

LIONE LLC Presents

End of Seasons



Silence Is Broken

Vol. III, Issue 2



End of Seasons

2009 Event Calendar

Date	IG Date	Setting	High Holy Day
April 24-26	Salmon	Dawn's Refuge	HHD Faya
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

Renewed Hope

April 24-26 2009

A 3-Day Event in Dawn's Refuge

As the seasons change once again, Spring Rain joyfully celebrates the rebirth of the natural world and their Ascension. With the coming High Holy Day of Faya, all eyes turn toward Dawn's Refuge in the hopes that the dark paladin, Bryce, and his Aspects will be vanquished, one way or another. Hearts quicken as we race forward to meet our individual and collective destinies.

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

Faction Reputation

Players may now use Pride Points to enhance reputation. You may use up to 4 Pride Points per Faction per month. One Pride Point yields one point of Faction Reputation. If you would like to take advantage of this, please send a note to the board.

FAQ

As our game grows, we see new faces at nearly every event. While some are veteran LARPer, 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!

Character Creation

The first section of the Core Rules is Character Creation. It begins by suggesting that new players first consider character motivations, goals and objectives. From here, one can consider which Thrones (culture/kingdom), races, and skill set (archetype) will best meet those objectives. Next, by considering whether you prefer front-line fighting, assassin skills, ranged fighting, or support characters, you can sift through the archetypes to fit your individual play style. By revisiting your character's motivations, goals, and objectives, you can see if you've designed a set of character skills to meet your needs. From here, you can create a basic profile and history for your character. All of this should be submitted to the directors at least a week before the event you plan to play. This gives them time to enter everything into the system and prepare your first adventure into the End of Seasons world.

What are the basic races I can play?

- Human. No special costuming requirements required.
- Dwarf. Beard is required.
- Elf. Pointed ears are required.
- Amalkin (human/animal combination). Animal features are required.
- Touched (human/Throne specific race combination). Specific features vary by Throne.

What are the basic classes I can play?

In End of Seasons, your profession (archetype) is separated from your civilization skills (vocation). There are different types of points and advancement rules for each of these two types of skills. Archetype skills are considered part of the Core game and necessary for every character. Vocation skills, on the other hand, are part of the

Advanced rules and although helpful, are not necessary for game play.

Archetypes

- Crusader (Priests and Healers)
- Combat Technician (Warrior Monks — Autumn and Summer Thrones Only)
- Hunter (Master of Ranged Combat)
- Magus (Summer Throne Only)
- Nightblades (Skirmishing Warriors and Assassins)
- Preserver (Healer — Spring Throne Only)
- Ritualist (Experts at Game of Fate)
- Runic Guardian (Expert at Runes — Ranged and Support — Winter Throne Only)
- Scourge (Skirmish Fighters — Autumn Throne Only)
- Spellsword (Support fighter — Winter and Spring Thrones Only)
- Warden (Defensive Fighter — Autumn and Winter Thrones Only)
- Weaponmaster (Stalwart Fighters)

Vocations

- Alchemist
- Bureaucrat
- Cook
- Doctor
- Engineer
- Entertainer
- Explorer
- Laborer
- Merchant
- Scholar
- Smith

Are archetypes and classes the same thing?

In a word, yes. These can be thought of as your character's profession. However, to further individualize your character, consider the extensive vocation (civilization) skills.

Rules Errata & Clarifications

Loss of Life

Every character begins the game with 4 gifts and 2 godsend. When your character dies, you must decide whether to use one of the gifts or godsend.

Godsend

"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."

Gift

"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." The spirit must then travel to a shrine or temple.

Update

After the event, please send a brief note to board@lione.net to let the EoS officials know how many gifts and/or godsend were lost at the event and how they were lost. It is especially important that gift loss is tracked so that the appropriate Maker's Plan — Power is given to your character for the next event.

Maker's Plan - Powers

"This is a time for heroes! Let us rejoice, for the Exalted walk among men. The time for Victory is near!" — First war of the Eclipse

Losing Gifts is what happens when a character dies and is resurrected. At the time of gift loss, characters march inexorably closer to final death. However, gift loss does have a secondary effect of awakening the hero in all characters.

Legend states that Soliran, upon ascending to godhood, reminded the people that virtue is not

granted, it is earned. The exact interpretation of his words are unclear, but all know that they have resonated within the hearts and minds of all who have been touched by combat:

"The Fire is never Quenched"

"The Spirit is never Tamed"

"The Righteous must never Fear"

Ever since his ascension, the Maker's Gifts have resonated with his words, thus granting those closer to the gods to channel a divine power never before seen. Some sages believe that Soliran's blessing will be transient, for he is not the Maker, but many of his faithful scoff at their empty claims.

Gift to Power Mapping	
Gifts	Virtues
4	None
3	The Fire is never Quenched
2	The Spirit is never Tamed
1	The Righteous must never Fear

*Note: Powers are cumulative, thus allowing a person with 1 gift to attain all three of the Virtues

Rule of Threes (Flurry)

The Rule of Threes exists to ensure that players take time to pick and choose the swings of their weapons vs. swinging wildly. A character can deliver no more than three blows in a row before being forced to pull back and pause. Pausing is defined as waiting one complete second before swinging again. It is very important that full swings be used even when attacking from behind or when using other rapid attacks. If a player notices others not following these rules, it is important to not discuss this during combat, but rather to report infractions after the combat to someone who runs the game. However, if it is not an immediate problem, following up after the game is the best venue for this.

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.

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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 Winter Sky for winning the Game of Houses during their Ascension. Your boon will be in effect through the month of Spear and will be centralized around Shadow's Edge.

For winning the Game of Houses in the month of Sword, the Throne of Autumn Stars' boon will be in effect through the month of Salmon and will be centralized around Dawn's Refuge.

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 SOLIRAN/EQUINOX

MANY ENJOYED A DAY OF BATTLE, STRATEGY AND FEATS OF GREAT STRENGTH HONORING THE HIGH HOLY DAY OF SOLIRAN AND THE 1ST EQUINOX OF THE YEAR. SAMOHT OF THE WINTER SKY WILL BE THE CHAMPION FOR SOLIRAN FOR THE REMAINDER OF THE YEAR. CONGRATULATIONS SAMOHT AND THANKS ONE AND ALL FOR YOUR PARTICIPATION!

Throne of Spring Rain Celebrates Ascension

For this year's Ascension of the Spring Throne, all are asked to join in honoring the return of life throughout nature by creating garlands and wreaths of flowers and greenery. Women are encouraged to wear the wreaths, while men wear the garlands to the Ascension Ceremony. Following the Ascension ceremony, all are asked to hang the garlands around their doorways in order to protect all within from wandering spirits and the fey. To herald in the new season, all are encouraged to put together and distribute anonymous gift baskets for one another. Typically, the gifts are symbols of new beginnings/fertility like flowers, eggs, wool, chocolate or items of sentimental value. The gift baskets should be left anonymously outside the cabins late on the 24th Day of Salmon.

Ascension Ceremony

All are asked to gather in the Great Hall at midnight on the 24th Day of Salmon for the Ascension Ceremony. Winter's colors should decorate the "throne" upon the stage with Winter assembled around it and facing out. To their left should be Autumn, followed by Summer. This should put Spring on Winter's right.

A representative from Winter will say "As sun and moon have passed, now comes the reign of Spring Rain." They take their colors and step off the stage and the circle of Thrones turns clockwise, putting Spring upon the stage.

Spring will decorate the "throne" and a representative will greet all assembled. This is then an opportunity for Spring to bring forward any traditions from their homeland to honor this transition. Following the presentations of poems, songs, and traditions, the Spring Throne will announce any changes in laws and appoint specific leaders to handle matters of security, healing, rituals, etc.

All are encouraged to support the ceremony with heraldry and reverent, respectful manners.

Greetings All,

My gratitude to all who fought and healed in this past moon's struggles against our new enemy the Witch and the many older forces that would oppose us on this Isle. The valiant efforts of the all thrones are to be commended, except, of course the false throne of the Eclipse, who should be spat upon and whose corruption must be driven from these lands. Together the force we have amassed here has shown its ability to unite and begin the drive to do so. My thanks goes out to all of you for this effort.

In happier news, I am pleased and honored to welcome the newest members of the Throne of Spring Rain to our cause! Welcome Azyra Shikon Winona, your skill as Tohopka will serve us well here. Welcome Ahanavi, your calmness in the face of battle and your ability as a Caller are like water to a parched man here at the Edge. It is good to feel the presence of an elf among our Throne here once more! To Grimas di Laze, "Greenie" I extend a heartfelt welcome and my own gratitude for your healing touches amongst our Throne members. Spring's healing force welcomes you, and my Brother and I offer what advice we can in how to handle the challenges of this Isle presents for those of the Blood. Please seek us out if you have any concerns or questions. I must also extend a greeting to Tennyson Thatcher and Selenion of whom I have heard much, but had not yet had the chance to meet. I am pleased to see that all that has been said of you is true and well deserved. Thank you both for joining us in the struggle at Shadow's Edge. Your efforts are most appreciated.

Spring extends its gratitude to Winter for a festive ceremony celebrating their ascendancy. While I was detained and unable to attend myself, I heard nothing but good things about the ceremony itself and enjoyed the games held on the High Holy Day of Solizan.

As you may know, the Spring Ascension will be held next month in Dawn's Refuge. As is tradition, on the evening after the ascension it is customary to leave small baskets outside the homes of friends, family, the elderly, or lovers. This gift heralds in the new season and the baskets usually contain flowers, eggs, wool, chocolate or other symbols of new beginnings, though more intimate friends often include objects of sentimental value to the giver. The baskets are typically anonymous. Also in the evening after the ceremony people should gather greenery to put around their doors to welcome the first light of the new day. This is also done to protect those within from wandering spirits and particularly the fey.

Women are invited to make and wear wreaths and men garlands during the ascension ceremony itself.

May your lands wake peacefully,

Daliannan Obezia Twilight

Princess of Clan Twilight Shade

Throne of Autumn Stars Report

Eclipse Raid Successful, With A Little Help

by Schadenfreude of Autumn, follower of Raven

In the closing days of Winter's Ascendance, a joint force composed of all the Thrones from the Shadow's Edge settlement moved to attack an Eclipse fortification with the aid of the Spirit of the Map. Led by Samoht of Winter, the force was split into several groups to adapt to the presence of enemy patrols, and to take advantage of them.

A lead inter-throne group, including Taris Goldenaxe and Rose of Autumn among others, ambushed a patrol of the Eclipse from hidden positions, and took their tabards after quickly dispatching them. Donning those, they managed to advance to a guards position quite near the fortification without raising any alarm. Overwhelming their targets, the rest of the force advanced quickly to meet them for a surprise attack.

I managed to get to a position just outside the fortification, as those inside challenged Rose. I heard the leader's voice when he commanded his men to attack, saying to our lead group who tried to brass them out of cover: "Hey, I sent you patrols out in groups of 4- attack them"!

A fearful battle began, which, ably supported by our offensive casters like Hassim of Summer, Al'tar of Winter, and Farrin of Autumn, the fighter line pushed into a heavily fortified position. I was among the front line, with such worthy companions as Rose and Nia of Autumn, Jasper, Thatcher and Myrna of Spring, Hakim of Summer, Randver and Randolph of Winter trying to cut through the enemy to root them out completely. We were healed continuously by Alana, Grimas, Jared, Abyssinia, and Amarishu... at least until reinforcements arrived at our rear and cut down the healers!

Against such numbers, even the great cooperation between the Thrones was not enough to prevail. A last gasp effort was put together by Jasper, Thatcher, and me, but though we had surprise and took down many, their numbers were just too great to overcome.

Though our fate seemed bleak- the entire force to be lost!- Lord Blackthorne and a contingent of soldiers of our Lord Baron were drawn to the conflict while on patrol of their own. Though the numbers were still well against us, we fought free of the force within the fortification, looted it, and withdrew with continual heavy contact with enemy reinforcements.

Overall, the sortie was a definite win for the forces of the Realm of Seasons, with valuable resources recovered. Our sincere thanks to our Lord Baron and his men, and Lord Blackthorne, for their timely arrival which ensured us 'getting the job done' and getting out with our lives.

Truth

by Schadenfreude of Autumn, Follower of Raven

There is joy, and this is truth.

There is sorrow, and this is truth.

Sometimes, joy and sorrow sojourn together, and this is truth.

Joy is not the opposite of sorrow, and this is an important truth.

What is truth?

A child whispering to father in a sleep-filled voice,

the freedom to choose when there is no choice,

a lover's breath across your cheek,

not what you find, but how you seek:

this is surely truth.

Sometimes there is fear, and sometimes there is courage, and this is truth.

The absence of fear is not courage,

nor is the absence of courage, fear.

Fear and courage are truths of our lives.

Why do we need truth?

To know what is,

and to know what is not,

because what is, is, and what is not, is not-

Truth paints the world for us in blacks and whites.

There is knowledge, and this is truth.

There is ignorance, and this is truth.

Knowledge pines for ever more and majestic company,

while ignorance is an ecstatic loner:

this is either a wise truth to know, or a wise truth to be ignorant of.

How do we find truth?

We search for it daily, and if we find it not,

it will find us...

If we have the knowledge to know truth from falsehood.

If we have the courage to choose truth over falsehood.

If we have the joy to live truth instead of falsehood.

And yet.

And yet.

And yet.

There is no truth without falsehood, no falsehood without truth.

This is truth.

And, of necessity, falsehood.

Church of Fuya Announcement

It was a long time, or a short time ago when the tragedy of Bryce Kincaid began and not quite two years ago that his story crossed our paths. It was during the month of Raven that he first appeared in Dawn's Refuge. His white face was indeed bright against his dark clothing and it wasn't long before he began to do his Master's bidding in these lands. For you see, Bryce is a paladin for the Unmaker, but this wasn't always so. I know, with the chaos and death that he has wrought on Dawn's Refuge and the people of the Four Thrones, it is hard to see beyond the darkness. But, there was good in him once — and could be again, if we look beyond the surface. Imagine if it were you or a loved one, wouldn't you want someone to help you find your way back?

Bryce was a strong warrior and a noble man, but it was in helping the love of his life, Leandra that his natural gift for leadership emerged. As a paladin for the Maker, Leandra boldly defied the Unmaker and together with Bryce as her constant companion, they ripped through the Unmaker's minions. Because they had become too large of a thorn in the Unmaker's side — they had to be eliminated.

The means came soon enough when the two found themselves outnumbered in a deadly battle. There seemed to be a never-ending stream of beasts that repeatedly decimated the front lines in the battle. Bryce took a team on a stealth mission to discover what their enemy was up to while Leandra continued to lead the battle. Bryce's team successfully located and destroyed a powerful ritualist that had been channeling the Unmaker's power. Meanwhile, on the battlefield, Leandra's forces were destroyed. In her final battle, Leandra was taken by the Maker. To add insult to injury, the Unmaker twisted every thought in Bryce's mind until he had nothing left but the Unmaker's twisted logic, anger and bitterness. In this crazed and heart broken state, Bryce surrendered his virtues to rid himself of the pain. The Unmaker gladly striped him of his virtues and made him into a dark paladin.

Church of Faya, continued

Bryce's virtues were trapped inside orbs and used to further twist other souls who happened upon them. For anyone who picks them up, experiences a bit of Bryce's pain when the Unmaker twisted his thoughts against him. Each virtue is bound by its opposite or negative quality. It is this binding that provides a dark compulsion for the bearer of the soul orb and provides a relentless twisting and corrupting of the bearer's soul. That is until it is lost to Bryce and his Dark Aspects or through misfortune. Once lost, the soul orb is then tossed back out for other unfortunate souls to encounter.

Faya wants these seven orbs gathered so that she may release the bindings and begin to heal all those injured by the Unmaker. This includes Bryce, Leandra, the bearers of the soul orbs (past, present and future) and all who have suffered at the hands of the dark paladin. Only through this path can we be certain that the suffering will end.

It is my deepest wish that we successfully heal this great wound and in so doing, prove that good cannot be destroyed by evil. Let joy be restored to these lovers and to all!

In celebration of the High Holy Day of Faya, I would like to encourage you to attend Stark and Alana's joyous play! Gifts of kindness, chocolate, and ribbons are especially appropriate on this day!

Freya Olafsdottir

Initiate of Faya

Throne of Winter Sky Report

Greetings to you all! It is a shame that the ice storms kept all away when we took Ascendancy, but that's just the way of it, I guess. Despite the weather, Winter warriors kept a vigilant eye on our settlements and - as some got to see - we made some advances in our war magic!

What an excellent celebration of the Bardic Festival! We appreciate all those who bravely stood in front of the masses to share their storytelling talents. Farkus of Summer wins the short and funny award! A special thanks goes to Svana Thyrasdottir for her EPC story of Lord Nikola's and Lady Merriwood! I know I shall never forget the wonderful chorus - "Blood on the ice and Blood in the snow!"

I was so proud of my Thronemates for wisely getting their weapons ready as I began my tale - and a bit of Runic magic! What a magnificent opportunity to "listen in" as our enemies gathered to bicker! Following the bloody battle, all gathered in the Great Hall to pool together information. Randver did an excellent job at leading the discussion. For those that didn't hear - it is clear that there are a number of different leaders within the Eclipse. Not only do they have different parts to play in their scheme, but they don't really get along well. This will certainly serve us. Also of note:

- In addition to fighting us in "the Valley", the Eclipse is also fighting a stronger group of renegades or rebels.*
- The shrouded spirit that we've seen before, was there. Although clearly working with the Eclipse, he may not be an actual member of the Eclipse, as there was a discussion of its payment.*
- A dwarf leader seemed obsessed about the rebels and the ritual.*
- A major Eclipse leader wore red and ranted about a ritual.*
- Former Summer Summoner has just completed her ritual on The Table.*
- She is also slowly working on gathering pieces of a ritual.*

- *The Eclipse appear to have their own Map and a significant power source for it.*

As we go forward in this war, we must gather stronger intelligence about our enemies and their plans - that we may directly stand in their way.

Given scouting information from Spring's scouting missions, Samcht led a daring assault deep into Eclipse territory. Using the newly acquired power source for the Ancient Map, the combined forces of the Winter Sky, Spring Rain, Autumn Stars and Summer Thunder traveled to an Eclipse encampment that houses supplies for the Eclipse forces. An initial group was set up along a pathway and given orders to ambush the next Eclipse patrol. A secondary group hid further along the path to ensure that none escaped to warn the guard posted at the top of the hill. Once the ambush was successfully accomplished, they used the Eclipse tabards to make their way up the hill to take out the guard and signal our remaining forces to approach. We then had the element of surprise on our side as we battled the 150+ Eclipse forces for control of the barracks. We were victorious and brought back an enormous supply box! Huzzah to Winter! Huzzah to Samcht!

Vargis Gestsdottir

Throne of Spring Rain Report

Myrna of the Dawn

The torrential rains have paused a moment, allowing the warmth of the sun to stream into the forests and perhaps into our hearts as well. With the cycle of life returning once again to a time of light and growth, we in the Throne of Spring draw strength and hope for the future.

Throughout the long, snowy season, my scouts and I have observed the forests beyond the Edge of Shadows and well into Eclipse territory. We can say without a doubt that the Eclipse has their own Ancient Map, which they have used to move supplies and warriors from place to place.

Knowing that our resources at Shadow's Edge were dwindling rapidly, I encouraged the Ascended Winter Throne to lead a foray into Eclipse territory. A small fortification within an Eclipse encampment of about 100-150 goblinoids housed supplies. Being strong of spirit and courage, Samoht led the combined forces in this assault. We used our Map to travel to a valley below this encampment. From here, it was important to use stealth to gain access to the supply house. The ambush was a success and once the group took out the guard, we were able to ascend the hill without alerting the Eclipse forces. The combined forces keeping warm within the supply house nearly decimated us, but in the end, we were victorious and returned to Shadow's Edge with a multitude of supplies.

It is with a heavy heart that I report the final passing of Tohopkas Aiden of The Dawn, Sheelin of the Dawn, Carbry of the Dawn, Osan of the Dawn and Paedar of the Dawn; Spirit Fighters Rossin of the Dawn and Liffey of the Dawn; and Ahote Tressa of the Dawn, Eamon of the Dawn and Bradain of the Dawn. It was my honor to fight alongside these courageous warriors and I vow that their deaths will not be in vain. For two long years, we've toiled here in these corrupt lands and before that we traveled together in the lands of Spring Rain. Their dedication to the cause and purity of heart should be an inspiration to us all.

As the month of Salmon draws to a close, I shall venture to Dawn's Refuge for our Ascension. I would like to encourage all to join us as we share our traditions in celebration of new beginnings. May the festivities bring warmth and light into your hearts.

To My Throne Mates,

I send my sincerest apologies, but I will be absent from our Ascension. I have some...business to attend to that takes me quite a far from Dawn's Refuge. I do not know when or, rather, if I will be returning. However, do accept my gifting for this Ascension...I left it in our Throne sanctuary. I must say, it's quite...noticeable. Do enjoy it!

To the one whom I've been keeping in somewhat semi-contact with, I'm sorry for not saying goodbye. Don't bother trying to find me; I'd rather you not lose Gift nor Godsend in the attempt. Stay safe, my friend...and be careful on who you think is to truly be 'trusted'. Use caution and keep your chin up—we may very well meet again someday.

Blessings and all that bloody nonsense!

Praise be to the Throne of Spring Rain! Happy Ascension!

Cheers,

Raelynn Nightstalker of the Shadowkin Clan

Blood on the Snow

By Svana Thyrasdottir

*Long ago and far away,
Within the distant lands
Called Kirkettor, a wooded place
There was a warrior band
Led by tall Lord Nikolas
And Lady Merriwood
And as partners, hand in hand
They fought for right and good
There was no Blood on the ice
Or Blood in the snow*

*Lord Nikolas was tall and strong
His eyes a fearsome sight
Crashed thunder at his enemies
Whenever he would fight
Yet tender to his lady, true
And loyal to his band
And skalds would sing his praises
As they roamed throughout the land
They sang of Blood on the ice
And blood in the snow
And Merriwood, his loyal wife
A fearsome foe was she
As good a archer as any man,
And even more deadly
With two swords held in her hand
She'd swept throughout the land
Until true love had struck her heart
And then it stayed her hand
There was no blood on the ice,
Blood in the snow*

*She joined the noble Nikolas
And learned his honor's code
And helped him in his questing life
And shared his heavy load.
To rid evil from the land
To bring peace to its side
To make it safe for everyone
To roam through countryside.
And they shed blood on the ice,
And blood in the snow.*

*Upon one cold midwinter night,
The camp it lay asleep.
And subtle spells against the guards
Within their minds did creep.
And made them all fall fast asleep
While standing at their posts
And the Evil ones who hated them
Took the chance to creep in close.
There'd soon be blood on the ice
And blood in the snow.*

*Upon one cold Midwinter morn,
The camp it was surprised
And surrounded by fearsome foes
Staring with beady eyes
Lord Nikolas stood unafraid
Lady Merriwood at his side
And chose to fight instead of flee
The enemy's fearsome tide.
And they'd shed blood on the ice
And Blood in the snow.*

*Merriwood was clad in mail
And glinting in the sun
Her hair was bound in many braids
Her clothing of homespun
Two long, thin swords lay belted there
Upon her slender side.
She stood without fear or dread
At Nikolas's side
She knew of blood on the ice,
And blood in the snow*

*And Nikolas had on a plate
That protected his breast
And mail that lay glistening
Over all the rest
He carried high a great sword
He wielded like a test
Of tenderness and not of strength
And he always did his best
To shed foes' blood on the ice,
And blood in the snow.*

*They gave the orders to their men
To grab their separate arms
And leave the lovers standing there
To guard their retreat
For the little band was outnumbered
10 men unto 1
And Nikolas knew the odds of winning
Were slim unto none.
They soon saw blood on the ice,
Blood in the snow.*

*The loyal band bid them farewell
And knew they'd never see
The lovers standing hand in hand
Beneath a greening tree
Their sorrow overcame their sense
And all said they would stay
But Nikolas and Merriwood
Merely told them "nay"
There would be Blood on the Ice,
And Blood in the snow*

*"I wish you all to prosper
and not stay by our side
We know our time is finished here
We'll never see this night
But you all can still be free
To live out your years
To help the land see peace once more
Not waste on us your tears
We see our blood on the ice,
And blood in the snow"*

*Merriwood then kissed them thrice
Upon each man's wet cheek
Picked up her bow and quiver
And began to shoot it quick
To hold off the enemy's assault
Long enough to see
That each of them get far away
To save her company.
Her foes shed blood on the ice,
Blood in the snow*

*Lord Nicolas and Merriwood
Calmly stood their ground
And hoped upon their precious hope
The enemy would surround
To give their loyal men a chance
To escape there with their lives
And Nikolas and Merriwood kissed
What would be their last time.
Soon there'd be blood on the ice,
And blood in the snow.*

*They both drew out their swords
And stood back to back
And as the enemy advanced
They started to attack
A fearsome fight ensued then
And many foes were killed
But Merriwood and Nicolas
Their blades would not be stilled
They shed blood on the ice,
And blood in the snow*

*Soon the snow was trampled
In a circle 10 feet wide
A circle of cooling bodies
Lay all along the side
But Nikolas and Merriwood
Were beginning to tire
And ever more increasing
Was the enemy's ire
For shedding blood on the ice,
And blood in the snow.*

*Oh, horrid blade that shed their blood
How hideous its song
A fearsome blade of blackened steel
Fully 30 inches long
Had pierced Merriwood's failing guard
Into her slender side
A fatal blow that echoed through
The silent countryside
Her precious blood on the ice
And blood in the snow.*

*Oh, Nikolas, he turned at once
And struck down her foe
But too late was the killing stroke
Ah, that he had to know.
Then rage filled his calm visage
And thunder filled his eyes
And he killed ev'ry last one of them
In revenge for her life
He shed their blood on the ice
Blood on the snow*

*Ah, fearsome toll for victory
Ah how fearsome the price
His true love lay dying there
Upon the frozen ice
He felt her struggle to stay there
With true love at her side
But 'ere the sun was overhead
Poor Merriweather died.
Her blood stained the ice.
Her blood stained the snow.*

*And Nikolas he breathed a sob
And tears filled his eyes
His wounds were too much for him
He knew he too would die
But in triumph, not in failure
For he knew the price
They'd bought the freedom of their men
Ah, with their precious lives
They shed their blood on the ice,
Blood in the snow.*

*Lord Nikolas died late that day,
He did not see the night.
He died holding his lady love
They made a mournful sight
When their men returned next day
With many armed allies
Ah, sorrow ran through every breast
Of every warrior bright
At seeing blood on the ice
And blood in the snow.*

*But do not mourn, be cheerful
For they did not die in vain
They live together in paradise
Until they're born again.
And skalds still sing their praises
As they roam throughout the land
They sing of true love's great strength
To defeat that evil band!
They sing of blood on the ice
And blood in the snow!*

*Remember, blood on the ice,
And blood in the snow!*

Faya's Fun- All Are Invited!

by Margrave Stark Truth Ravenstone, of Autumn

Come one, come all! In reverence of the goddess of joy and laughter, Alana of Spring and I would like to invite all the forces of the Realm of Seasons to join in a most irreverent presentation: a mirthful celebration of Faya's holy day, to be held in Dawn's Refuge, after breakfast on the 25th Day of Salmon.

At that time, a play will be performed on the stage near the Autumn Throne altar (in the event of fair weather) or on the stage in the Oasis (in the event of inclement weather). Audience participation is not only hoped for, but is absolutely necessary for the performance, so do come to enjoy and participate! Through Faya's primary gifts to us, joy and laughter, we hope to honor Her on this special day.

Several parts are being cast even now, so if you are interested in performing, please find me or Alana in Dawn's Refuge to let us know!

All praise for Faya, and her healing laughter.

People of the Seasons,

I want to thank you for your efforts and attention during the celebration of Winter's Ascension. It was an honor to bear the mantle of leadership during our battles. I apologize for my swift departure late in the night, but my journey takes me to Dawn's Refuge to see that the transition from Winter's Ascension to Spring.

I pray, to the Gods of Light, that the spirit of shared responsibility and unity under which we fought, bled and emerged victorious under, carries through into the Spring Ascension.

I pen this as I make my way to the caravan and have much to say, but much will go unsaid I fear. This gathering, more than any other, has brought clarity of purpose to me and this night I met something that I have never seen before. We have won these days by spilling blood together, by sharing these experiences without filters or disdain for each other.

I was asked this night, 'Would you give your last gift for this man?' the man was Hassim, a man of Summer and without hesitation or thought I answered, 'Yes. Unequivocally, yes.' This truth extends to all of you. Every soul here is precious because every soul knows the Hope of a brighter tomorrow and an unquenchable thirst for the destruction of the Eclipse, their ideals and the corruption for which they have organized. Whatever comes after them, I shall not know fear with you all by my side. I will give my blood, my courage, my strength, my honor and my life to seeing that we succeed on this island. We must succeed to see our world protected from the destruction the Unmaker would see wrought upon it all.

I am a humble servant, and I pray a leader who served you well enough to earn your respect. You have all earned mine. It is an honor to bleed with you.

Randver Eileifson