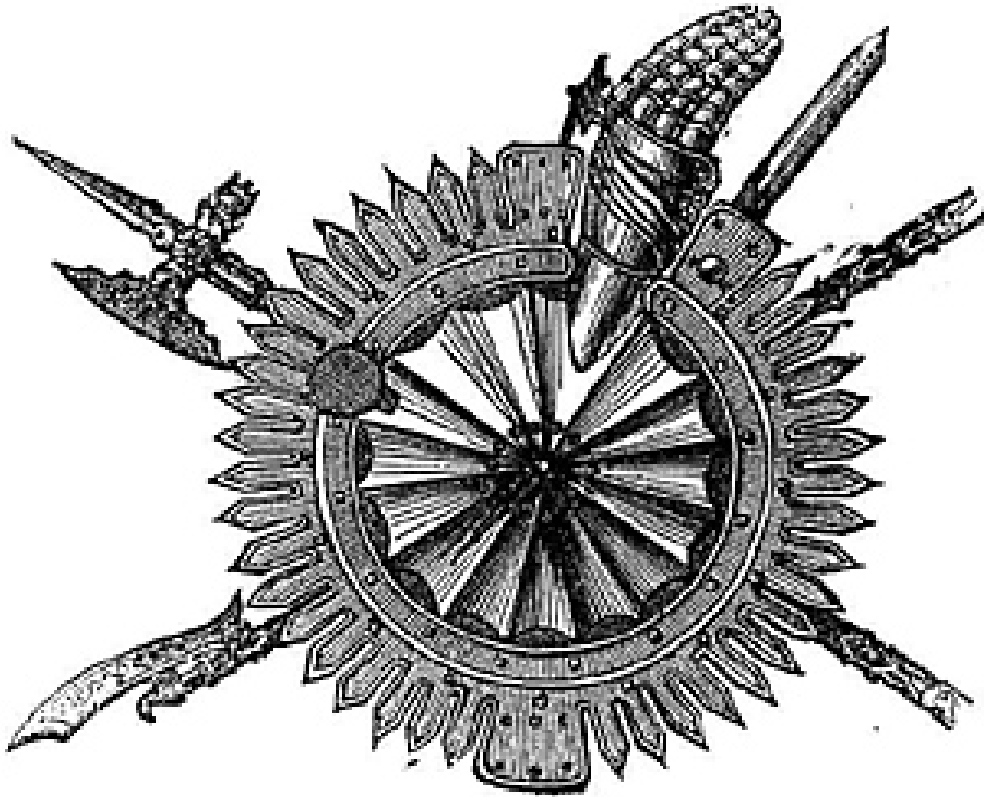


LIONE LLC Presents

End of Seasons



Eve of War

Vol. II, Issue 4



End of Seasons

2008 Event Calendar

Date	IG Date	Town	Celebration
May 23-26	Spear	Shadow's Edge	HHD Grumach
June 7-8		Renaissance Faire	
June 14-15		Renaissance Faire	
June 27-29	Lion	Dawn's Refuge	Solstice
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

Banners of War

May 23-26, 2008

A 4-Day Event in Shadow's Edge

As the Island of the Forgotten begins to reveal its secrets, war rages on in Shadow's Edge. The recent capture of an eldritch altar-esque Table desired by the Eclipse has triggered a ceaseless, bloody siege on the frontline outpost. Meanwhile, an intriguing map found in the newly discovered ancient city seems to offer hope of much-needed aid. But is there time to decipher its mysteries? Winter's protective pylons are being overrun, resources are failing, combat fatigue is sinking in, and the approaching threat of Grumach's High Holy Day looms. A call to arms is put forth to all heroes from the Realm of Seasons to both ensure that the supplies from Dawn's Refuge arrive in time and to throw the collective weight of the four Thrones' warcraft and magic into an all-out offensive strike against the dark Throne.

Prepare your heraldry, make ready your weapons, and join us for the epic battle to come!

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

Thanks for a great beginning to the End of Seasons campaign and welcome to our second season! 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 don't hesitate to send us a note at board@lione.net.

In addition, please submit character background histories and updates to board@lione.net. The more we know about your character's past, present, and

future goals and desires, the more we can customize the plot to meet your individual needs. In addition, while we do our best to document players' actions, we may miss something. Even a quick bulleted list is helpful for us to ensure that we have all of the information necessary to meet your expectations.

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 initially use up to 20 Pride Points per Throne Faction and each month you can add up to 4 Pride Points. 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.

Pride Points

What are Pride Points and how can I earn some? Pride Points are one way that we can show appreciation for the time and talent that our players volunteer to help the game. Pride Points can be used to offset the cost of event fees, purchase experience blankets for characters, and increase Throne Faction Reputation. One Pride Point is worth \$5 and can be used up to a maximum of 50% of the purchase price.

There is extensive setup and cleanup that happens each event and we welcome volunteers. To volunteer for setup, please plan to arrive at the camp about 6 P.M. on Friday night and stop by Check-In to sign in. After the event, if you can assist with clean-up,

check in with the board to sign in and be given specific cleanup tasks. In addition to these regular Pride Point opportunities, there are a number of promotional activities coming up. First and foremost is LIONE's Silver Kingdom Renaissance Faire in June. To volunteer, please contact us at NPCCast@gmail.com (please also cc: board@lione.net). We also attend area conventions and have special projects from time to time. If you have a specific talent that you think could assist EoS, drop a line to the board. Please check the forums online for the latest information on volunteer opportunities.

Character Updates

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). <http://www.surveymonkey.com/>

Silver Kingdom Renaissance Festival

Hello Realm of Seasons!

Got a few hours to kill? Looking for some light action to quench your larping needs? We invite you to come join us as a volunteer at this year's *End of Seasons* sponsored Silver Kingdom Renaissance Festival! The Festival will run June 7-8 and June 14-15 rain or shine. As a volunteer you will have opportunities to play assorted villains and "crunchies," but will also work on the logistics (parking, security, set-up, children's garden, etc) that make our Festival run smoothly. Please specify your interests and we will try our best to accommodate you.

"What's in it for me?" you may wonder. Aside from getting to beat up people with foam padded sticks, hang out with old friends, and maybe make some

new ones, EoS is offering Pride Points *and* Faction Points to people who volunteer. A full day of work (9 A.M. — 6 P.M.) nets you 4 Pride Points and 4 Faction Points!

If you have questions, or are interested in volunteering at the Festival in any capacity, please email us at NPCCast@gmail.com (please also cc: board@lione.net). We'd be more than happy to have you join our team of volunteers!

Rules Errata & Clarifications

Rules Revision

Last month we made some changes to the Core Rules based on game play during 2007 (from July — December 2007). Check out the new edition of the rules document available on the web. Highlights include changes to the Hunter, Spellsworn, and Combat Tech. We have also implemented the phys rep for Mage metals.

Teaching Update

Although teaching is still a function of your standing in the Realm of Seasons, we have loosened the requirement for beginning level skills. Please see our new Teaching FAQ and Advanced Rules Glory and Faction Reputation available online for more information.

Pride Points

The current level cap is 6.7 and for the June event, it will be 7.0. 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

We wanted people to look cool/heroic as they participated in the game. This has worked with our house symbols/costuming. Because we would like to get people to buy in even more, we have added more incentive for people to carry their house symbols/banners into combats where they wish to call on the powers of their throne spirits.

Story Explanation — 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.

System Explanation — 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.

This just may be important for the upcoming 4-Day event on Memorial Day Weekend! Check out the website for the very latest information on these and other rules errata.

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 phases 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.

Rules Errata & Clarifications, continued

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!

Contributors

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Charbonneau

How Your Feedback Affects End of Seasons

With the transition from campaign to campaign comes a lot of change, from new players, directors, and ownership to rules, setting, content, and play style evolution. The majority of changes made during the creation of End of Seasons were based on feedback from players given during and immediately after, the previous Epitome and L3 campaigns. As the EoS Board, we believe the changes that have occurred are positive ones and have helped to develop a better and more enjoyable game. And from what we've been experiencing and observing, the EoS player base agrees. That, above all, is what keeps us dedicated to putting on the action-intensive, epic, and personal plot-driven high fantasy game that all of your creative participation helps bring to life.

Many tough decisions were made in the process of melding experiences, suggestions, and innovative ideas, and as those decisions have played out over the past 9 months, we have solicited and received additional feedback in various different ways in order to understand how these changes have been received. In order to work with a variety of responses, our methods have included game and scripting surveys, rules discussion forums, face-to-face conversations, player updates and emails, and information-sharing meetings and conference calls. This has resulted in a number of other changes, some more subtle than others, that include things like the new script resource binder, alterations to the in-game teaching process, additional details and opportunities regarding glory and reputation, scripting benefits, and some in-game plot and setting adjustments.

We appreciate everyone's understanding and enthusiastic support as End of Seasons continues this exciting process of development. We continue to value everyone's input on the game world and system and to make changes to the game world and systems as appropriate. Please keep in mind though, that with such a variety of personalities (in- and out-of-game!), it would be impossible to accommodate everyone's desires while providing for a well-balanced game. So when you see another player appreciating a game facet or change that isn't quite to your own taste, it's highly probable that you will find satisfaction with another facet that perhaps means little to that other player. In that spirit, we ask that everyone continue to provide the input (including, but not limited to your character updates!) we need so we may in turn continue to create a challenging, enjoyable, and sustainable game for years to come.

Thank you,
The EoS Board and "The Boss Lady"

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.

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.larpsupply.com.

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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 Autumn Stars Report

Lord Blackthorne

As I write this, the heroes of Shadow's Edge continue to fight the latest incursion of Eclipse forces. Since the appearance of the mysterious and hideous artifact commonly referred to as the "Table," we have seen a dramatic increase in Eclipse activity.

Despite the powerful Rune magic within the Runic Pylons, Eclipse forces have continued to penetrate the barrier. Powerful human and dwarven Eclipse leaders boldly lead hordes of goblins and beastmen towards the "Table." We have used many resources in defending this outpost and are weary from battle.

With the coming of Grumach's High Holy Day and the continued assault by Eclipse forces, I am calling to arms all within Shadow's Edge and all from Dawn's Refuge that can assist us. The supply train must be protected and the resources replenished so that an offensive strike can be made.

Gather your resources, hold high your banners and meet us on the battlefield!

High Holy Day of Faya

In honor of Faya's High Holy Day, Freya Olafsdottir of Winter, put forth a challenge to all within Dawn's Refuge. She handed out favors and asked each person to give his/her favor to the one that brought him/her the most joy that day. The brightly colored ribbons had bells tied upon them. Though much laughter and joy was heard throughout the land, the winner by far was Valgard of the Autumn Throne. Valgard tied the ribbons upon his nose ring and in so doing, brought much joy into these difficult days!

Peacekeeper Announcements

The Game of Houses

Congratulations again to the Throne of Spring for winning the Game of Houses! Since you won the Game of Houses on the Equinox, your boon will be in effect through the month of Spear and is centralized around Shadow's Edge. For winning the Game of Houses in the month of Salmon, your boon will be in effect through the month of Lion 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.

Banners of War

Shadow's Edge appears to be surrounded by Eclipse forces and the supply line from Dawn's Refuge has been threatened. The Throne leaders are calling all heroes to march to Shadow's Edge. With banners held high, the Realm of Seasons will push back the darkness that is the Eclipse!

Sincerely,

Peacekeeper Tobias

From the Woods...

I realize I haven't introduced myself around town yet. Nahimara of the Hunted Heart. I want to get some touched together, and Zil, to discuss a few things next time people are in Shadow's Edge.

Thanks

Nahi

Greetings from the Winter Throne

The past moon has seen the addition of two members of our Throne in Dawn's Refuge – Samohet Yespmed and Perrin Son of Baro, Son of Agdar. Samohet is a Runic Guardian who originally arrived in Shadow's Edge, but chose to venture to Dawn's Refuge. Perrin is a Doorwarden of interesting history and stalwart heart. We have also seen quite a few out of the ordinary developments in the Throne and in Dawn's Refuge itself.

The first would be the talks with the band of Exiles known as "The Wreckers." It was Autumn that first opened the talks with this group, but I am comfortable saying that it was Balder of Winter who was instrumental in putting a period to conversations with these malcontents who apparently offered Dawn's Refuge the incredible offer of taking half of our imported goods in return for their dubious protection of those self-same goods. Malcontents I might add, that when asked if they made a practice of slaughtering survivors of shipwrecks bluntly said "They either join us or they die." I am very happy to say that Balder stood firm on the Winter Throne's stand that there is no dealing with the damned of Winter. The Exiles from Winter were put here because they are judged irredeemable. It goes against the policy of the Winter Throne to have any dealings with them.

The second is one of a more delicate nature. Although the Winter Throne has been dealing with a particular matter for some time now, it has become clear that this is an issue for our entire community. I speak of the matter of the balls which one of their bearers, Balder, calls "Spirit Orbs."

Our knowledge on these items is small but research is on-going regarding them. Here is what I can tell you for certain: 4 of these objects have been found in the past 6 moons. They appear to be something like nests that are ball-shaped. Inside of these nests is a hard object that shines to the eye and also to the senses when someone senses them for Corruption. I should clarify – not only do the orbs not sense for Corruption but also the bearers of the orbs show no Corruption either. In fact, the Fayan initiate Freya Olafsdottir has expressed her sense that what is contained within is as pure and beautiful as creation itself.

That is not to say that the bearers do not show some ill effects though. The Protectors report the orbs tempt the bearers to give into their basest natures – in one case to give in to overwhelming sorrow; in another to lie, cheat and manipulate others; and in a third to give into all that is base in their nature. The fourth orb disappeared with its bearer in the same moon it was found, so we cannot say what effect it has or had.

But, the effects are not all bad – it appears when confronted by villains the bearers are buoyed by a sense of purpose, drive, and good that fuels them in their battle to destroy that which is dark and corrupt. An additional effect of the orbs is that the bearers are filled with a sense that they are the orb's Protector. They do not wish anyone to touch the objects and will go out of their way to protect them. In addition we have discovered that a bearer of an orb cannot hold more than one. To do so causes them extreme physical and mental pain. Through painful circumstance we have also just discovered that to be separated from the orb they protect can cause very bad reactions in the bearers.

Right now we are certain of where only one of the orbs is. The first was recovered by Sigurd the Berserker who disappeared shortly after finding it and we must consider it as lost as he himself may be. The second was held by Valcor the Shieldbrother who has also been lost to us. The third was held by Balder, who had it taken from him this last tending. And the fourth is held still by Randalf the Berserker.

Of special note: it appears the villain Bryce is somehow connected to these orbs. I say this as Balder states without doubt that the reason he was carried off in a recent battle was because he was an orb bearer. He says that as he lay there dying Bryce retrieved the orb Balder protected, going unerringly to where the item was kept. It was all he took from Balder and once it was retrieved the villain and his forces left, suggesting the orb was the focus of the attack all along. If this is the case then we must consider Randalf to be the next likely target for this villain.

We ask anyone who finds one of these orbs to consider well before you take it up. We of Winter believe finding and protecting these items is imperative, but know that to accept the job of Protector means personal challenges that may tax you greatly.

If you do accept the heroic task of protecting one of these orbs, please speak with Freya. And know that the Winter Throne will support you and protect you while you seek to protect and support all of us by taking up one of these orbs.

Freya, initiate of Faya who joins us from Winter lands, has stated with no doubt that the reason she was sent here to the Island of the Damned by her god is tied to these orbs and as such she considers it her mission to find, protect, and discover the use for them. This last tenday, Freya lead a band of individuals from various Thrones on a mission for the Faya High Holy Day and at the end of it they were rewarded with 11 stones which Faya has stated can alleviate the suffering of the orb Protectors. Freya holds these stones now.

I know this was long but I felt it all quite important to share, so thank you for your time

Ashild Arinbjorn
Winter Vanguard

Throne of Summer Thunder Report

Submitted by Abia Sahar Rayya Jafar Hazad

The connection of the Gate to the Thrones of the Realm of Seasons has been strengthened and stabilized by the remarkable efforts of the Summer Throne and those who assisted. For those who may not know this, the Gate has appeared in each of the Thrones of the Realm of Seasons. Once stabilized, it will offer a reliable means of communication, transport of goods, and eventually of people.

Hassim Ali Sayyid Mahmud Al'Fasim was called upon as the Ritualist for this immense task which required entering the gate and performing not one but four rituals. Each ritual performed would strengthen the link to a Throne. For this assistance was required from the Realm of Seasons. Valgard Son of Asgard Son of Yngvar of Autumn, Ziljira Gwaeth Da of the Annrach Cair of Spring and Abyssinia al Bashir of Winter volunteered to help make the mission a success.

Raisouli Tariq Kareem Nalz Hazad, Sami Rashida Yafiah Sayyid Hazad, Cassius Siraj Ravi Naseem Pirro, and I assisted in the mission. The spirits within the gate did not wish to be subdued and resisted our efforts. The onslaught began from the moment we stepped into the Gate. We held off the spirits, protecting Hassim as he succeeded in each ritual. It was not until the end that the spirits managed to overwhelm us killing most of our team. Despite the odds, we did not give up. With all four rituals successfully completed, Hassim performed one last ritual that instantly transported all of us back to Dawn's Refuge.

Erryll of the Dawn, who had been enjoying the warm spring day, was called upon to remedy death to those who were fallen. With Essence exhausted, the only way to save the last member of our party was to restore Erryll's Essence through bardic magic. With time running out, I sang with as much speed as I could. With each note clearly but quickly sung, Erryll's Essence was restored with only moments to spare. Once Raisouli's death had been remedied, the mission could be called a complete success.

Within the next few hours, the gate first disappeared then reappeared, but altered in appearance. The true sign of our success was when within less than twenty-four hours, Erryll was able to communicate with people in the Spring throne and supplies began to be delivered through the Gate.

The Throne of Summer Thunder will continue to make improvements to the function and reliability of the Gate, making it a powerful asset for all of the Realm of Seasons.

Greetings from the Throne of Spring Rain.

This morning I woke to the beautiful melodies of the birds and the bright sun glimmering on the dew. Looking around I can see new leaves bursting forth from buds. The only thing that puts a damper on my mood is the knowledge that there are still dark forces at work in these lands and we still have much work to do.

When shipments from our Thronelands were late in arriving, we sent scouts to search along the shoreline. When they were delayed, I decided to venture closer and met two warriors who had just arrived. Perrin Son of Baro, Son of Agdar is a Doorwarden from the Winter Throne. Cassius Siraj Ravi Naseem Pirro is a Magus from the Summer Throne. On our return, we helped a group of Peacekeepers who had been attacked in route to Dawn's Refuge with supplies. At the Maker's Shrine, I raised a number of scouts, crewmembers of the supply ships, and those defending the supply lines.

With Ziljira Gweath Da's assistance, we put together the various reports and sent large groups out to locate and retrieve the stolen supplies. Under the excellent direction of Basil of Soliran, Jasper of The Dawn and Omusa of the Dawn, these groups were successful in routing the Eclipse forces and bandits who had looted our supply lines. Throughout the battles, Ziljira Gweath Da took the front scouting position and Alana Lightheart took the lead position as triage coordinator in Leorannar's absence, ensuring that we would be successful. We were pleased to announce that many of the supplies were recovered and sent on to Shadow's Edge. When reports came in that Bryce and his dark minions might attack the shipments in route to Shadow's Edge, Myrna of the Dawn and Azeeze went to reinforce the defenses on the supply train.

In addition to the Eclipse, we must now add two other names to the list of our enemies. We fought an Unmakerite known as Bryce, his dark minions (spirits) and a satyr numerous times within a relatively short time. Thanks to the strong leadership of Jasper of the Dawn, no lives were lost during the fighting retreat deep in the woods. Unfortunately, when we met Bryce at the large pass Saturday night, our forces could not defend such a large area easily. Balder of Winter was taken for a time and it appears that the "soul orb" he held was Bryce's target. Once Bryce had removed the "soul orb" he departed. We regret that Cassius Siraj Ravi Naseem Pirro of Summer lost his life in this battle. Although Bryce was quite powerful and the battles were bloody, we persevered and ultimately dealt him a crushing blow midday on Sunday.

(Continued)

Greetings from the Throne of Spring Rain (continued)

The banished bandits known as the Wreckers should also be considered hostile, untrustworthy, and enemies to our cause. Despite early negotiations with the Autumn Throne, these bandits all but admitted that they had attacked our supply lines. During court, we met openly with their representative, Rebecca. It was clear that this group had nothing to offer us but trouble. We must remember that our Zeniths have condemned these people to a life of banishment because they were seen as irredeemable. That has not changed simply because we have been sent here to do a job.

As we go forward, please be mindful of the laws that are in effect for Spring's Ascension. Assault is now illegal, as violence begets violence. All charges of assault are to be brought in front of The Court of Spring Rain. There will be Fines for disrespect of acknowledged Throne leaders. Spring: Princess Erryll of The Dawn, Myrna of The Dawn. Summer: Azeze, Master Kareem. Autumn: Lord Blackthorne, Ascended Erhardt. Winter: Lady Aschild, Kethvan. ALL PEACEKEEPERS.

May the Spirits Bless you. May Spring Rain Protect you. May the Eight Keep you.

**Princess Erryll of The Dawn
Throne of Spring Rain**

High Holy Day of Grumach

As this dark day approaches all eyes turn towards the frontlines of Shadow's Edge. At home within the Realm of Seasons, this day warrants extreme caution. Doors are locked as highly paid mercenaries and heroes go forth to disrupt dark rituals being cast by Grumach's followers. Not much is known about these rituals, except to say that those who have witnessed them have gone mad. It is believed that Grumachians spend most of the day hunting down conquests in order to sacrifice them or worse . . .

Echoes of the "Night of Long Knives"

by Schadenfreude of Autumn, follower of Raven

We come in our new community here, to a most unholy day, a day that commemorates the fear and terror of Grumach, the fallen. It is a day which we of Autumn are not strangers to, and a day of opportunity as well. It is a chance for us to stomp flat the bugs which crawl out of their holes in the ground to try to inflict Grumach's will on the helpless and unwary.

In the village where I grew up, which sits on the edge of a great Field where Lithe fought the Unquiet Dead, the impending unholy day of Grumach is known as the "Night of the Long Knives," after a notorious event years before I was even born. It was an attack by deranged followers of Grumach, conducted boldly into the lands of Autumn, and even to the field of Lithe outside Castle Blackthorne. They came in the night with a small number of the Unquiet Dead and overwhelmed the village's guard. They went on, house to house under a cloud of silence which they somehow brought with them, slaughtering person after person in their beds.

The death toll was horrendous among the villagers: only a chance-awoken child was able to break the silence with her screams and the village mobilized out of sleep... only to find their friends, recently slaughtered, risen as Unquiet Dead themselves through Grumach's power that night. The villagers, in horror, fled in the direction of Castle Blackthorne, losing more folk to the blades of the Grumachians during the retreat.

As the warriors from the castle came to full alarm, the murderers and Unquiet Dead pulled back from the walls and took up position in the center of the field of Lithe. There, they began a ritual, even before the forces from the castle could mobilize in an organized fashion to oppose them. The risen Dead then surrounded them and with fearsome shrieks and guttural cries they reveled in the fear and death they had wrought.

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Night of Long Knives (continued)

The forces of Autumn issued forth, and were met by the Unquiet Dead. From around the field, more corpses and creatures were torn from the ground by the power of the ritual and the night of Grumach's power. The battle raged until near dawn before the field was cleared of Unquiet Dead and the cavorting Grumachians could be slain. The loss of gifts among the guard and the people of my village were simply staggering and the pain of that one night has been remembered all the years since in my village.

On the night of Grumach's most unholy day ever since, the people of my village would remain awake to hold vigil on the Night of the Long Knives. Bonfires would be lit around the village and would be maintained from sundown until dawn. Multiple skirmish groups of no less than a dozen would roam through the village and across the fateful field, patrolling for any of Grumach's forces which might have blades sharpened, ready to bleed us for their foul deity. We would be joined by soldiers from Castle Blackthorne who would hold vigil with us and although the stories tell of hundreds of Unquiet Dead and Grumachian worshippers who were found and put down, there was never a Night of the Long Knives in which the foulness did not come to try to pervert the field of Lithe with their filth.

We must prepare ourselves and be willing to hold vigil, no matter which of the settlements we are in. I invite those who will be in Shadow's Edge to stand with me and my throne against the coming evil, as the echoes of that long ago Night of the Long Knives are once again heard calling us to evil's challenge.

Maker Church Announcement

During the High Holy Day of J̄aya, a most peculiar thing happened. The spirit of a Paladin of the Maker, known as Leandra appeared in Dawn's Refuge. She claimed to be searching for her love, Bryce. The last time she saw him, he was behind her in a long and bloody battle they were fighting for the Maker. When asked if there was something special about this battle, Leandra simply shook her head claiming that they fought many battles for the Maker and there was nothing particularly special about this one. She went on to speak of his great virtues and devotion to her and to the Maker.

She fought alongside us and when we indeed found her lost love, it turned out quite awful! The Bryce she spoke of was none other than a powerful follower of the Unmaker who had recently taken to the woods near Dawn's Refuge! Accompanying Bryce was a set of dark spirits that were somehow tied to him and a satyr. When Leandra approached Bryce, he recognized her, flew into a rage, began to insult her, and soon attacked her! She was caught completely by surprise and later said that she simply didn't understand it.

When Leandra fell at Bryce's hands, she returned a short while later, with no memory of what had happened. It was as though she were caught in a loop of some kind. It took a lot for her to even listen to what we had to say. Despite our long conversation, Leandra was insistent that she had to find Bryce. She has not been seen since the High Holy Day of J̄aya ended.

We learned much in our first bloody encounters with Bryce and dealt a crushing blow to him. One of Myrna's scouts returned to Dawn's Refuge with a report that Bryce was seen heading towards the supply train. We moved quickly to intercept him. When we caught Bryce and his followers by surprise, we forced them into a narrow indefensible line, surrounded them, and then focused our energy on destroying Bryce. Once we defeated Bryce, the dark spirits, which he had referred to as "aspects" disappeared leaving the satyr unsupported.

Although we defeated Bryce in this battle, we do not expect this to be the last we see of him. We still do not understand much about Leandra, Bryce, or their connection to J̄aya. If you have any information about this issue or about their whereabouts, please contact Nadiya, Freya, or myself.

Thank you,

**Maker's Blessing upon You
Princess Erryll of The Dawn
High Priestess of the Maker**

Soliran Church Announcement

Dawn's Refuge is an important link from the Realm of Seasons to the war against darkness that is being waged upon this island. Our adversaries considered that link weak and they were proven wrong! HUZZAH!

I would like to thank the members of all Four Thrones for their assistance in retrieving resources that were stolen from supply ships. Not only were supplies located on Eclipse goblins and beastmen, but also upon those banished from the Realm of Seasons. Because of your efforts, we were able to secure much of what was taken and it is on its way to Shadow's Edge. I would especially like to honor Ziljira for his bravery and skill as a scout and as a fighter upon the battlefield.

My counterpart, Thorfin Haaldor of Winter journeyed to Shadow's Edge not only to assist in developing a strong defensive line, but also to lead the offensive into Eclipse territory. I have received reports that Thorfinn is protecting a mysterious map that was located within the entrance to an underground city near Shadow's Edge. Those wishing to study the map and to participate in an offensive strike against the darkness should seek him out.

I continue to search for the truth regarding Eclipse infiltration into the Realm of Seasons and how this led to the murder of the High Summoner within a Zenith's Hall. If you have any information, please speak with me at once.

Guru Basil Qadir Hassaan Aasim Zaahir

Initiate of Soliran