

LIONE LLC Presents

End of Seasons



The Long Night

Vol. I, Issue 4



End of Seasons

2007 Event Calendar

Date	IG Date	Town	Celebration
December 7-9	Wolf	Shadow's Edge	Solstice

2008 Event Calendar

Date	IG Date	Town	Celebration
January 26	Bear	Module Day	
Feb. 29-March 2	Hammer/ Eagle	Dawn's Refuge	HHD Soliran
March 28-30	Eagle	Shadow's Edge	Equinox
April 18-20	Salmon	Dawn's Refuge	HHD Faya
May 23-26	Spear	Shadow's Edge	HHD Grumach
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

The Long Night

December 7-9, 2007

A 3-Day Event in Shadow's Edge

As the longest and darkest night of the year approaches, all eyes turn towards Shadow's Edge. Can the intrepid heroes of the region pull together to protect their homes, Throne Altars, and newly consecrated True Temple to Unacia or will their cultural differences and individual goals stand in their way? Will the darkness that is the Eclipse find favor in this time of imbalance and destroy the Realm of Seasons' frontlines? Whose strength, skill, bravery, and wisdom will shine forth from this shadowed land?

By The Lione Board

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!

Rules Errata & Clarifications

EoS Rules Summary

Tom Reddy has put together a straightforward 2-page summary of the EoS rules for combat. This includes information about legal weapon strikes, combat logistics, and a summary of skill and casting effects. This handy reference document is available on the website. Thanks Tom!

Death

Each character begins the game with 4 lives and 2 Godsend.

As a reminder, if your character has not been rescued during the spirit count, you will need to use a Godsend or lose a gift. If you have a Godsend and elect to "Burn a Godsend," you reappear at your Throne's altar, thus avoiding death. If you do not

have a Godsend, you will instead lose a gift. If you lose a gift in a location that does not have known consecrated ground, please see an EoS official immediately. Shadow's Edge currently has a Unacian True Temple and Dawn's Refuge has a Maker's Shrine.

Pride Points

The current level cap is 5.0. Characters can spend as many pride points as they like in order to reach it on a per character basis.

Counting

Since straight counting is more arbitrary than counting with seconds, we are standardizing all 100 counts as 100 seconds.

Game Play

Scripting

In order to provide group and individual plot along with strong event pieces and large melees throughout the weekend, EoS tries to maintain a player to script ratio of 3:1. Unless prearranged, all scripts are considered combat active and expected to be available during the operation of Script Central Control (CC).

- Friday 9:30 PM: Opening Ceremony for Scripts in CC
- Saturday 2:30 AM: CC Closes, Optional Late Night Scripting*
- Saturday 9:00 AM: CC Opens
- Saturday 10:00 AM: Breakfast
- Saturday Noon: Late Night Scripts Return*
- Saturday 6:30 PM: Dinner
- Sunday 2:30 AM: CC Closes
- Sunday 9:00 AM: CC Opens
- Sunday 1:00 PM: CC Closes

*A limited number of late night script roles are available. Please speak to a director if you would like to be considered for this.

Script points are awarded based on the number of hours you script. In order to track this, sign in sheets are posted and scripts are asked to fill them out according to the schedule posted at the top of the sheets. Generally, this requires signing in and out on Friday night, once for Saturday morning through dinner, once for Saturday night and once on Sunday. This is especially helpful for giving credit to those players who have other obligations during the weekend, but are willing to lend a hand and for scripting exchanges with other LARPS.

In addition to being asked to portray numerous scripted characters, you may be asked to pull together appropriate clothing and props from CC or the barn, set up and coordinate encounters, breakdown encounters, assist with make-up, or clean up CC. When running roleplay encounters with players, it is important to convey what happened in the encounter. The best way to do this is to fill out the "break-out" copy of the encounter and return it to the CC director.

When circumstances prevent you from being combat active during an event, but you would like to contribute to the game anyway, you need to check in with an EoS director. For planning and managing the events, we must limit the non-combat scripts to three per event. While we would like to encourage all of our players to contribute to the game, we also have to maintain a sense of fairness concerning the demands of scripting and awarding script points. Due to the frequency of combat within EoS, non-combat scripts will be awarded half of the script points of a regular script (rounded up). In addition to playing non-combat roles, you will be asked to assist with make-up, costuming, pulling of props from the barn, setting up and breaking down encounters, and cleaning CC.

Module Trails

Designating module trails worked so well in Dawn's Refuge, that we are extending this to Shadow's Edge. Players are not allowed to enter these trails unless directed to do so by an encounter leader, such as a spirit or NPC.

The module building, the barn and attached buildings, the immediate area behind the trailers, and what we all affectionately call the "Ho Chi Min" or "Horse Tree" trails will now be considered module trails.

We will be going over all of this at opening ceremonies and hope to have maps handy for our players.

Module Day - January 26, 2008

Save the date! Plan to brave the cold to further individual and group goals or to assist others by scripting. As details are still being worked out, reservations will not be accepted before the December event. The cost to play is \$35 per module. Please note that an Imperial membership does not cover the cost of the Module Day. Pride Points will be awarded for scripting during the Module Day.

Contact Us

Thanks for a great season! LIONE wishes to thank the staff, players and especially our new friends that have made this season the greatest and most challenging of our LARP careers. While on break, LIONE will be on a part-time status for answering emails, vocation station, and forum participation. The holiday break will be from Monday, December 17 – Monday January 7. We wish you all a safe and joyous holiday season!

Please check out our website www.lione.net for the very latest In-Game and Out-of-Game information. The best way to get an answer to your questions and ensure that your characters receive full credit for all missions they complete for Throne Factions is to

email all of us at once, board@lione.net. In addition, please note that we are eliminating the Register@lione.net email address.

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. Sean is currently the ombudsman and he will do his best to ensure that your grievance is understood and addressed. If Sean is unavailable, please seek out Marcy. 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.

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.

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.

HOLIDAY SPECIALS

Looking for a great gift for fellow gamers or for yourself?! Look no further! EoS Gift Certificates are available now! Imperial Memberships are just \$575.

JENNY'S COSTUMING

You've seen what I wear. I can make pants, shirts of many different types, skirts, boned corsets, jackets, gowns, veils, many types of tabards and surcoats, hoods, cloaks, embroidery...

I accept cash, paypal, and checks. I can do a bunch of things for your team, an entire outfit just for you... whatever you like. Email me at JennyHawkins@gmail.com to chit chat about it.

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.

Contributors

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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 WINTER SKY ASCENSION

WITH THE PROGRESSIVELY COLDER TEMPERATURES AND THE WANING OF FALL, IT IS TIME ONCE AGAIN TO CHANGE THE ASCENDANCY OF THE THRONES. GATHER IN THE GREAT HALL AT HALF PAST 9 BELLS ON THE SEVENTH DAY OF WOLF FOR THE WINTER ASCENSION. EACH OF THE FOUR THRONES WILL PROVIDE A REPRESENTATIVE AND THREE ATTENDANTS TO STAND IN THE CEREMONY. ALL ARE ENCOURAGED TO SUPPORT THE CEREMONY WITH HERALDRY AND REVERENT, RESPECTFUL MANNERS.

AS WAS DEMONSTRATED DURING THE CHANGE FROM SUMMER TO AUTUMN, HERALDRY IS PARTICULARLY IMPORTANT TO DISPLAY THROUGHOUT THE CEREMONY. THE THRONE SPIRITS DERIVE POWER FROM OUR DISPLAYS OF HERALDRY. WITHOUT ADEQUATE HERALDRY, THE THRONE SPIRIT MUST DRAIN ESSENCE IN ORDER TO FUEL THE CEREMONY AND ASSIST IN THE PROTECTION OF THE SETTLEMENT DURING ASCENDANCY. THEREFORE, REGARDLESS OF WHICH THRONE YOU ARE IN, IT IS IMPORTANT TO SUPPORT THE CEREMONY WITH HERALDRY. THIS SHOULD INCLUDE PROMINENTLY DISPLAYING PERSONAL, TOTEM, GUILD, OR HOUSE AND THRONE SYMBOLS UPON SHIELDS, CLOTHING, SASHES, JEWELRY, TATTOOS, AND BANNERS.

Solstice

The Second Solstice of the year will be held on the 8th day of Wolf. This darkest and longest night of the year may be particularly dangerous here in the Center of the World, especially for those holding Shadow's Edge. As the sun sets, we will gather in the Great Hall for a feast and a sharing of traditional tales from our homelands.

Unacian High Holy Day Update

To all.

As we prepare for the Solstice, I am calling to arms all within Shadow's Edge. I have met with each of the Thrones and we are all in agreement that our best defense against the dark spirits of this land is a strong offensive. With this in mind, we are launching an aggressive assault on Eclipse forces in the area. We intend to push through the goblin and beastmen ranks in an effort to locate their leaders and crush their forces.

All hands will be needed in this assault for this is the night where darkness uses its strength to strike out where it can. The success of our mission depends on skill, strength and numbers. Gather your resources and prepare for the Long Night.

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

Maker Church Announcement

Holy ground has been established in Dawn's Refuge with the aid of all the Thrones. I would like to thank those of the inner ring; Olianna Tivona, Lynwerd, Nosidam, and Seraphim Feeorin-Despangne. I would also like to thank those who stood in witness to the ceremony as I channeled my essence so that Prince Dedanderdemalion could play the cards. Our success is the first step in bringing The Maker's touch to this horrid place.

As we left the holy site, we saw movement in the woods and soon were accosted by a strange looking man, spirit, or monster. It was hard to tell. It was made very clear to us though that our presence was not welcome, especially those of the womanly persuasion. A small battle occurred and with the aid of other groups in the woods, we were victorious.

I have tasked those wishing to become an initiate with one simple task and that is to ponder two questions in the coming winter months. I am extending these questions to those who could not make the ceremony. How does the Unmaker affect your lives? The lives of those you love and hold dear?

I seek these answers before the snows begin to melt. Once the darkest night passes, the Church of The Maker will begin its missions in this region.

Blessings Upon You All

Princess Erryll of The Dawn

High Priestess of the Maker

Throne of Autumn Star's Report

-Lord Blackthorne Reporting

In the final month of the Throne of Autumn Stars' ascendancy, a traditional Harvest Festival was held. Autumn's own, Iryna Mirela Petrchenko brought together her experience traveling the gypsy camps of our eastern lands and her knowledge of our customs forward in organizing the festivities. We wish to thank all of the people who participated in the festival of the Harvest. Even our most stalwart warriors saw the honor and the dignity of their participation in our old customs. A special thank you should be extended to the exquisite and talented Lady Ortrun Von Cullen whose performance captured the soul of the harvest. In addition to excellent performances and dancing, there were many games and contests during the festival. When Spring presented their view of the Four Thrones within the world in connection to their pumpkin, we knew the carving contest was a success. The duels, led by the People of Winter, seemed to garner much honor for themselves and their newly awakened spirits.

Although there was the expected series of disgruntled and ill-favored spirits, the people of the Four Thrones managed to keep their impact on the settlement to a minimum. There were sightings of past Autumn spirits and warrior spirits of Winter. Some brought ill tidings and spoke about spirits trapped in the spiritual void created by the Dark Dweller there.

We set out that night to put an end to the Dark Dweller and his hexes laid upon an area called the Boneyard. Shortly after our arrival here in the Center of the World, the Throne of Autumn Stars began a crusade to rid the world of this foul creature. The Dark Dweller had been trapping the souls of outcasts from all Four Thrones. It would whisper to them until they would commit suicide within the confines of the Boneyard. This enabled the creature to garner incredible power from the souls of the damned, lending the power of each of the fallen to its own. In the end, we fulfilled our word and put an end to the foul creature. What was done there is the business of our people, but know this, all the souls that were trapped are now free. Asertis, the Dark Dweller who made its home in the dark, has been banished back to the void from whence it came.

The people of the Autumn Throne are pleased to have done their duty for this settlement and are pleased that many of the others on this island have acknowledged the importance of our customs.

We march onward now and we are thankful for the time we have been given before heading into the wilds of the dark wood.

Greetings from the Winter Throne

Much has happened in the Winter Throne in the last several moons, but perhaps no incident held such drama as the recovery of the Fayan initiate from Winter, Freya Olafsdottir.

It was during the hectic battle with the creature that came from "The Gate." 'punishing' those individuals of various thrones who had 'fed' the maw of the thing with either spell packets or their own appendages, that the Throne Spirit of Winter called all members of the Winter Throne together and walked us through the contested gate. Al'tar, Balder, and I walked through that smoky gate, uncertain of our destination but bound, as all of Winter are, to follow the guidance of our ancestors. Where we were going or why never entered any of our hearts, we needed only to know that we would serve our Throne when we arrived where the Spirit led.

With a cryptic warning towards caution — perhaps due to the small size of our party, quite refreshing from a Winter Spirit — we crept into a series of dark caves from which emitted the clear sounds of a person being tortured. Though our hearts cried for us to rush in, we heeded our Spirit's warning and held fast, silently listening to a gentle female voice warbling "Faya loves me, this I know" interspersed with the sounds of torment and beating. It was all we could do to hold our place but held it we did in respect to the guidance provided by our Spirit.

Finally, the villains could be heard to say they were bored and wanted to get a drink. Only then, did Al'tar fearlessly sneak through the dark cavern, while Balder and I stood ready in defense, and dragged a heavily bound woman out. I saw immediately that it was Freya Olafsdottir of Winter, a Fayan who wandered our lands spreading Faya's message. So badly bound was she that she could not easily be dragged or carried. With no other recourse and with danger lurking but 20 feet away, we freed her from her bindings. Though free, she could not straighten; for so long had she been tied. Seeing this, Al'tar swept her up in his arms and we hurried to the point where our Spirit was able to transport us once more back to Dawn's Refuge.

Quite a picture we must have made, striding into Dawn's Refuge with the crumpled form of Freya in Al'tar's arms! I am pleased to announce that Freya is none the worse for her ordeal — her faith in Faya buoying her despite all her trials. She has been embraced within the protecting arms of her Throne. Huzzah to the Winter Throne for saving this special person! Huzzah to our Ancestors for leading us to this victory! May our ancestors continue to smile upon us and lead us in our efforts to drive darkness from this land!

A Word of Thanks from the Throne of Summer Thunder

Submitted by Abia Sahar Rayya Jafar Hazad

Elemental storms wrecked countless supply ships and threatened our very survival here in Dawn's Refuge. Without adequate supplies, we would be unable to provide support for the front lines in Shadow's Edge, jeopardizing our mission here in the Center of the World. Without adequate food and supplies, many would starve and perish in the coming months. The people of Dawn's Refuge risked their lives and some lost their lives, but we knew to do nothing would have doomed us all. Due to the extraordinary efforts of many, the storms have been calmed and the dire consequences averted.

As differences were set aside, the Four Thrones worked together to uncover the cause of the deadly storms. It was discovered that a creature calling himself the Master of Fate was in fact a powerful ritualist named Rual Farhad Hossen Khalaad Barid. Rual Farhad Hossen Khalaad Barid discovered a way to make himself more powerful by siphoning energy from the elements. In doing this, he created the elemental storms. He had to be stopped, but he had become too powerful to attack within his sanctum.

Our first breakthrough was when a team went back to Rual's sanctum to look for a clue. Hans from Autumn kept Rual occupied in conversation while we searched. Wyvernly of Autumn was the one to spot the item we were searching for. Nosidam Despangne of Autumn gave the most that evening by holding the doorway. He took a death so that the rest of us could escape.

From the map we stole, we discovered the locations of elemental nodes from which Rual was drawing energy. To weaken his link, we had to take back the part of him that he left at each node. Only by appeasing the elements did we receive those pieces, and in doing so discovered his name. Each element demanded we overcome a challenge and people from all the thrones helped. Air required us to sing along with the music of the wind. Water was appeased when we filled the goblets full at her shrine. To satisfy Fire, we restored flame to his shrine, which was no easy task in the rain. Farrin of Autumn stood in the cold rain for over an hour and waited patiently with Sami Rashida Yafiah Sayyid Hazad, Raisouli Tariq Kareem Nalz Hazad and I for Earth's challenge. Gamali Bafili Bafas Rajab Rahimat joined us just in time to stand our ground against the spirit of Earth.

(Continues on following page)

A Word of Thanks from the Throne of Summer Thunder, continued

In order for us to make our final attack against Rual, each Throne needed to hold an elemental node and block the flow of energy to the powerful ritualist. Rual resisted, sending elemental spirits to attack us. The attacks against the nodes were ferocious and became more deadly once our strike team departed. Seraphim Feeorin-Despangne, Wilhelm Schattenstern and Wyvernly Smith of the Autumn died in defense of the nodes. Seraphim raised and returned to the fire node, risking her life again. Ziljira Gweath Da of the Annrach Cair and Jasper of the Dawn, both from Spring also died in defense of the elemental nodes.

Our strike team traveled through the gate to just outside Rual's sanctum. We summoned him out and with the magical prowess of Nosidam, Didanderamalion and I; along with the martial skills of Kri Kri and Valgard we defeated him. We would not have been able to succeed had it not been for Leoramar of Spring. Her Preserver skills protected and healed us in our fight.

To each person who lent their skills and risked their lives, thank you. We would never have been able to defeat Rual Farhad Hossen Khalaad Barid without your help. There were many more that aided in this quest than were mentioned here. I offer my sincere gratitude to you all.

Peacekeeper Announcements

The Game of Houses

Congratulations again to the Throne of Autumn Stars. Please remember that the boon granted to the members of your throne via the Game of Houses will only be in effect through the next month, and that this effect is centralized on Shadow's Edge.

Congratulations to the Throne of Summer Thunder. Your boon will be in effect through the month of Hammer and is 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.

Occasionally, the Zeniths will grant additional boons. For example, last month, the Zeniths granted the additional boon of power to quell the storms. Because the Throne of Summer won, they were granted the honor of saving our supply ships from peril.

Exploratory Missions

As Peacekeepers, we are additionally charged with the oversight and management of Dawn's Refuge and Shadow's Edge. It is our duty and responsibility to ensure that the base of our operations in these two settlements is always adequately manned. We keep track of a large range of information, which is funneled to us by the Four Thrones. We are then able to disseminate this information to our forces and send people off on missions according to the priorities set by the Zeniths.

As we spend more time here, I am sure our forces will want to start traveling into the wild, following their own leads and hunches. It is critical that you inform the Peacekeepers well in advance, at least a fortnight, before going off on these missions.

Sincerely,

Peacekeeper Tobias

Throne of Summer Thunder Announcement

By Azeeze

Greetings my friends of the Realm of Seasons!

I will leave the specific feats of the mighty Throne of Summer Thunder to be extolled by those more knowledgeable than I! I will however take the time to congratulate Abia Sahar Rayya Jafar Hazad for a well-fought attack against the dark ritualist.

I will instead focus on the horizon and what to expect in the coming months. In our campaign, we are starting to see increased numbers of more difficult foes... These include this headless monster, the Wraith and his Warlord in Shadow's Edge, increased numbers of beastmen, and the dark ritualist who created the storms in Dawn's Refuge.

I intend to take an elite force into the wilderness near Shadow's Edge to delve deeper into enemy territory in search of information on a command structure. Those who are particularly adept at such missions should see me for further details.

Throne of Summer Thunder Report

As I write this I swell with pride, not only for the members of my throne who risked so much to bring a monster low, but also for everyone who lent them aid in this endeavor. The creature known as Rual Farhad Hossem Khalaad Barid; self-proclaimed, Master of Fate was a powerful ritualist, who was draining the very life from land and sky, sea and flame. He was defeated by the combined might of the Realm of Seasons.

Although it is unclear whether we have seen the last of this creature or not, it is certain that should he again appear and threaten the Realm of Seasons we shall meet his challenge head on and lay him down.

I would like to extend a special thanks to all the members of Wraithsteel. Your assistance in dealing with Rual Farhad Hossem Khalaad Barid as well as the aid you have offered in the past has been paramount to our success and good relations between our thrones. Special thanks to Nosidom Despangne, who lost a godsend helping Summer to retrieve the map detailing the location of the elemental node and to Ziljira Gweath Da of the Anrack Cair for scouting said locations.

It is with pride that I announce that Abia Sahar Rayya Jafar Hazad and Raisouli Tariq Kareem Naiz Hazad have advanced to the rank of Acolyte within the Throne of Summer Thunder.

I leave now for Shadow's Edge to investigate the Clockworks that seem to menace the area. All those with information regarding the Clockworks should seek me out posthaste.

While continuing his magus investigations, Master Kareem will represent the Throne of Summer Thunder in my stead. He has indicated that he is on the verge of what he terms, a life altering discovery. Those interested in assisting him should seek him out.

May you never go thirsty,

Hakim Rashad Naal Bel Najar

Greetings from the Spring Throne

It is very sad to watch as the plants grow cold and slowly pass away. Though one's heart does warm to know that the cycle of life moves on and soon the dark cold months will end and life will again return. I am interested to see what this island will produce in weather as winter approaches. In the Throne of Spring Rain, snow rarely falls upon The Plains, The Forest of Whispers, or The Pools. Falling Waters is only so blessed to see such a sight.

My report this gathering is short, but full of many thanks. First off, I wish to extend my thanks to those ladies of the Thrones that participated in our Matriarch gathering. I hope that at our next gathering, we will be able to talk more in regards to social issues. I also find it to be a great learning experience as we witness other cultures. Special thanks goes to Alana Vevila Lighthouse and Nadiya.

Several missions were carried out in the name of our Zenith, the lesser houses, and our wondrous merchant guilds. Now that the storms have ceased, I have sent my report in detail to the Weaver's Guild with the naming of a regional flower called "The Weaver's Bell." Reports regarding our previous journey to the strange flower field with Initzara Kabila Talihak Talkeim Sardaam of Summer and Abbess Rowan Redbourne of Autumn have also been sent. We are hopeful for what it will yield.

I also wish to thank the Throne of Autumn for their festival. It was a greatly needed break for everyone's spirits. I wish to thank Ziljira Gweath Da of the Annrach Cair and Kri Kri Beagabhar Tuathal for their win of the pumpkin carving contest and their most interesting story.

I wish to extend great praise to Kri Kri Beagabhar Tuathal of Twilight Shade and Jasper of The Dawn for remaining by my side through the Game of Thrones.

Our Throne is very honored to promote several individuals to the rank of spirit fighter: Olianna Tivona, Lynwerd, Kri Kri Beagabhar Tuathal were given this rank and Dedanderdemalion Lilander Twilight was also elevated to Prince Consort.

Blessings Upon You All

Princess Erryll of The Dawn

High Priestess of the Maker

Supplies and the Settlement

By the blood of those in Dawn's Refuge, the elements in proximity to the settlement were made right and the elemental storms have ceased. The calming of the seas has not only enabled us to land the necessary supplies, but has also given us a forge. This will greatly enable us to survive the rapidly approaching harsh winter in this new and hostile land. With a forge, warriors will be able to make full use of their armor and weapons.