

LIONE LLC Presents

End of Seasons



Autumn Ascends

Vol. II, Issue 8



End of Seasons

2008 Event Calendar

Date	IG Date	Town	Celebration
October 3-5	Stag	Shadow's Edge	HHD Unacia
November 14-16	Sword	Dawn's Refuge	HHD Maker
December 12-14	Wolf	Shadow's Edge	Solstice

2009 Event Calendar

Date	IG Date	Setting	High Holy Day
March 27-29	Eagle	Shadow's Edge	Equinox/ HHD Soliran
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

Honor and Blood

October 3-5, 2008

A 3-Day Event in Shadow's Edge

Many unanswered questions remain as the Edge of Shadows grows darker and colder. Who is Shahad and what ritual is she is trying to complete with the Table? The abduction of young girls from the Thrones must be stopped, but who is behind this and why? With winter snows looming, time is running out for those seeking access into the Ancient City. With the high holy day of Unacia we are reminded that war must always be tempered with honor and mercy. In addition to the traditional tournament, Ascended Erhart Baldur is making plans to locate and purify those responsible for the "kill and capture" list.

Welcome

We would like to welcome you all to 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) section 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.lione.net. 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.

By taking a few minutes to fill out the Character Update form and/or sending a note to board@lione.net, you will not only be able to provide valuable feedback on what your character has been up to at the event but also what elements

you enjoyed. This will help us tailor the plot that we write to your specific needs. The following link is for the Survey Monkey form (it is also on the front page of the website): www.surveymonkey.com/s.aspx?sm=5_2b9qrsjVUeXfH3aBlAbsHw_3d_3d.

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

With the success of this year's Silver Kingdom Renaissance Faire, we have many new faces arriving each event! Some are veteran LARPerS and some have never LARPered before. We hope these FAQs help our newest members feel at home quickly.

I used to play LIONE in campaign 1, 2, and/or 3. Does EoS relate in any way to the other LIONE campaigns? How so?

Yes. The End of Seasons campaign is a prequel to the first three campaigns of LIONE Rampant. The many twists and turns of plot within LIONE's first three campaigns helped define the possibilities and questions to be explored in the End of Seasons prequel.

Within the first three campaigns of LIONE, religion was at the center of the game world and provided a never-ending source of conflict for players. The religious mythos not only put the gods at the center of the plot, but also at the top of the power base. But was this always so? Was there ever a world where gods were but one of a host of immortal beings that interacted with mortals? If so, how did this shift? How did the highly structured world of LIONE Rampant come into being? What forces and civilizations would have been at work in the world — rising to power and falling? What effect would these forces and civilizations have upon the world? Would the effects of these forces be lasting or fall into

antiquity? These are just some of the many questions that shaped the concepts found in the End of Seasons world.

What is the End of Season campaign about?

This primitive world has at its core vastly different cultures that have been pulled together to investigate prophecies of doom for the world. An evil, it is said, that is rising within the center of the world, upon the Isle of the Damned. Yet, each of these cultures has evolved in almost complete isolation of the others and has its' own set of values, priorities, specialties, and power.

With Spirits of Fate, Throne Spirits, gods, and a host of other immortal beings running rampant with the mortals, who's to say what the true power base of the game world actually is or how the world of LIONE Rampant ever came about? We look forward to exploring the diverse paths through this primitive landscape with our players!

Rules Errata & Clarifications

Pride Points

The current level cap is 7.8. Characters can spend as many pride points as they like in order to reach it on a per character basis. Because of the time involved in event preparation, we ask that all pride point expenditures and skill updates be sent to the board no later than one week before the event.

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 such as important relics, game coin, game tags. However things like the phy 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."

Banner Tactics

All symbols in the world of EoS that have beliefs behind them have power. By carrying these symbols, and calling upon them through the correct rites/customs, you can harness it, and use it to push yourself (and your Oathsworn) to levels of efficacy beyond what they can normally leverage.

When you bring your banner with you in combats, you can invoke a battle stance that allows you to gain momentum. By expending momentum, an experienced commander can execute tactics that give them (and their Oathsworn) special abilities. For a

complete description on this advanced game mechanic, please refer to the Advanced Rules EoS Banner document, which is available online.

Where do I get tactics?

You can gain tactics in one of two ways:

1. Random pulls based on recipe execution within the Vocation Station.
2. Loot — Over the course of adventuring, you may find tactics. While infrequent, these tactics can possess great power.

Remember, Tactics are products, and thus, they expire over time (as your foes adapt to your methods).

How do I spend Pride Points to add to my Character's Effectiveness?

You can spend Pride Points in order to make your character more effective in the following ways:

1. Give you an extra pick on the tactics pull. The cost is two pride points for a free random pull from the tactics. This is meant to symbolize karma/luck that allows you to gain insight into the ebbs and flows of battle.
2. Can buy ghost momentum (up to a max of 20). This allows you to go into battle with a certain number of starting momentum, meaning that you can execute more powerful tactics earlier, due to you starting with a higher momentum rating. It costs 1 pride point per point of ghost momentum. This momentum buy is per weekend.

EoS Evolution: Toward a Sustainable Future

Greetings, all! With 2009 rapidly approaching, the Directors and I would like to take a moment to introduce some innovations to End of Seasons. Our primary goal in making these changes is to balance the logistical well-being of the game with that of our community as individuals and as a whole. Our numbers are growing as we continue to welcome an exciting combination of new and veteran players to the club. The contributions of each person have made EoS into something truly unique. The changes described in this article are the result of both player suggestions and many, many hours of conference calls, emails, and face-to-face meetings on the part of the dedicated people who are giving their all to keep us in drama and boffer weapon bruises to our hearts' content. It is my hope that these changes will be well received. If there are questions or concerns, please contact us for clarification and assistance.

Calendar Changes

You will notice the first significant change when you look at this newsletter's listed event dates for the upcoming year, as they have been reduced from ten events to eight. As most of you are aware, our dedicated Board of Directors maintains an ongoing juggling act between the intense amount of work required to keep End of Seasons running and the demands of their paying jobs, education, family, and health-related concerns. In addition to improving the level of affordability for both EoS and the players, by reducing the number of events per year, we will be able to commit a greater portion of time and effort in between events to ensuring a quality game with less negative impacts on those other facets of our volunteers' lives. In regards to one-day module events, those will be decided on a player-interest scale. We have built room into the calendar for flexibility (Mid-Winter pig roast, anyone? Or tofurky roast for our vegetarians...).

Imperial memberships will now cost \$460 for the 8 events in a year, as opposed to the original \$575 for 10. For those of us who currently have Imperials, they will continue on until 10 consecutive events have been covered in total. Any module days or other special events will continue to be a separate

cost outside of Imperial memberships.

Pricing and XP Changes

A second change, displayed below, has been made to our pricing and XP structure. Instead of the two extremes of the 20/20/22 and the full-paying price, we have broken things down into three stages: high school, college, and full adult. Previously, we would need to pull in an average of **four** players 22 or under to equal one full-paying player. This has made it very difficult to cover basic expenses, even with our numbers growing. In addition, the sticker shock between paying \$20 for a weekend and \$75 was significant. With an increase of \$15 and faster advancement as an intermediate stage, we are hoping to resolve those problems. Please also keep in mind that with fewer events per year, overall costs, including transportation, will go down for everyone. If any of these changes create an extreme hardship, please contact us at board@lione.net, and we will work together with you to make sure you are able to continue playing.

Standard 3-Day Events: Playing

Age	Cost	Experience (XP)
High School: 16-18 yrs*	\$20	13 XP x Level
College: 19-22 yrs*	\$35	23XP x Level
Adult: 23+	\$75	50XP x Level

Standard 3-Day Events: Scripting

Option	Cost	Script Points Earned	XP Earned
Straight Script	\$0	6	0 XP
Blanket (SC/PC)**	\$75	3	50XP x Level

Special 4-Day Events: Playing

Age	Cost	Experience (XP)
High School: 16-18 yrs*	\$30	21 XP x Level
College: 19-22 yrs*	\$45	32XP x Level
Adult: 23+	\$85	60XP x Level

EoS Evolution (Continued)

Special 4-Day Events: Scripting

Option	Cost	Script Points	XP Earned
Straight Script	\$0	8	0 XP
Blanket (SC/PC)**	\$85	4	60XP 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.

Pride Point Changes

The last changes I will be talking about were made with respect to Pride Points. There are many folks who have generously donated their time, talents, energy, and materials without any expectation of compensation, and that is *always* appreciated. EoS is a full-participation community, where ultimately we all contribute to keeping it going strong. Even so, it is nice to be able to express some extra thanks. The trick is to do it without breaking the bank in the process.

Pride Points allow the Directors to offer additional thanks to those players who spend extra time setting up, cleaning up, or going above and beyond in other volunteer projects to help the game succeed.

Unfortunately, the financial impact of using Pride Points for up to 50% discounts on event costs has had an overwhelming effect on EoS's budget. This has forced the Directors to heavily curtail the amount of Pride Points they were at liberty to give out, which in turn made it difficult to do many special requests for, as an example, the creation of particular props or set dressings.

Fortunately, both the Board of Directors and the Rules Committee have been working all year on a smorgasbord of new options for Pride Points — giving players options to buff up their characters in new and exciting ways... from reputation in their factions of interest to empowering their IC heraldry for unique battle tactics.

Starting in 2009, Pride Points will not be redeemable

for cash discounts, with the exception of purchasing Script Points (see below for details). For a limited time, everyone has the option to convert any or all of their Pride Points currently in the system to \$5 coupons. These coupons are redeemable for discounts on event fees, etc. for the entirety of 2009. The deadline for contacting the board with your decision on how many Pride Points you want to convert to coupons is March 20, 2009. After that, all Pride Points remaining in the system and all additional Pride Points can only be used in the following ways:

Pride Points will now be able to be used for the following things*:

- 5XP x level/pride point
- 1 reputation point/pride point
- Reduce the cost of a Script Point by \$5 per pride point. Maximum discount of \$25/script point
- Purchasing Tactics and Ghost Momentum (see Banner System)

*Before the first event of 2009, any pride points that are in the system can be converted into \$5 coupons. Coupons can be stacked, but cannot equal more than 50% of the cost of an event and cannot be used in combination with age-discounted prices. These coupons will only be valid for the 2009 season.

As a final note, I would like to thank all of the people who have given their feedback and suggestions in these areas to help keep us running strong. I am sure that not all of these changes will appeal to everyone, but I also have faith that the larger good coming from them will manifest itself in ways that we all can benefit from. Again, if you have additional questions, please don't hesitate to contact us at board@lione.net.

Warmly,

Shan & the EoS Board of Directors

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.

CROSSBOWS

Ben Becker offers Crossbows consistent with EoS standards. To purchase your Crossbow today, contact Ben at www.larpsupply.com.

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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.

EQUINOX CELEBRATION

In celebration of the second Equinox, a bardic competition was held in the Great Hall. All enjoyed the performances by – Autumn's lovely Lady Ortrun; Winter's newest recruits Svana and Esbern; Spring's talented scout Raelyn and Summer's multi-talented Abia Sahar Rayya Jafar Hazad!

Following the bardic competition all assembled in the foyer of the Great Hall for the lighting of the lanterns and the procession to the Throne altars. In the darkness of the night, members of each of the Four Thrones waited for wandering spirits to approach their altars. Those spirits who were kin to the Throne were welcomed. Spirits not of the Throne became agitated that they had not found their throne and had to be fought away.

Peacekeeper Announcements

The Game of Houses

Congratulations to the Throne of Autumn Stars for winning the Game of Houses on their Ascension! Your boon will be in effect through the month of Sword and will be centralized around Dawn's Refuge.

Congratulations to the Throne of Summer Thunder for winning the Game of Houses in Shadow's Edge! Your boon will be in effect through the month of Stag and is centralized around Shadow's Edge.

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

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

Sincerely,

Peacekeeper Tobias

Summer Thunder Announcement

Because this expedition is in dire need of support for resource management, the Dwarven Labor Guild is providing guidance for public works projects. The first project, building a barracks, will require little more than a basic level of building so it will be a perfect way to begin. Raisouli Tariq Kareem Nalz Hazad will be coordinating the project.

As these projects are required for the survival of all within this expedition, each of the Four Thrones will be expected to assist with the acquisition of the necessary raw materials and labor. In order to more efficiently pool our labor, the Dwarven Labor Guild has made it possible for smaller units of labor to be combined; thereby creating the sundries, plans, and geography necessary to complete such a large project. In total, this project will need approximately 72-apprentice months worth of work in the form of 10 Sundries, 1 Plan, and 1 Geography. The recipes to make these labor products have been given to the Peacekeepers and are available to all within this expedition. The raw materials include 65 units of iron ore, 36 units of squid ink, and 18 units of hide. Please speak with Raisouli to make your donations of raw materials and labor (sundries, plan, and geography).

Guru Kala Abel Kavena Faysal Al'Bed of the Throne of Summer Thunder

-Dwarven Labor Guild

Church of Unacia Announcement

The High Holy Day of Unacia is once again coming upon us. It is my intent to keep with tradition and hold a small tournament to determine the Champion of Unacia for the upcoming year. I only hope this year's tournament will be as exciting as last year's and yield a champion as competent as Dez, who is not only Ranger from the Throne of Autumn Stars but also an active member of the Undying. While Champion, Dez has continually brought honor to Unacia through his actions, of particular note is Dez's defense of the Temple of Unacia during the High Holy Day of the Unmaker where he single handedly stopped an Unmakerite Ritualist from desecrating the Temple of Unacia.

For those unfamiliar to this kind of event, anyone wishing to participate in the tournament, is expected to conduct himself/herself in a respectful and honorable manner. I also encourage those participating to champion someone they feel is worthy. Please seek me out with any questions on the day's events or on the finer details of championing someone.

The High Holy Days traditional events will also be supplemented by the Church of Unacia's efforts to identify and purify those who participated in the development and implementation of the "kill and capture" list.

In addition, the Throne of Autumn Stars will continue to search for and rescue the innocent women of the Four Thrones who have been captured by the Eclipse and brought here to the island. All of the members of the Four Thrones should be prepared to aid us in this.

Sincerely,

Erhart Baldur of the Throne of Autumn Stars, High Priest of Unacia

Throne of Winter Sky Report

Greetings to you all! My name is Vargis Gestisdottir of the City of Nartola, most recently of Fjgl. I have been sent to handle the affairs of Winter Sky in this region by The Zenith himself. You could refer to someone in my position as a Throne Leader. I am a Runic Guardian serving in the army of Fjgl. I am a bureaucrat and have spent the past seven years as ambassador for the Nartola and Winter herself.

I myself have traveled here with another Runic Guardian, Esbern Thyrasson and his sister, Svanna Thyrasdottira Door Warden. Our journey was typical until our ships, three total, were attacked by people known to the settlement as Wreckers. Two ships were completely lost and their crews are missing or dead. One ship survived and most of its crew and holdings have been brought to Dawn 's Refuge.

It has suddenly become my goal to destroy these animals and will be directing my people in Dawn 's Refuge down this path that will no doubt end in a glorious victory for our Throne.

On our arrival, myself, Esbern and Eran, with Svanna guarding our backside with the town, constructed runic pylons and placed them around the Gate that resides in the tavern.

(An odd placement for a Gate, but I will work with what I have.) By placing these pylons, we have given a divine link to power the Gate and use it for what it is truly meant to be – a weapon. Over the next few moons, Winter will continue to lead missions with the aid of other ritualists and magi to find a way to contain its power and use the weapon properly for troop movements throughout the island.

I would like to thank the town for their warm reception to this idea and cannot wait for so many more discussions on the topic as we move forward. I have been assured through communication with the High Summoner that this will in no way effect the trade shipments or communications through the gate back to the homeland.

At this point, my goal is to reach the front line in Shadow 's Edge. I wish to make sure the members of my Throne are safe and have adequate supplies. I would like to arrange a sit down with them and any other Thrones that wish to make introduction since that 's the polite thing to do.

I would ask the Heart of Winter to assemble the Throne and pull them from any missions in the area. Kethvan will be making this journey with me. I hope that his duties to the caravans will not keep him from this meeting.

Till Then - Victory to Winter!

Vargis Gestsdottir

GREETINGS FROM THE SPRING THRONE.

I look to the treetops of the forest and see the beginnings of Autumn come. The forest floor reaches out for the last flickers of warm sun before the cycle continues until death and then rebirth in six moons times. This time of year is always one for contemplation and planning.

As this new season comes, the Throne of Spring Rain is still committed to this fight and our goal. Our time here has been met with several emotions such as anger, confusion, mocking, and mistrust. But as we progress, we find ourselves able to call on each other as allies, share moments of laughter, and at times rely on each other during emotional times.

These small steps will go a long way in the end to the commitments each Throne has here. One should always strive to maintain peace and treat their allies in a respectful manner. We all came here with preconceived notions. Some are true, some are false, but we must find the ability to accept these different ways and move forward.

In our continued missions, we have been able to uproot corruption wherever it is found. We have uncovered an infestation of what we call Trickster Spirits. These creatures plague the Altars of Shadow's Edge and have now been witnessed in the Dawn's Refuge area.

Spring Rain will continue to weed out these entities. We ask that any person acting oddly or one that may possess a red glow about their neck, please be brought immediately to a Preserver. We will be continuing to find a way to cleanse each altar and will require the aid of each Throne to do so. Much must be done before this but I would like to have everyone prepared.

I would like to thank Autumn for showing us the experiences of their Throne. The Masquerade was a very interesting gathering. I would also like to thank Rochus for aiding me in his cultural dance. Your perspectives on the style were refreshing. Also, the fire dance was truly amazing and reminded many of us of the bonfire dances at home. Thank you Wgoernly.

Blessings and Safe Travel,
Princess Erryll of The Dawn

Made rich at birth,
we spend the coin of our lives-
some freely, some miserly-
but hopefully in service.

That which is scarce is more dear,
but the coin belongs to the Maker anyway,
and we but return it,
well-used, perhaps, and worn about the edges,
as we approach our release from duty.

For under unceasing assault,
and the torture of tasks unfulfilled,
yes, the body may fail,
but the Spirit is never tamed.

Schadenfreude of Autumn, follower of Raven

The Church of Unacia will hold a midnight ceremony immediately followed by the tourney on the 4th night of Stag. Those seeking to enter the tourney should speak to me before then so they may be placed on the list.

Isolde Faulkes.

To the people of Dawns Refuge,

I wish to take this opportunity to once more thank all of you for your continued dedication to the war effort. Despite the challenges we face here, you have continued to protect the resources that are the lifeline to the Edge of Shadow. For this, I can only give the most sincere gratitude, and a reminder that while things grow darker every day, it is our duty to hold strong in the face of all odds.

With the triumph over every dark obstacle, our power grows. As we push through the Equinox and welcome our spirits back to their ancestral lands, we are reinforced. As we push through the High Holy days of the Dark Gods, shattering their grip over us, we are tempered in the hottest flames.

With the demise of every enemy, this land becomes more pure. By crushing the pumpkin men and taking their spiritual foci, we have cleansed some of this land's taint. By cleansing the Wrecker's Dark Dweller Clan spirit, we have ensured that pain and suffering have weakened their grasp on this land's roots. After the Autumn Ascension, my manifestation walked upon these lands, drawing power that few have ever seen. Each interaction the people of Dawn's Refuge had with it have set this land on a new course.

I will carry the deeds that Dawn's Refuge has accomplished back to Shadow's Edge, along with the Gourd that has been blessed by our ascendant Throne Spirit. These things, when combined with the food that you send to us, will support both our spirits and our bodies.

Malakai

Vessel of the Unnamed

Holder of the Twilight Rank

Enforcer of the Autumn Stars

Throne of Autumn Stars Report

By Schadenfreude of Autumn, Follower of Raven

In the recent weeks, the forces of Autumn have been bolstered by the presence of Lord Nikolai Wildhelm and his huntsmen, who graciously came all the way to Dawn's Refuge. He personally came to bring supplies and to initiate steps to prevent these supplies from going astray.

To that end, Autumnal skirmish groups have taken the fight to the group of outcasts known as The Wreckers, named such for their propensity to salvage from among wrecked ships. Though their unfortunate situation may evoke some sense of sympathy, besides being made up of exiles from the Thrones (and their offspring), it is clear from their own admission that they have murdered victims who've fallen into their hands and kidnapped members of our own forces. Even less sympathy provoking should be the recent intelligence that they utilize unholy ground of Grumach to be raised and have at least part of their defenses maintained by Unquiet Dead.

With Lord Wildhelm's huntsmen giving us advance information, members of the Throne of Autumn went on many missions to deal with the Wreckers. In one such episode, a force led by Rochus, the Voice of Autumn, with Lord Wildhelm in overall command, set an ambush for a wrecker convoy that had already stolen some of the Lord Wildhelm's supplies. Along with myself, Lady Ortrun, Farrin, Wyvernly, Valgard, Rose, Malachi, and Rolf, all of Autumn, Hussan of Summer helped with the mission.

The ambush went spectacularly well, with the forces of the Wreckers well into the ambush location before they first spotted Hussan's cloth-of-gold fluttering behind a tree. A few of us then revealed ourselves close to them and once we were engaged with the enemy, the rest of us fell on the rabble like an avalanche. We then fought off a second group coming to rendezvous with the first, and retreated towards town with the supplies salvaged.

Throne of Autumn Stars Report, continued

On a separate occasion, we learned from another of Lord Wildhelm's huntsmen that an individual Wrecker runner was spotted carrying some intelligence in a locked box and racing through the woods. With no time to waste, we scrambled at full tilt through the woods, fanning out, in order to try to first spot and then stop the messenger. In fact, we were successful on this mission too, with our fleet-footed forces nearly outracing the Wrecker, and Lady Ortrun finally taking down the villain with well-aimed packets.

The forces of Autumn would like to formally thank Lord Wildhelm for the tireless, selfless, and extensive support he has brought to our campaign here. We will also continue to take this war against these opportunistic spoilers, and any evil powers with which they have aligned, and we pledge that the days of Grumach's unholy ground close to our settlement are numbered.

Tidings of Darkness and a Message of Hope

Greetings and the blessings of Spring on all! My name is Feredir Beraidan, a man of Spring. I have now spent a full moon in the town of Shadow's Edge, and I write for several reasons.

Firstly, blessings be to the Throne of Autumn Stars for their ascension. Many of those of Autumn are known to me and have much impressed me by their martial prowess. May the Maker smile upon you during the time of your ascension.

Secondly, I should like to commend the Realm of Seasons for the excellent progress that has already been made on this island. Accustomed as I am to the Guard, I had always thought that this island would be only barbaric and savage. However, I admit that I am wrong in this, and that our people and those of all the Thrones have established here a town that is worthy of being called a part of the Realm of Seasons.

However, I must provide a cautionary message: our mission is not yet done. Still the Eclipse infest this land and pollute it with corruption. Still they prey upon the righteous, using the powers of darkness for their own fell purposes. Still they profess to be a true Throne, though they are but pretenders to that ideal. Therefore, I say this: they must be destroyed. The Eclipse should not be allowed to live. Hear not their words, and stomp them from existence.

It is my opinion that the best ways to destroy this enemy is to learn as much as we can about them, and use this information to destroy them. So my advice is this: learn what you can of the darkness. Stride boldly toward the shadows, but be guarded against the allure of darkness. Never forget that you are of the light.

Finally, I give this message of hope. I believe with all my heart that we can be triumphant. To truly realize this ideal, we must not be simply divided Thrones, but rather be as one united force standing against the darkness. It is my fondest hope that we can pull together to accomplish this goal, and by the goodness of the Maker, of Faya, by Unacia's mercy and by the strength of Soliran, I know that we shall be victorious.

Feredir Beraidan, Guard of Spring