, and doubt? Who will discover the secrets that lie hidden in the center of the island and will its discovery turn the tide or aid in the formation of a new tomorrow waiting for its birth?

Contributors

- ◇ *Shan A.*
 - ◇ *Michelle B.*
 - ◇ *Marcy C.*
 - ◇ *Sean H.*
 - ◇ *Dave H.*
 - ◇ *Cardell K.*
 - ◇ *Darren S.*
 - ◇ *Kurt T.*
- Editor: Michelle B.*
Asst. Editor: Michele C.

Welcome

We would like to welcome you to the fourth 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 this 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 do not 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

Script Policy – Closer Look

The changes in the script policy were made to maximize everyone's ability to play the end of the campaign, yet still give us sufficient scripts to run the amazing events we envision. It is essential that we have as much information about your plans as soon as we can so that we can coordinate the plot delivery. Just as with previous events, we need to balance the number of scripts to players. The better our information, the smoother the event flow will be.

For practical purposes, we have set aside four script slots. Based on the projected flow of plot, we will provide two script slot possibilities for each Throne. We will do our best to keep groups together. By taking your turn in scripting, you will keep your script points in reserve for the next campaign. The event will be script point neutral for you. However, if you wish to opt out, we have three ways that you can do this. What makes the most sense for you will depend largely on how many script points you have and your specific situation. For individual questions, please feel free to ask, board@lione.net.

Report Godsend/Gift Loses

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

Boffer Combat and Rule of Threes

A character can deliver no more than three blows in a row before being forced back to pause. Pausing is defined as waiting one complete second before swinging again. Trapping, holding, or pinning of weapons is not a valid attack. Moving toward a person and physically touching them with your body or shield is called "charging" and is illegal.

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.

Godsend vs. Gifts

"If a character has a Godsend he can elect to "Burn a Godsend" to reappear at his Throne's altar, thus avoiding death. If this happens, the character enters spirit form. He gains the Quality: Spirit and must immediately walk to his Throne altar, leaving any tagged (Or if you are informed you bear a relic) items behind."

"When a character dies and assumes spirit form, he should drop any items that are of in-game value: important relics, game coin, game tags. However things like the phys reps for armor do not need to be removed, as we recognize armor can be expensive. However, until a character is able to reclaim an armor tag, the armor is not usable in combat."

Duration

With the exception of instant effects, like disarm, damage, or healing, everything in the game has a standard set of durations.

Lesser: "...Lesser Maim" The effect lasts 10 seconds

Normal: "...Maim" The effect lasts until the character takes rest. If the character begins resting immediately and is not interrupted, the shortest

period this can take is 100 seconds.

Greater: "...Greater Maim" The effect is event long.

True: "...True Maim" The effect is gift long, or until it is remedied.

Concerning "True" effects, they are in effect until either you reach the expiration date (provided at delivery) or until gift loss, whichever one occurs first.

Biz News

As we close out this End of Seasons campaign and prepare for a future End of Seasons campaign, we have modified the event schedule and scripting policy. By running a smaller season, we will have ample time to prepare the quality ending we envision. This will also provide the opportunity for a new board to design the next campaign while training to take on the directing responsibilities.

We are still seeking members of the community who are willing to take on the challenging and rewarding work of running the game. If you are interested, please send a note to board@lione.net. We are excited that Josh B., Phil H., Dave I., and Erin M. have stepped forward to be director apprentices this year.

Script Policy Changes

As we have previously announced, the End of Seasons scripting policy will be changing for 2010 in an effort to maximize the amount of time each person gets to play the end of the campaign. The following rules will apply to scripting for the 2010 season:

Each person will be required to script a small portion (~25%) of each event.

3-day event slots will be:

Friday night and Saturday through breakfast
Saturday morning/afternoon ending at dinner
Saturday night after dinner
Sunday

4-day events slots will be:

Friday event start to Saturday 2 pm
Saturday 2 pm to Saturday 2 am
Sunday 10 am to Sunday 6:30 pm
Sunday 8 pm to Monday event end

In order to balance the script pool and facilitate running events, each throne will be limited to 2 slots in which they can sign up to script. The slots in which each throne may sign up for will be announced approximately 3 weeks before each event. We will do our best to ensure groups of friends within thrones are assigned the same slot. However, we may not be able to accommodate each person.

Registrations for slots will be taken in the following

priority:

1. Pre-registration and pre-payment will be given first priority
2. By email starting 2 weeks before the event and ending 1 week prior to the event
3. First come first serve at check in

Opting Out Of Scripting

There are a couple of ways to opt out of scripting a slot at each of the final events of this campaign.

1. Just as you have in the past, if you have the required Script Points for the event, you may use them to play the entire event (i.e. opt out of your script slot for the event). 3-Day events require 3 Script Points and 4-Day events require 4 Script Points.
2. Just as in the past, you may purchase the script points required to fulfill the condition listed above. The script points are \$50 each, but you may use pride points to discount this price, up to half of the cost (i.e. \$25 and 5 pride points per script point). This is helpful if you are close to the requisite number of script points.
3. No later than one week before the event, you may purchase your script slot for \$100 (3-Day) and \$125 (4-Day). As with regular script point purchase, you may use pride points to discount this up to half of the price (\$50 and 10 pride points for a 3-Day; \$65 and 12 pride points for a 4-Day). You must let the board know your wishes no later than one week before the event.

Biz News, Continued

Event Script Slots: May 28-31, 2010

Please send a note to board@lione.net to let us know your plans for the upcoming event and pre-register for your script slot.

- ◆ Spring/Winter: Slot 1 — Friday event start to Saturday 2 p.m.
- ◆ Spring/Winter: Slot 2 — Saturday 2 p.m. to Saturday 2 a.m.
Autumn/Summer: Slot 3 — Sunday 10 a.m. to Sunday 6:30 p.m.
- ◆ Autumn/Summer: Slot 4 — Sunday 8 p.m. to Monday event end

Just to clarify, if you script a slot or purchase the script slot, your Script Point total remains unchanged, i.e. the event becomes Script Point Neutral for you. If you use Script Points or purchase Script Points to opt out of the scripting, or some combination thereof, your script point total will be adjusted accordingly.

Silver Kingdom Renaissance Festival

The Silver Kingdom Renaissance Festival is not only a vital revenue source to support the operations of the game, making student discounts possible, but it is also our primary source of promotion for the game.

The success of the Ren Faire depends upon having enough volunteers for setup, cleanup and logistical support throughout the Ren Faire. To volunteer today, send Megan a PM or email at volunteer@kingdomfestival.com.

There will be EOS modules on Saturday evenings of the Silver Kingdom Renaissance Festival. If you would like to script the modules on Saturday evenings of the Ren Faire, please send the board a note.

Because there are a limited number of player slots, it is essential that you preregister to play the modules.

If you are volunteering a significant portion of the Ren Faire that weekend, you will move to the top of that list and it will be free.

If you are not volunteering a significant portion of the faire and need to pay for the module slot (\$35 per

slot), you need to do that either online using Paypal (select the Play button from the first page of the site) or at the event on Memorial Day weekend. We will not be operating the standard logistics check-in or processing payments for the module on site at the Ren Faire.

We look forward to seeing all of you at the Ren Faire — as volunteers, patrons, and at the modules (either scripting or playing)!

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.



Coming Soon the 2010 Silver Kingdom Renaissance Festival!

Volunteers are still being accepted for both weekends of the faire (June 12-13 and 19-20), as well as the Saturday evening modules.

To volunteer, please fill out the volunteer survey on [Survey Monkey](#).

DARKSWORDS LEATHER

Looking for good quality, affordable LARP armor and weaponry? Check out Darkswords Leather! Two active and knowledgeable EoS players create handmade leather armor and boffer-style LARP weaponry.

- ⇒ **Unique and customized leather armor and boffer-style LARP weaponry**
- ⇒ **Happily work with those on a tight or student budget**

For any questions or to place an order, contact DarkswordsLeather@gmail.com.



LARP gear
fine costumes, armor & masks

www.xephz.com

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 Summer Thunder for winning the Game of Houses at your Ascension. Your boon will be in effect near Dawn's Refuge through the month of Spear.

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 Solstice is a time of great change. It heralds the darkest and brightest of times. It is a time of contemplation and inward reflection of one's self as the mortal world shields itself from the spirit realms. The year contains two solstice nights. The First Solstice is approaching.

The First Solstice of the year takes place during the day. It is a time when honored spirits of the past come to the world. Ancestors, mythical beings and much more visit the places of the living. The Day begins with a large morning celebration over the breakfast meal. From there, gifts and tokens are left on the Throne Altars. Throughout the day spirits visit the living to remember the mortal world again. This is done through teaching and challenges the spirits give.

We are the wind in the desert, the quick lightning; we have built civilization from blasted nothingness. We are the artificers of old, although that age may have ended, we are the ones who remember. We still know the touch of true wonder.

Wandering about as I so often do, I found the most remarkable thing I'd supposed I'd ever find. Hidden in the rocks at the bottom of a stream was a shiny, silver fish. As I looked more closely, I could see all of the colors of the rainbow in its fins and they shimmered in the sunlight.

When it noticed me, it wriggled about, splashing the water at my feet, which were once sore from the many hours of walking and were now refreshed, as if they had just been resting instead of walking. I looked back down for the fish, but could only see a streak of silver and I heard the words "Bring Joy and Healing."

As Faya's High Holy Day approaches, I find myself hearing those words echo in my thoughts and I look around at the beauty within that is all around me. In the most difficult of times, I have always found that it is most important to seek the good, the blessings that we have and to celebrate that. Celebrate the life within our limbs, the strength of our hearts, the warmth of friendship and from deep within, we will find what we need to rise above all adversity – large and small. Our dreams are within the stars, but it is within our hearts that we find the strength.

In honor of Faya's High Holy Day Stark and Alana have been busily working on a new comedy! Please join us for the performance and celebration on the 30th Day of Spear! They will no doubt have us all falling off our benches with laughter. As I remember, audience participation was one of the highlights of last year's performance.

Freya Olafsdottir

Initiate of Faya

AM ARM TDM PIRHT BRMATD EP
NHTMR. NDMT AM ARRIAM AEN
NIT KTFN IT. FY F HEPHT KTFN FT
PIRHT, XRFNHTX IT HTRM+XTD,
N+TIT AM PFT NKM F HTERAHTX
BNYYARM. BA TDMT, IT NIT BM
TFE NSTM PER TPEYM NDE
EKKFYM NY.

A Matter of Faith

We stand on the precipice; the windswept edges of a jagged fall off, facing a rapidly rising sea. During this time of trial, it is important that each of us remember why we are here. From there, we can confront where we are headed, and that is the most important thing that each of us can determine, given the trials of the coming days.

We have fought together for some time. The reason we all came here is intensely personal; some arrived seeking personal glory. Some because their superiors told them too. Some did so in order to see something new; to run away from a past that could never truly be evaded, to seek redemption for actions that weighed heavily on them. Each of our thrones sent us here, heeding the call that originated from Lord Blackthorne, so many years ago. We came here with wielding the desire to end lives, and the certainty that our foes were sinister, and our "allies" were only there for their own convenience.

It has been years of fighting since then. We have uncovered the fact that some of our thrones were not fully committed to this endeavor. My throne has uncovered true darkness that lies poised at the heart of our very spirit. Many things, large and small, have changed since our arrival, except for one.

We are all dependent on one another for survival.

This is not to say that sides have not been chosen. Aeden of the Tide has made it clear that he lacks faith in our ability to make a meaningful change as a group, by supporting the flood on behalf of the will of his Zenith. The death that has resulted, and will result from these actions will make it difficult to make a choice that is unsullied by vengeance, or indignation. All of these things pull at us, and they should. We are, in fact mortal. Being mortal, however, means that we can choose to act not out of anger, or rage. We are possessed of the ability to think; to focus on the future, while recognizing the perils of the past.

It is clear that we have the ability to determine events; even in Spring's actions, it is evident that we have the ability to sway things, either for the continued existence of those we have fought alongside for years, or against it. Each of our thrones has

It is clear that we have the ability to determine events; even in Spring's actions, it is evident that we have the ability to sway things, either for the continued existence of those we have fought alongside for years, or against it. Each of our thrones has darkness within it. The throne of the Eclipse appears to be darkness made manifest. We face immense odds, and we are even now struggling to find trust in those we have fought alongside.

Thus, it is a matter of faith.

It is rare for one such as myself to be a 'hopeful' person, and in fact, I am not. I instead have a certainty. By choosing to align myself against my throne's darkness, I have shortened my life, and cost those I love a great deal. However, in doing so, I have not burdened the other thrones with the Baron's rule, and his powerful curses of undeath. For those who are unaware, the Baron is similar to the Satyr King, the creature that came and slaughtered people on the table in Shadow's Edge. While he is still a menace, he has been exposed to our Zenith, who even now pursues action against him. However, the existence of the baron, the Faerie courts, and even the split zeniths in Winter have highlighted how much darkness there is around us, and within our thrones. Our only path forward is to ensure we can trust each other... and have faith in those who have laid down their lives for us, even when it was not in their interest to do so.

For those of you who do not know, I was... am a seer. The visions that have buffeted me show a great many things; some good, some bad. Despite all that has happened, there is a path through this; one where we choose to save lives, and fight off the darkness. One where we cleanse our thrones of the things that plague them, without resorting to genocide. I can see all of this, yet many of you cannot. So, once more I ask you; what do you have faith in? Who do you have faith in.

I will be here as Witness to the time of Endings. I have faith that you will as well.

The Call of the Divine
by Margrave Stark Truth Ravenstone, of Autumn.

*We wish for a peace, in which to believe-
delivered from rough deeds
to meet our needs.*

But such wishing will only deceive.

*It is that which is next-
what we look for, outside of ourselves,
searching, as for a book on a library's shelves-
but it is an unwritten text.*

*For the winds of change do not tell
of the coming of grace.
They don't tell of a savior from some magical place,
to pick us up again since we fell.*

*The sign of peace, a white dove,
is what we seek
when we cast our eyes up into the bleak
skies sundered by smoke, and tears, and the blood of
our children and our friends.*

*For the unsullied white dove,
flying above,
is like the coming that saves us... but is only legend.*

*Instead, it is that which is next,
sought,
but never caught,
like a rare butterfly never indexed.*

For in this seeking, we have ever failed.

*It's not 'what's next' we have to find-
it's something and somewhere inside our minds,
peace, not our enemies at whom we've flailed.*

*We praise the Maker for all that we have,
and with Soliran's righteousness we're blessed.*

*Unacia's mercy promises a peaceful rest,
while Faya's joy is our healing salve.*

It is not outside, but in.

Don't look to lay blame-

it's either our courage, or our shame!

If we want peace, we have to find it within,

and then hand it out, far and near.

*It's not enough to 'status quo' it,
for there are those who do not know it.*

*If we want peace we have to sow it
hand in hand, we have to grow it-*

draw a line, then step to toe it-

it's not the whole, but the sum of the whole of it!

And I... I'm not just a poet,

But also a messenger, who chose to hear.

Relocation Report

Those who were not in active service in the days following Spring's Ascension may be startled to find that the lands beyond the immediate settlement of Dawn's Refuge are no longer as we have known them, and patrolled by elementals friendly to our forces. With reports of the Eclipse forces marching towards Dawn's Refuge and the sea coast beyond, Osterstrom presented the option to the leadership of our Thrones of collecting the resources necessary to channel sufficient power into him, such that he could then relocate our settlement within the stronghold he has established near the center of the Island.

After several days of effort by all in general and Winter Sky in particular, pylons were placed in strategic locations to anchor the relocation. The channeling was not without risk - the elemental forces protecting Osterstrom's holdings saw this as an invasion, and could only be attained to recognize as as friendly once the rituals were complete. At each of the four anchors, those trained in ritual magics worked continuously to attune the pylons while another moved from station to station, 'locking down' each placement, while the elementals besieged each location.

The ritual was completed, though not without loss of life - Valgard, Wqvernly and Jareth of Autumn each gave a life to the effort. Such was the channeling, however, that sufficient power remained to restore the godsend's lost by these individuals. Also instrumental in the success was the efforts of King Dander of Spring; Master Hassim of Summer; Lady Ortran von Callen and Magpie of Autumn; and the Runic Guardian Esburn of Winter, as they worked to maintain the flow of magic throughout.

Many questions were asked both before and after this effort was made. How will we receive supplies from home, reach our contacts? Osterstrom has arranged for those he himself works with here on the island to facilitate our ability to maintain contact from elsewhere; he warns, however, that any aggression towards these facilitators will end the bargain. Too, we still have contact to our homes via the Gate. How secure is our new home? Nowhere upon the Isle of the Damned is truly safe; however, with the addition of elemental forces under Osterstrom's control, we are safer than we were near the coast, as well as having more advantageous surroundings. If any have farther concerns regarding these events, I suggest you reach out to your Throne Champions, and if they do not know the answers, they at least will most easily have the ear of those who do.

Farrindor Rothschild

From Schadenfreude of Autumn:

To all forces of the Realm of Seasons:

During a recent attack of feral amalkin, the forces arrayed against us were accompanied by a spirit. This spirit was healing and even raising the ferals from the dead, to continue attacking us, even though heavily outnumbered. I felt something attuned to my animal nature when these forces came upon us, and again, more strongly, when I struck the killing blow against the feral most closely accompanied by the spirit. Some power leapt from the feral to me at the death blow, but not against any non-amalkin who had struck a killing blow against it earlier in the fight.

I was able to resist the effect, which seemed related to the state I found myself in during the pursuit of a greater understanding of my animal nature. Finally, as soon as that magical effect had passed to myself, the spirit accompanying them dissipated and the ferals faded.

This should serve as warning regarding future such attacks. All amalkin in the Realm of Seasons need to be aware of the potential effect, and how to conclude such attacks as rapidly as possible- it seems an amalkin needs to be the one to deliver the death blow. Whether the magical power effect transmitted is desirable or not is an open question: related, as it is, to the power which made me quite unstable during the pursuit of my inner nature, it seems dangerous in the extreme, but may be useful to other amalkin seeking such understanding as I found. To be certain, care should be taken if this should happen in the near future.