

LIONE LLC Presents

# End of Seasons



*Summer's Ascension*

Vol. II, Issue 6



# End of Seasons

## 2008 Event Calendar

Date	IG Date	Town	Celebration
August 1-3	Dagger	Shadow's Edge	HHD Unmaker
Aug. 29-Sept. 1	Raven	Dawn's Refuge	Equinox
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

## Next Event

**Darkest Day**

**August 1-3 2008**

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

Despite the bright sun overhead, darkness descends upon the lands as the Unmaker's High Holy Day approaches. How will this Unholiest of days affect the war against the Eclipse? What's the next plan of attack with the ancient map? What repercussions will come from the recent sacrifices upon the Table? Will those living on the Edge of Shadows be engulfed in Darkness or will heroes bravely step forward in defiance of this evil?

## Contributors

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  - ◇ *Ernie Canterbury*
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# 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](http://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 don't hesitate to send us a note at [board@lione.net](mailto:board@lione.net).

By taking a few minutes to fill out the Character Update form and/or sending a note to [board@lione.net](mailto: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](http://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.

## Character Updates

By taking a few minutes to fill out the Character Update form and/or sending a note to [board@lione.net](mailto: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): [http://www.surveymonkey.com/s.aspx?sm=5\\_2b9qrsjVUeXfH3aBlAbsHw\\_3d\\_3d](http://www.surveymonkey.com/s.aspx?sm=5_2b9qrsjVUeXfH3aBlAbsHw_3d_3d).

## 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. Beginning this month, we'll add FAQs to this section of the newsletter in the hopes that it will help our newest members feel at home quickly.

### *Who comes to EoS?*

The youngest players are 16, the oldest in their 50s, but includes just about everything in between. There are high school students, college students, recent graduates from college, and those more established in the workforce. Doctors, teachers, engineers, salespeople, factory workers, clerks, managers, artists, actors, secretaries, editors, delivery people, computer technicians, help desk operators, software developers, gymnasts, dancers, singers, artisans, and graphic designers are just some of the occupations represented in EoS' player-base.

### *What's boffer fighting? Is it dangerous?*

Boffer weapons have a core that is padded with foam insulation and made to represent various types of weapons, including daggers, claws, fists, swords,

axes, staffs, and pole arms. Because these weapons are well padded and inspected to ensure compliance with safety rules, these weapons are not particularly dangerous. Our combat rules include avoiding the head, hands, and groin. We also have a rule to prevent players from physically charging one another. With both the strict weapon making rules and combat rules, EoS can have rigorous combat without injury.

### *Do I need to be a real actor or fighter?*

You do not need to be a real actor to participate and enjoy larping. When you play the character you have created, you are making it up as you go. There is no script and no lines to memorize. You simply take on the role, or persona of your character and interact with others. As you play, you will develop skills in improvisational drama.

When you play Non-Player Characters (NPCs) for the directors, you will be given costuming, specific information on your role, and a set of instructions to complete. You could be playing a host of different characters from villains to merchants, to fighters, to healers. Roles can be as short as a few minutes, weekend long, or reoccurring throughout the campaign.

### *What is scripting?*

Scripting involves working for the EoS directors by playing Non-Player Characters (NPCs) throughout the weekend. All players are expected to script approximately 1/3 of the year. To script, simply register by dropping a note to the board or letting the staff know your plans at Check-In. Plan to wear basic black pants and tops. You will be provided with costuming and instructions for specific roles throughout the weekend.

After you check-in and stow your gear in the script sleeping quarters, you will need to sign-in with the Central Control (CC) coordinator on duty. From there, you will be given the necessary materials and information to set up encounters or play specific roles within encounters. When you finish each task, you should return to CC for your next assignments. CC

# Game Play, Continued

operates from approximately Friday 9P.M. — 2:30AM; Saturday at 2:30 A.M., Saturday from 9 A.M. — Sunday at 2:30 A.M., and Sunday from 9 A.M. — Sunday 12:30 P.M. There is a sheet to sign-in and out throughout the weekend.

Scripting is free and includes breakfast on Saturday and Sunday mornings and dinner on Saturday night. On four-day events, it also includes dinner on Sunday night and breakfast on Monday morning. Water is available in CC. coolers with water, lemonade, and iced tea are available within the tavern. Scripts are welcome to bring their own refreshments to keep in the scripting quarters and enjoy in CC.

## *How do I create a character?*

The rulebooks are available online and can be printed. Begin by reading through the Core Rules. There is a section that details character creation. Read this section to get a sense for the archetypes or skill classes, races, and thrones. Once you have a basic idea of what you would like to do, check in with the

EoS directors. They can then help you refine your character's skills, persona, and background.

Once your character has been entered into the system, you can register to play your character and begin the adventure! Once you have played an event, please send in a brief update to let the directors know what you enjoyed, what happened to your character, and what your character is looking to do. This character update is extremely important for the directors to ensure that the skill updates and plot you are looking for happens.

## *What am I paying for?*

The membership and event fees are used to operate the game. The largest expenses for the game are camp rental, storage, and food. Other expenses include the building of props, costumes, and promotional materials.

# Rules Errata & Clarifications

## *Schedules for Updates*

Because the character database is separate from the Vocation Station, it requires manual adjustment to synch up the two sets of data. This can only be done at specific intervals. Any character updates that directly affect the Vocation Station need to be made before the Vocation Station begins the Intervening Period and after the Vocation Station closes. This means that if you would like to increase Vocation skills, you need to send a note to the board within the first couple of days after an event. The Vocation Station is set to automatically open at 1 A.M. on the Friday after an event and close at 1 A.M. on the Friday before an event. Because of the labor involved in preparing for an event, please have all character updates in at least one week before the event. Although we do our best to accommodate last minute requests, it isn't always feasible.

## *Quick Breakdown of the Vocation Station Phases*

**Input** — This is the phase where all your data from the last event is entered in the Vocation Station. Generally, this lasts 7-10 days after an event.

**Intervening Phase** — This is the phase where you can play your vocation actions. This includes bureaucracy, merchant actions, and entertainers. This phase lasts until Friday (12:01 A.M.), one week from the event.

**Output Phase** — This is where all the orders that have been put into the intervening phase are packed. Since it is all in the Vocation Station we cannot make any changes during this time, only pack your withdrawals. This phase ends at the close of the weekend.

## *Research with the Vocation Station*

Once you click "research" on the vocation station with Scholar, Bureaucrat, or Merchant Throne Contacts, you will be asked to type in your question. It is important that the question be specific enough that you can gain information, but not include several questions rolled up into one.

Once you submit your request, the board will review

your question, and either approve it or ask you to submit a different one through the station.

Once it has been approved, all you need to do is revisit the station, and click on the link for your research question, and you can add more Production Points to the question. Once you have unlocked all the research, the question will then become "finished" and you will not be able to add more points to it. However, until it says "research finished" you can always add more production points to your question.

So keep checking on your questions to see if they've become "in-progress" and you can then add more points to your question, and start unlocking the secrets of the game!

## *Pride Points*

The current level cap is 7.3. 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.

## *EoS Banner System*

As many of you saw, this was introduced on the player side at the 4-Day event on Memorial Day Weekend. The Rules Committee has reviewed the play test and has put together additional information, which is posted online in the Rules Corner. Here are some highlights:

### **What's Battle Stance?**

When the leader goes into battle, if all of his Oathsworn are present, he can invoke a battle stance. When the party is in battle stance, they can gain momentum, and they gain the Quality: Restless.

### **Okay... what's the Quality of Restless do for me?**

When a person has the restless trait, they cannot rest to regain pool or dispel effects.

# Rules Errata & Clarifications, Continued

## What's an Oathsworn?

An Oathsworn is a person that gives their oath to their throne spirit to guard and protect their banner. For each banner, there can be up to 6 Oathsworn, one of whom is recognized as the leader by the throne spirit.

## What's Momentum?

Momentum is the game measure for fueling Tactics. As any member of the party, each killing blow that they deliver grants them 1 momentum. Keep in mind, momentum can only be generated by completing the killing blow. Cutting down your foes isn't enough to give your side inertia, you must ensure that your foe is defeated. As they are killing

blowed, the Oathsworn must say (in a voice audible to the downed opponent) "I claim you in the name of (Banner's Name)."

## But scripts get up and run off before I can reach them!

Well, the glib answer here is, "Be faster." In truth, with the advent of this system, we will try to give players ample time to kill off their foes (~10 seconds).

## Biz News

With new ownership and the transition to the nonprofit structure, we have taken a closer look at the structures and policies that support this community. Although much has been tried and tested over LIONE's fifteen-year history, we did not want to leave any stone unturned. We are dedicated to building a strong foundation that will not only serve the community, but will be self-sustaining for years to come.

Thus far, the system has relied heavily on a handful of dedicated board members who volunteer their time, talent, and often their money to handle the financial, legal, business, game logistics, and writing of plot. To support this enormous job, the board has typically relied on staff members and volunteers. But, even with this assistance, it is difficult to balance this with the ever-changing demands of life.

On that note, Kim Palinkas has decided to step down from the board. Kim has been a valued member of the community for a number of years. She has been an active player, volunteer, and staff member throughout the years. We are especially grateful for her bravery in stepping forward as first a staff writer in the third campaign and a director for the End of

Seasons campaign. Kim's creative mind and dedication were instrumental in bringing to life a number of campaign plot lines, specialized props, intricate puzzles, and promotional material. We extend our thanks for her dedication and hard work and wish her well in her future endeavors.

As many of you may remember Stefan Antonowicz was one of the creative minds that helped with the game design for End of Seasons and developed the Vocation Station. Despite his family's move across the country to California, Stefan has continued to volunteer his programming skills over the last year. His assistance in troubleshooting and development of the Vocation Station were invaluable. But, the time has come for Stefan to turn his full attention to his new job and life in California. We are very appreciative for his dedication and wish him well. We are currently searching for a programmer to assist with future development of the Vocation Station.

In an effort to develop a better system, we are shifting to a more flexible structure, which includes a number of teams. The first of these teams began a couple of years ago with the inauguration of the

## Biz News, Continued

Silver Kingdom Renaissance Faire. A core team of four members works throughout the year to plan and prepare the vendors, entertainers, promotions, and logistics of the festival. Board members and volunteers are added to the preparations within the last 3-5 months. We would like to recognize the team who dedicated themselves to the development of the 2008 Renaissance Faire — Shan Asselta, Melanie Elliott, Harald Henning, Inger Henning, and Laura Lucsky. THANKS!!!

The Promotions team began early in 2008 and has focused on supporting various conventions, the Renaissance Faire, and the development of various advertising material. The group has identified a number of target marketing areas, where they are beginning to focus their efforts. We would like to recognize Shan Asselta, Paul Briggs, Marcy Canterbury, Michele Charbonneau, Meg Chen, Laura Lucsky, Kim Palinkas, and Rob Zasso for all of their hard work in Promotions, especially for their support of the Plot and Promotions at the Renaissance Faire. As Laura and Kim are stepping down, we would like to thank them for all of their work and welcome Nick Henning, Tiffany Hexter, and Erin Mcintosh!

We are currently experimenting with the development of a Plot team, which will focus on writing and running smaller plot lines. Taken together with the larger Throne and campaign plot, we believe this will provide a richer and more diverse set of encounters for our players. A special thanks to Allan Maki for being willing to help us with this experiment!

A huge thanks goes out to our staff members and all of our volunteers throughout the year! We would like to recognize Laura Lucsky for managing the kitchen, Erin Mcintosh, and Mike Natale for their work in the kitchen, and a special thanks to Nick Henning and Amanda Burke for pitching in while staff members were away. A special thanks goes to Rob Zasso, a.k.a. Lord of the Directors, for his tremendous amount of work behind the scenes in logistics support and as "keeper of the barn." Without Rob's attention to detail, we'd never know where anything in storage is! But, anyone who has helped out at the end of the event knows that Louisa Coelho is right there assisting Rob and we'd like to give her a special thanks for pitching in when Rob was away! To all of our volunteers for setup and cleanup — thanks! To all who painted signs, made costumes, banners, business cards, distributed fliers, volunteered as scripts, or logistics help at the Silver Kingdom Renaissance Faire — thanks! We'd also like to recognize Dave Kuhn for his tremendous technical support on the website — thanks! For everyone that contributes to the newsletter — you don't know how much we appreciate it! And, who could forget all of the assistance with props, masks, and costuming — Eric Madison, Brandy Madison, Greig Elliott, Ernie Canterbury, Tiffany Hexter, Erin Mcintosh, Laura Lucsky, and Inger Henning! So many wonderful people volunteer in so many ways — to all — THANKS!!!

# 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.

## 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](mailto:board@lione.net).

### EARN PRIDE POINTS

Many hands make light work! Consider arriving early and/or staying late to help with setup and cleanup of events. Pride Points are awarded for your assistance.

### CROSSBOWS

Ben Becker offers Crossbows consistent with EoS standards. To purchase your Crossbow today, contact Ben at [www.larpssupply.com](http://www.larpssupply.com).

### *Rising Phoenix Games*

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# Peacekeeper Post

To further cooperation and communication, reports and announcements from each of the four Thrones and churches can be posted on this board.

## Throne of Summer Thunder Announcement

### Effective Use of Expedition Resources

It is becoming increasingly clear that this expedition is in dire need of proper management of its resources. Yes, the gate is open, and goods are beginning to come through it, but only so much can flow through at a time. And while we have been receiving food and other supplies from the various Thrones via the Winter longboats, the weather and tidal forces are far too unpredictable to allow for regular traffic. We need a more reliable method of providing for this expedition.

To that end, the Dwarven Labor Guild has sent high-ranking members with plans for several methods of improving our supply lines. These plans have been left in my stead. To achieve these goals, I will be organizing the labor forces and supplies list. Acolyte Raisouli Tariq Kareem Naz Hazad will be the primary contact for organizing the flow of resources to accomplish these tasks. Once we have determined the best method for applying these plans to our environs, Raisouli will be reaching out to all of you.

Guru Kala Abel Kayena Faysal AlBed  
of the Throne of Summer Thunder

Dwarven Labor Guild

## Peacekeeper Announcements

### *The Game of Houses*

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

Congratulations to the Throne of Spring Rain for winning the Game of Houses in the month of Spear in Shadow's Edge. Your boon will be in effect through the month of Dagger and will be 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.

### *High Holy Day of the Unmaker*

As the High Holy Day of the Unmaker approaches, all are asked to be especially vigilant. Any suspicious activity or sightings of Unmakerites should be reported to Throne leaders and the Peacekeepers immediately. Together we will stand in defiance of the evil and corruption they seek to promote!

Sincerely,

Peacekeeper Tobias

### *Unacian Church Announcement*

*There will be a meeting for all who follow Unacia on the second day of Dagger at 11 in the morning.*

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

## *Church of Tuya Announcement*

*A long time ago, or a short time ago, I, Freya Olafsdottir was born to an honorable family of shipbuilders in the hill fort of Foulm. My father, Olaff son of Fin is well known for his mastery of this art, which has been handed down through the ages, it is said, all the way back to the days when Bjorn bested the Lord of Storms. However, at a very young age, I found myself at odds with this way of life. Despite my family's best efforts to teach me the art, I could never seem to get the hang of it. I could never keep my mind on the task for I was always looking around, amazed at the great beauty of the land and wondering what lay just over yon hill. And, after a time, my family agreed that I was not meant for that life and wished me well.*

*From hill fort to hill fort, I made my way across the lands of the Winter Sky. After much wandering, I heard Tuya's call upon the wind and knew in my heart that my path lie in her service. I began seeking a means to alleviate pain in every soul I met from the Snow Elves of Nartola whose villages were plundered by the Yeti to the dwarves of Tjol fighting the Giants and everything in between. It was during my time in Nartola that I met Ascended Gylfi Erolson. After many dedicated years following Tuya, it was deemed I was ready for initiation.*

*During my initiation, I was given glimpses of the path I would one day walk in her service and I knew that it would at times be filled with great suffering and difficulty. Though I heard the call of our Zenith, Lord Varmsund Aeorogar to come to this Forgotten Land, I also heard the call of Tuya who said my work was here. And so I came and so it is.*

*Once rescued from the hands of some poor, misguided souls who follow Grumach, I was welcomed by Lady Ashild, Balder, and Altar. Over the months, I've seen great suffering at the hands of the Unmaker and the Eclipse. My heart nearly breaks each time I see the atrocities being carried out against the Maker's children. And none so vile as what I've seen with the "soul orbs."*

*Precious pieces of Creation are trapped within these "soul orbs" and as long as they remain so, there is great suffering within this land and within Creation. Each of these "soul orbs" was found after freeing spirits that in one way or another were being tortured endlessly. Releasing these spirits and collecting these "soul orbs" is only the beginning of the healing process. Only when we have all seven of these "soul orbs" together will Tuya be able to undo the Unmaker's work and heal Creation.*

## *Church of Faya Announcement, continued*

*The Winter Throne began this work and though we have few in number here, we have held this great burden with honor. It is now time for others to join in this work. If you have any information that will aid us in this task, please seek me out immediately. If you encounter one such as Balder or Randolph, who have taken up this burden only to have the "soul orbs" ripped from them, offer them a mug of ale and ease their pain any way you can. For our remaining bearer, watch over him so that he doesn't fall to the same well of pain and anguish. As you assist those whose spirits are somehow trapped and twisted by the Unmaker, you may discover a "soul orb." If you do, take the "soul orb" knowing that Faya has led you there to do a great deed.*

*Taking up the "soul orb" will not be easy, but you will not be alone. Faya has given us magical stones to ease the pain and suffering that the bearer must endure while holding the "soul orb." The bindings on these "soul orbs" give off dark, painful thoughts to those who bear them. In addition, the Unmaker known as Bryce targets the bearers in an attempt to retrieve these "soul orbs." Due to the strong bindings on these "soul orbs," those who lose them fall into a pit of despair. I believe that this was meant to not only further suffering and pain, but also to prevent us from gathering the "soul orbs" and healing Creation. But, we must not let the Unmaker win. We must work together to gather these "soul orbs" and heal this great suffering.*

## Throne of Winter Sky Report

Recently it has become public knowledge that over the past year or so, many of us within the Throne of Winter Sky have found several mysterious items. Although these items are still a complete mystery to those of us that have been researching them, I am willing to share what knowledge I have. I do this in the hopes that perhaps someone has seen something or heard something that may shed additional light onto these items, as well as perhaps prompt some additional volunteers to come forward to help shoulder the burden.

I will start by clarifying that these items do not appear to be related to the Winter Throne. From the information we have garnered, it appears these items are of interest to Faya. We have taken to referring to these items as "soul orbs." This name is both due to physical appearance, as they are white nests, in an orb shape, with a stone in the center, and they seem to form a symbiotic bond with the first person to claim possession of them. This bond is *NOT* to be taken lightly. Once this bond is formed, it seems to try to influence the holder to follow their baser instincts, urging the honest to lie, the just to cheat, and the valorous to think only of self-preservation. Not only will this bond be a constant strain, it is nothing compared to the emptiness and utter devastation of having this bond ripped from you.

However, that being said, it appears that these items have all been found by the Winter Throne, either because we were lead directly to the orb, or because we stumbled across the orb while on a separate mission from our homeland. For this reason, I am asking any that are willing to volunteer to carry this burden to seek me out in Dawn's Refuge. This will entail not only the mental burden of carrying the item, but will also make you a target of those that seek to take these orbs for their own purposes. In addition, those that will volunteer to become carriers will have to accompany the Winter Throne on any missions we may be assigned until you receive the orb, as we never have prior knowledge of when or where these orbs are going to be found.

I am willing to supply any that are interested with the full story of how each orb was found, and what information I have been able to find on these orbs, you need to simply ask, as there is not enough room to go into the full story here.

Balder

Heart of Winter, Dawn's Refuge

Bryce, I am coming for you — You will be destroyed, your aspects scattered, and I will take back what is mine. I know your secret.

## Storytelling Contest — Glory of Faya is Revealed!

There is no doubt we are far from our homes, and far from that which we love, and farther still from all that which we hold dear and familiar. And yet, despite our different backgrounds and upbringings, a welcome respite from the rigors of war and of our campaign here was held recently in Dawn's Refuge — a morale-boosting storytelling contest!

Organized by the Margrave Stark Truth Ravenstone of Autumn, with ample and open-hearted support from the people here, this event was held to remind folk, perhaps fatigued by the war and its cost in lives, that Faya's gifts to the children of the Maker is joy, and humor, and a recognition of all those pursuits which make life worth living.

"We're in danger of losing ourselves here, somewhat," the Margrave told me.

"Somewhere in the pain of gifts and godsendings lost, in the knowledge of the suffering inflicted by those of the Eclipse on our fellows, and in the fatigue of war, it is possible to forget the simple joy that Faya has made possible. It is there if we but look for it, past the hurt, past the sense of desolation and desperation, and it is what makes our lives worth living, worth risking in this cause. I simply hoped to find a means to remind us all of Faya's gift — who could fail to appreciate the telling of tales?"

And so it went. The Margrave announced the forum for the contest, dedicating it to Faya, and announced prizes he had provided. These prizes were added to by Randolph of Winter, who made his selfless donation to reward the overall contest winner to an even greater extent. Judges for the contest invited by the Margrave and willing to serve Faya in their own way, were announced: Sami of Summer, Balder of Winter, Remus of Autumn, and Mishu of Spring.

Stark Truth told his tale first, inaugurating the contest (though not, himself competing). It was, perhaps, more parable than story, highlighting the importance and power of understanding, and the beauty and joy which can result.

Following, the performers for the contest were each announced and then performed. Lady Ortrun of Autumn sang a beautiful tale, which brought soft laughter at its witty conclusion. Farrin of Autumn told a story of the "Unlucky Bodyguard." Not to be outdone, Lord Ouranos of Autumn told a legend of how Raven came to be, and how the stars found themselves in the sky.

More storytellers came forward, including Dez of Autumn, who told of his part in the downfall of the nefarious womanizer named "Bors" (who, I'm sure, bears no relation to the plucky warrior from Winter). Nadiya of Spring, like Ortrun, also sang her tale, her melodic voice spellbinding the audience to rapt silence. A visitor from the

## Storytelling Contest (Continued)

supply train arose and told the entertaining story of an improbable heroic sailor mage of Summer, who ventured to sea with a crew from winter in search of danger and adventure, and who not only found it, but survived it.

In spite of the myriad, and depth, of talents revealed by those who performed, winning the judges' votes as overall winner of the contest was Prince Didanderdalion of Spring, whose story of kindness to the smallest, and seemingly most insignificant, creature perhaps best caught the theme of the contest.

Overall, the contest appeared a huge success, reminding us of what we strive to preserve with our efforts here, of all the beauty of life, humor, kindness, and understanding: precisely those gifts of Faya upon which life holds its greatest pleasures. Huzzah for the performers, the judges, and the audience, and praise Faya!

## Maker Church Announcement

The Unholy Day of The Unmaker approaches... and we must ready ourselves in this time of Darkness. Even as the sun is at its brightest in the sky the evils of this god will try to overtake its light. This is a time when creation and hope must be kept in one's heart. A single dark thought on this day is thought to sway a person onto the path of evil.

It is tradition in Spring Rain to seek out the elders for their blessing, fortify ones village or caravan, to protect the weak and young and then form hunting parties or war parties and seek out the worshipers of this dark god. Many a time these parties would return finding no more than wandering cattle or a predator. But, once in a strange moon a survivor would return telling horrific tales of great evils and violent battles. Many would speak of a form of ritual they had interrupted. Within days, many of these foul beings would be caught or killed by larger groups. My remembrances of these times as a child, watching the fear in my grandmother's face as the Clan's children gathered in the King's tent, brings me to a moment of clarity that it all begins here.

This time we will be the army. This time we will cleanse the roots of this evil. For I truly believe that the Unmaker breeds his evil in this place. I fully intend to travel to the frontlines to help meet this evil head on and offer blessings to the warriors that will venture out into the darkness on that night.

Blessing upon you All

Errgll

Ascended of The Maker

## Throne of Autumn Stars Report

I am Lord Johan Strauss, Lord and Steward of the Sanctum of Ostepa, the newly arrived assistant to Lord Blackthorne in these lands. My intentions here are succinct contrary to the methods employed to arrive at their culmination. Many of you may already know my student - Gerheart Von Cullen - as his mentor I watched my charge grow from a neophyte in the ritual arts to one of competence, prudence, and thorough research. When the first reports of the Gate reached me within the Sanctum of Ostepa, I pled my case to my Lord and was given leave to make my way to the island in an effort to further study this relic.

My arrival, it appears, while auspicious was belated and as a result, the High Summoner's ritual enacted, yields success. While I offer my respect and admiration of this success, I abhor the manner employed. Too many young ritualists used, too little precaution taken, and an attitude of whimsy approaching the execution of so difficult a ritual. A success, yes, bearing an air of haughtiness and aloof manner that exacerbated risk and reward with no thought of the consequences of failure.

I have spoken with the High Summoner and though we have agreed to disagree on the employ of such power, I still feel it is necessary to issue caution to you all. Employing potent magic upon items you have not thoroughly studied could yield results so disastrous that no trace of your existence may be left. Every effort should be taken to sequester such items, study them, understand all you can and in the time that it takes your research to yield fruit. Perform magic that will ward the area against possible backlash and harm. Should any item, like this Gate, be discovered in the near future I suggest that you seek assistance from a ritualist with knowledge of Warding. Power is meant to be contained - not unleashed and spent without disregard of consequence.

Our disparate views of the world and our employ of skill, knowledge, and power require temperance. Our Thrones depend on our success. To that end, I suggest that we - as masters of arcane arts begin a discourse to determine and catalogue the nature of any magical artifacts collected on this isle. We know only that our cast-offs inhabit this place - what dark denizens have been here before still remains unseen. To my fellow Sorcerers and ritualists, I proffer a collective of minds intent on ensuring that we make certain that all items of power found upon this island are scrutinized carefully before being employed. Our charge is for the safety of our Realm - not the safety of our Thrones.

I shall make my home, primarily, in the confines of Dawn's Refuge. I will make my way to the settlement inland as well as I wish to observe the handiwork of our allies from the North. Know that though I require the respect deserved of all Noblemen of Throne of Autumn Stars, I am still a servant to the Realm of Seasons and will hear any who wish to speak with me on matters of import.

Sincerely,

Lord Johan Strauss

## Throne of Autumn Stars Report — The Plight Back Home

### Schadenfreude of Autumn, Follower of Raven

In a previous post, I reported on the danger to the young women of all our Thrones from the Eclipse; that of being abducted and used towards some nefarious purpose in unspeakable rites of torture and sacrifice.

The problem continues, and has worsened. The following missive was intercepted recently:

"To date we have secured an additional 47 candidates.

14 from the Throne of Summer — Note: our suppliers in several of the cities are demanding larger finder fees for these specimens. Suggest sliding scale of pay, lesser for the dregs finders cull from the streets, going higher dependent upon the placement of a candidate's family. Higher risk of latter makes this an arguably valid expense.

9 from the Throne of Winter.

13 from the Throne of Autumn — Note: the quality of specimens obtainable from the peasantry seems insufficient — suggest culling the lesser nobility again.

11 from the Throne of Spring.

Note: Suggestion regarding binding spirits to guard holding pens viable. Have secured 3 pens to date — blood works, flesh seems unneeded. Goblins better at getting flesh. Need more non-goblin guards if this plan will be put into widespread use.

On a personal note: I question the efficiency of our operation to date. This random culling gets us nowhere. Ask that a more focused plan be created. Until then, I remain, your brother within the Shadow of Darkness, united in the Eclipse."

The real chilling horror about this letter is the offhand way in which the lives of our Throne-mates are referred to. It is INTOLERABLE! For all those who are with me, we will take steps to deliver our own 'missive' to these despicable agents of the Eclipse. NO QUARTER! Join me in Shadow's Edge to investigate this further.

## Soliran Church Announcement

We have come to this island to win a war, but we have merely begun. The ancient map and war magics are powerful tools, but we have only scratched the surface with them. There is much territory to cover and much to learn about our enemy's leaders so that we may defeat them. The frontlines must be pushed further. All should prepare for battle!

Thorfin Haaldor of the Throne of Winter Sky

Initiate of Soliran

## Greetings from the Throne of Spring Rain,

As I sit in the evening sun on the great field overlooking Dawn's Refuge, I am constantly reminded of the beauty that can be found here. A moment so rare and so appreciated in these troubled times.

Over the time of this gathering, many things have been accomplished and many truths revealed. The creature known as Orge lured in and killed Nadiga Rourke, our Caller and Makerite. I wish to thank every man and woman that came to her aid. It reassures our Throne that the harm of one becomes the harm of all, no matter one's allegiances. One must never be allowed to fall into the hands of the evils that lurk within the shadows here.

The Summer Ascension was another ceremony celebrated in peace. We would like to extend our thanks to the Throne of Summer Thunder for continuing to keep the laws dealing with assault in place. The learning of another's customs is always a most welcome opportunity.

The mission to protect the Totems continues to be maintained. However, we must begin to show more force in destroying the continuing evils that haunt these woods seeking to take the Totems' power for their own dark purposes. This encounter found us dealing with dark spirits wishing to become the Totems. I wish to thank those that sacrificed time with their throne in order to aid in this battle.

I would also like to make introductions of two new members that have joined us directly from the Courts of Forest Deep. Selenelion of Falling Waters and Misha Brightside have joined our mission to cleanse the corruption from this land and to bring about a resolution to the forces working against our Zeniths at home. Misha is a Preserver and Selenelion is an Ahoite. Their skills could not come at a better time as we begin to see what we are truly up against.

lÉARÓ dóchais

Blessings

Princess Errgll of The Dawn

## Throne of Summer Thunder Report

As representative of The Clockwork Guild, I would like to thank all the people of Dawn's Refuge for the welcome given us upon our arrival.

To Abia Sahar Rayya Jafar Hazad, I would like to extend special thanks in leading an adequate, if less formal, Ascension.

To the Throne of Spring Rain, I offer thanks for that thing you gave to Abia Sahar Rayya Jafar Ha, I do not understand what it was...really...but the young lady presenting it seemed to believe that it was important and so I offer thanks.

To the Throne of Autumn Stars, I offer thanks for that lovely platter of candles and other stuff, once we polish it up it will look quite nice.

To the Throne of Winter Sky, the axe was a nice gesture — but really, three of you are unlikely to really do anything but get in the way.

I am Sheik Raka Ifik Shah'Haran Azuli, Grand Master of the Clockwork Guild. I have spoken with a number of you, especially those pleasant Spring folk who kept pressing me for answers. (I do apologize that I cannot disclose the intricacies that you desired, but I am most interested in the fallen member of your Throne who commands Clockworks upon this island.) My purpose here is simple: to study the behavior of the Clockwork on this forsaken land and determine what way is best to repair them. To do this, I will need much assistance and require assistants in building a workshop — those words are very close.

Thus far, I have found that this is a warm place, if dirty with many fine people living here. Except that one member of the Throne of Winter Sky who threatened to beat me senseless. I think you should spend more time working on manners and darning your clothing than making idle threats to throne leaders, young man. Those of you who helped me so very much will hear from me soon. Those looking for respectable work here in Dawn's Refuge should feel free to approach me when you can. Being that I left the majority of my slaves in Adune, I surely could use the help.

Sheik Raka Ifik Shah'Haran Azuli

NPOM IT 4MMPAY NIMP PEXOM ENFA

XRIPYTHX PNRTPMR MAMRA XFA

XMTTTHX NELYT NITPH PAAHMP

TEPHTX PASTTMR4 TE EFM MMYM

I PRAM NELYT TDM NIMP TE NAM

YIPAKFA TEPHTX PFERM TE XIAM

TPMRM I4 TEPHTX PFERM PFER PAM

TMMDX TDM MTD TE YMT PAM PRMM

TPHTX4 ERM TET NPT TDMFA NYMDX TE BM

PIYHTX EFM H4IXM EP PAM

DMRTPFA NELYT TPI4 LFTT BM RMR

LETTET YTTX TPI4 PMP I PMP

MARHTM44 I4 PINHTX PAM

TE TDM KEHT EP EXETA

XRENHTX MARHTM44 TRHTX XENT

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