

LIONE LLC Presents

# End of Seasons



Celebrations

Vol. III, Issue 7



# End of Seasons

## 2009 Event Calendar

Date	IG Date	Setting	High Holy Day
October 2-4	Stag	Shadow's Edge	HHD Unacia
November 6-8	Sword	Dawn's Refuge	HHD Maker

## Next Event

**Victory!**

**October 2-4 2009**

**A 3-Day Event in Shadow's Edge**

Under the watchful eye of Autumn Stars, troops have gathered and there are rumors of a surgical strike so potent that it could turn the tide of the war against the False Throne forever! Winter warriors stand at the ready, eager to battle their enemies and defend what they know to be right and noble. Regular sightings of the fey and the ever-present corruption have the Throne of Spring Rain on edge. Deep within the Ancient City, the awesome power of the World Fugue calls to those of the Throne of Summer Thunder. As the High Holy Day of Unacia dawns, all heroes make their way to the front line for death or victory!

## Contributors

- ◇ *Shan A.*
- ◇ *Michelle B.*
- ◇ *Marcy C.*
- ◇ *Andy G.*
- ◇ *Sean H.*
- ◇ *Darren S.*
- ◇ *Kurt T.*
- ◇ *Jen Z.*

*Editor: Michelle B.*

*Asst. Editor: Michele C.*

# 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](http://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](mailto: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](mailto: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

## 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](mailto: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.

## Honor System

The integrity of the game depends on each of us — director, script, and player doing our best to follow the rules. In the heat of the battle, things can get confusing and it is easy to lose track, especially of body points and pool. If you are hit with an effect that you don't understand, simply ask for clarification.

If you see an NPC doing something that seems unusual, try mentioning it using In-Game language. "Wow! That Clockwork seems incredibly powerful and I didn't know they could run!" If the NPC has made a mistake, this gives him an opportunity to adjust. If not, it is distinctly possible that there is an In-Game reason for what you are seeing.

If you encounter someone that you feel should have gone down by now, try mentioning it using In-Game language. "This one seems particularly tough to take down!" This can be just the subtle hint your opponent needs if he has lost track. On the other hand, it could mean that there is something very special about this one.

If at any time you are concerned that someone may be cheating, please speak to a board member. If your complaint is with the board, please seek the Ombudsman (generally Michelle).

## FAQ

As our game grows, we see new faces at nearly every event. While some are veteran LARPer's, some have never LARPed 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!

# Game Play, continued

## *Who runs the game?*

A volunteer board of directors oversees all aspects of the game, from game design to plot writing to logistics and business support. For any questions relating to the game, send a note to [board@lione.net](mailto:board@lione.net). Although the game is currently privately owned, it is operated as a not for profit social organization with the desire to one day officially have this tax status. The owner of the company works with the board of directors on business and promotions projects only. She does not have anything to do with game design, rules, or plot writing.

## *Who do I give my feedback (positive or negative) to?*

Please direct all feedback directly to the board. The Ombudsman (Michelle) is available at the events and through email ([michelle@lione.net](mailto:michelle@lione.net)) to work through any issues you may have.

Please remember that this is first and foremost a social organization that enjoys the hobby of LARPing together in the world of LIONE/End of Seasons. If you find yourself frustrated or angry, whether in the heat of combat or intense role play, or at home, please take a step back, cool down and seek out the Ombudsman. Together, we can work through whatever issues may have arisen. The board is dedicated to providing an enjoyable, fair and safe environment for all of our members.

## *What is included in the event fees?*

Event fees include a place to sleep in the Player cabins and XP for your character.

## *What are the costs to Script (NPC) an event?*

Scripts stay in the script bunkroom for free and all meals are provided. In order to receive credit for scripting (Script Points), you need to have a current membership.

## **Standard 3-Day Events: Scripting**

Option	Cost	Script Points Earned	XP Earned
Straight Script	\$0.00	6	0 XP
Blanket (SC/PC)**	\$75.00	3	50 XP

## **Special 4-Day Events: Scripting**

Option	Cost	Script Points Earned	XP Earned
Straight Script	\$0.00	8	0 XP
Blanket (SC/PC)**	\$85.00	4	50 XP

## *What are the costs to Play (PC) an event?*

### **Standard 3-Day Events:**

Playing Age	Cost	XP Earned
High School: 16-18 years*	\$20.00	13 XP x Level
College: 19-22 years*	\$35.00	23 XP x Level
Adult: 23+ Years	\$75.00	50 XP x Level

### **Special 4-Day Events: Playing**

Playing Age	Cost	XP Earned
High School: 16-18 years	\$30.00	21 XP x Level
College: 19-22 years*	\$45.00	32 XP x Level
Adult: 23+ Years	\$85.00	60 XP x Level

\*You can always choose to pay at a higher age bracket to receive a higher amount of XP per weekend and faster character advancement.

\*\* In addition, you will receive 4 reputation points for the faction of your choice.

## *What am I paying for?*

All money goes directly into the operations of the game. Expenses include camp rent, food, costume and props (creation, maintenance and storage), insurance, bank fees, taxes and office supplies.

# 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.

## *Rising Phoenix Games*

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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*

Congratulations again to the Throne of Autumn Stars for winning the Game of Houses on your Ascension! Your boon will be in effect near Shadow's Edge through the month of Stag and your boon will be 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

Shadow-Lover, never seen by day,  
Only deep in dreams do you appear  
Wisdom tells me I should turn away,  
Love of mist and shadows, all unclear-  
Nothing can I hold of you but thought  
Shadow-Lover mist and twilight wrought.

Shadow-Lover, comfort me in pain.  
Love, although I never see your face,  
All who'd have me fear you speak in vain-  
Never would I shrink from your embrace

Shadow-Lover, gentle is your hand  
Never could another understand.

Shadow-Lover, soothe me when I mourn  
Mourn for all who left me here alone,  
When my grief is too much to be borne,  
When my burdens crushing-great have grown,

Shadow-Lover, I cannot forget-  
Help me bear the burdens I have met.

Shadow-Lover, you alone can know  
How I long to reach a point of peace  
How I fade with weariness and woe  
How I long for you to bring release.

Shadow-Lover, court me in my dreams  
Bring the peace that suffering redeems.

Shadow-Lover, from the Shadows made,  
Lead me into Shadows once again.

Where you lead I cannot be afraid,  
For with you I shall come home again-  
In your arms I shall not fear the night.

Shadow-Lover, lead me into light.

## *Throne of Spring Rain Report*

*Myrna of the Dawn*

*On behalf of the Spring Throne, I would like to thank the Autumn Throne for calling the Black Ship. The corruption within Doran's heart was clear the moment we learned that he had dedicated his life to murder, deceit and the corruption of the land through the practice of Ohan skills. Only through his banishment could we separate him from our Throne; thereby, protecting it from his corruption.*

*Given Doran's service to the Eclipse Spirit, as its champion that night, there should be no doubt in anyone's mind how dark, twisted and unrepentant he is. He has made a clear and public choice to become part of the Eclipse. The Eclipse Spirit removed the Curses we placed on him, removed his remaining Gifts and he lives only on Godsend from the Eclipse. There is no way back to the Realm of Seasons for Doran and anyone caught consorting with him will be brought up on charges of being an Eclipse sympathizer.*

## Throne of Summer Thunder Report

Written by: Husan

With the change of Ascensions from the Throne of Summer Thunder to that of Autumn Stars, those of Dawn's Refuge encountered many adventures and made many advances in this campaign.

With the absence of Master Kareem, we were uncertain whether or not we could accomplish the task set forth by the Clockwork Guild. We were to use the power of the ancient Gate to travel to a distant location where a powerful artifact from the Summer lands had been hidden. We were pleasantly surprised to find out that Vargis of Winter Sky could assist us with our task. Apparently, she has managed to learn enough about the Gate to adjust her runic pylons and direct the travel.

Unfortunately, Winter wasn't fully ready for us to use the Gate and we had to assist them in attuning their pylons to the Spirits of the Four Directions. Johara and I assisted Winter in their quests to gain these favors.

Once completed, we were able to travel to a den of Clockworks. There, an artifact stolen from Summer Thunder appeared to be directly tied to an unusually sentient and powerful Clockwork leader. He appeared to be using this artifact to strengthen Clockworks. Johara and I repeatedly attempted to gain the artifact amidst the battle. Our thanks goes to all from the Realm of Seasons who helped us in our attempt to recover the item. A special thanks goes to Farrin and Johara for the successful casting of a ritual to open a secondary gate, which protected the Clockworks.

After I finally gained the power source and put great distance from that place, the Clockwork leader tracked me down and forcibly took the item back. Although, we did not succeed in gaining the artifact, we learned a great deal about what makes the Clockworks so powerful and this will aid us in solving this issue.

Because of the advances made with respect to aiding the Totem Spirits in their battle against the Spirit of Fear during the month of Lion, we were all given the opportunity to gain a further boon for Dawn's Refuge. Totem Spirits from each of the Four Thrones brought forward challenges for us to meet. Johara and I successfully helped Lion. When all were successful, the Totem Spirits were able to cleanse the land around the Totem Field, which includes the settlement of Dawn's Refuge.

## Throne of Summer Thunder Report, continued

Written by: Husan

A strange spirit with multi-colored feathers upon her head came through the Gate. It appeared to be linked somehow to Farrin. While fighting her minions, many were given True Qualities of Despair and Anger. She then used those qualities against us in the battle while she bantered with Farrin. Little is known about this spirit at this time.

Between the Autumn's Harvest Festival and the Bardic Festival for the celebration of the Equinox, there was much feasting, entertaining and relaxation for all of the heroes in this campaign against the False Throne.

## *A Tale of Harvest-Time*

*Performed by Svanhilde Thyrasdottir*

*Great is the peril the Fifth Throne brings.  
Great the foe, but strong of heart of those who hold the line.*

*To bring the Foe-Sworn to its knees, a cunning trap was planned and placed.  
The Homeland-Hearts were beseeched for aid, and came to test their children.  
One by one, each Spirit came, and one by one, they gave their charge: That each Child undertake their tests, to win  
their aid in battle hard.*

*First came tests of Battle-Strength, where each Child fought the others in a test of glorious Battle-Dance. One by  
one, the Children of the Thrones fell, only to be raised high again by Homeland-Heart, to fight anew.*

*Then came tests of Thinking Feet, where movement through a maze was sought, while spirits whispered Death  
Song chants, and they Tested for the prizes fought. The final test of Battle Thought brought Heart Kin  
together and bid each War Leader give orders to their kind. With a tally given at the end, a true leader the test  
would find. Through tests and trials, Heart Kin fought to bring honor to their Throne. And in the end, through  
tears and blood, their true champions were known.*

*King Dander of Spring brought staff and spell, and aim of deadly eye. While Husan of Summer brought blades so  
sharp, and skill to wield them well. Valgard of Autumn brought shield and axe, and strength of spirit beyond  
most men. While I, Svana of Winter Sky, brought song and shield and hope.*

*Dark the night when the Night-Winged came, ready to bear the Oath-Broken forth, a distance of a life and yet no  
distance at all. The mist rolled in, the candles dimmed, and silence rang through the hall. When challenged, the  
Accused did stride forth to meet the Night-Winged One. Then answered each Homeland-Heart's challenge, and  
accepted the blows they dealt. When finally the Fifth Spirit came, all 'round him held their breath as cunningly  
and tauntingly it wove words of death.*

*Heartsore Breath swept through the hall as quietly the Accused did speak. Triumphant was the Fifth One's voice  
as it bestowed gifts upon its Champion. Then anger swept throughout the crowd as Battle-Ready all became. The  
order given, all swept forth to do battle in their Throne's name. The enemy horde did endless seem as many times  
the Heart Kin fell, while Champions battled Dark's Champion and untouched remained as well. Time and time  
again did we seek to strike the final blow, yet thwarted in our efforts by what force we could not know.*

*I fell and lost the Hearthstone's gifts, and watched the Champions from afar, while battle fierce around us raged  
under the watchful eyes of stars. The horde swept 'round us time and again, and many times we faltered yet did  
we ever persevere and never our course altered. Then fled the Gifts from Champions, and fled the Fifth Spirit  
rather than yield, for though we did not defeat the foe, we drove him from the field.*

*When counting up the Death Toll harsh, I admit I was shocked that in all the fighting blood and tears only one  
Gift was lost. Abyssinia, Shieldsister of Winter, who when returned said she did not mind the cost. And so I pen  
these words of mine, that others now may know that others Heart Kin and Battle Kin alike may feel the same  
Pride-Glow. That we did stand upon the field: Spring, Summer, Autumn, Winter. That we put aside our  
differences, and as one did fight together.*

*So Sings Svanhilde Thyrasdottir, Skald of the Clan of the Ebon Axe, Child of the Throne of Winter Sky.*