

LIONE LLC Presents

# End of Seasons



Raging Storms Brings Catastrophe  
to Sailing Ships near Dawr's Refuge

Vol. I, Issue 3



# End of Seasons

## 2007 Event Calendar

Date	IG Date	Town	Celebration
November 2-4	Sword	Dawn's Refuge	HHD The Maker
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 Crumach
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

**They Come From Darkness**

**November 2-4, 2007**

**A 3-Day Event in Dawn's Refuge**

Dark clouds on the horizon and storm-tossed waters threaten the Realm of Seasons' settlement at Dawn's Refuge. Ships sailing for the settlement are wrecked upon the unnatural waves or dashed upon the rocks of the shallows, with all hands — and supplies — lost. Can the intrepid heroes of the region find the cause of this disturbance and stop it before the settlement starves? Is there a cause? Is there a cure? Join the heroes of Dawn's Refuge as they fight the elements and the Eclipse to protect and secure their toehold in hostile, enemy lands and make true the promise to bring light to this shadowed island.

By The Lione Board

# Welcome

We would like to welcome you all to LIONE's fourth campaign, End of Seasons! July's module event provided the opportunity for players to experience the flavor of the Four Thrones before being launched into the campaign in the Center of the World. In our first full weekend event, the first settlement, Dawn's Refuge was established. Last month, we launched the second settlement, Shadow's Edge, which features large-scale battles with some opportunities for smaller adventures. This month we return to Dawn's Refuge where there are many opportunities for smaller adventures amidst

the larger event plot.

The 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

The Rules and Advanced Rules are receiving a thorough review in preparation for publication. Always check the website for the latest edition of the rulebooks.

### *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 now has a Unacian True Temple. Dawn's Refuge currently has no known consecrated ground.

### *Pride Points*

The current level cap is 4.5. Characters can spend as many pride points as they like in order to reach it on a per character basis.

### *Duration*

With the exception of instant effects, like disarm, damage, or healing, everything in the game has a standard set of durations.

*Lesser:* "...Lesser Maim" The effect lasts 10 seconds

*Normal:* "...Maim" The effect lasts until the character takes rest. If the character begins resting immediately and is not interrupted, the shortest

period this can take is 100 seconds.

*Greater:* "...Greater Maim" The effect is event long.

*True:* "...True Maim" The effect is gift long, or until it is remedied. Concerning "True" effects, they are in effect until either you reach the expiration date (provided at delivery) or until gift loss, whichever one occurs first.

### *Counting*

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

### *Scourge Nemesis Ability*

Valid Genus choices are Goblinoid, Construct, Elemental, Demon and Undead. This choice is per battle and can be changed as often as you have Essence.

To do this, you must sacrifice 1 Rare Component and 3 Essence and will gain a +2 Damage in all attacks on your named nemesis. You must then add the Quality \*Genus\* to the front of the effect call and it will only affect the genus named. Striking a target that is not of that genus will result in "no effect".

*Examples: Genus Choice Goblinoid*

Adding +2 Damage to your base weapons makes the weapon call:

Goblinoid Skill 3.

Adding +2 Damage to Sun 2 makes the call:

Goblinoid Sun 4.

# Contact Us

Please check out our website [www.lione.net](http://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](mailto:board@lione.net). In addition, please note that we are eliminating the [Register@lione.net](mailto:Register@lione.net) email address. Instead, please use the [board@lione.net](mailto:board@lione.net) address for any updates.

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. 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

## Vocation Station

The Vocation Station will be the focus of all interactions between players and offstage economy. It is very important that all players see the Banker on Sunday of the events to make any coin deposits, to pay for things like maintenance and use their Vocation Points.

We will not be accepting any updates to this during Check-In, nor handling any economy at Check-In. This change is to keep Check-In as speedy as possible and get players enjoying the game as fast as we can. If you have any questions during the initial Vocation Station implementation, please just drop us a line at [Board@lione.net](mailto:Board@lione.net), and we will do our best to help you.

Because players SC/PCing characters during an event are not available to meet with the on-stage Bank on Sunday, they and they alone, will be allowed to interact with the Bank offstage. Keep in mind, this activity is limited to withdrawing resources, and depositing items or maintenance. Ideally, players SC/PCing should send us a note before the event. This is especially helpful when combined with prepayment (Paypal or Imperial Membership). If you are SC/PCing your character and are not able to handle this before, all business must be resolved during Check-In on Friday evenings.

## Module Trails

In an effort to preserve the "What You See Is What You Get" (WYSIWYG) system and adequately provide opportunities for modules in Dawn's Refuge, we are setting aside specific locations within the camp as module trails. 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 will have a few 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.

# Volunteers, Thank You!

In launching Edge of Shadows, we wanted to give the players a glimpse of the darkness that is the Eclipse and an immersion into the weekend that none would soon forget. This required an elaborate set-up and would have been nearly impossible without volunteer assistance. The Board would like to extend a huge thank you to all the people that came up early to help us get the tavern and locations up and running. There are so many it is hard to list. Traffic threatened to give a late start but with so many creative individuals it all went up quickly and looked great. So... THANK YOU!!!

## 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).

### CROSSBOWS

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

### 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, and entire outfit just for you... whatever you like. Email me at [JennyHawkins@gmail.com](mailto: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.

## *Maker High Holy Day Announcement*

*On the 3rd day of the Sword the High Holy Day of the Maker will take place.*

*"This is a day of thanks and a celebration of creation. It is custom that on this day no funeral, execution, or war is permitted. Punishment for these crimes is a penance handed down by the Ascended High Priest. Great feasts are held as well as exhibitions of wares. People hold exhibitions to show off their art, clothing, textiles, weapons, and luxury goods as well as traditional items from the culture." ≈From the Book of Worship*

*I truly believe that the Eclipse will not grant us such peace, but I ask for those representatives present from the four Thrones to please do their best to uphold these traditions placed down by the High Priests of old. In stating that, I must also say that we must always remember that peace comes with a cost and that the Maker must purify all that the Unmaker has tainted.*

*We will be seeking Holy ground in the area and must be prepared to take the land in The Maker's name. Initiates, worshippers, and others who wish to pay homage to The Maker are asked to bring seeds or gourd plants.*

*I am also excited to hear of the experiences of the participants of the coming Harvest Festival. I can think of no other way to end our Holy Day, than with a wonderful feast.*

*Blessing upon you*

*Princess Erryll of The Dawn*

## *Solstice*

*The Second Solstice of the year will be held on the 8th day of the 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. It is a time of great imbalance and all must protect their homes, altars and divine shrines.*

*As the sun begins to set, a great feast is usually prepared. All Thrones use this night to pass down tradition and tales to the young and those traveling through the land. When the night has reached its pinnacle, many set out to protect holy and sacred places against dark spirits, angry ancestors and evil beings. For this is the night where darkness uses its strength to strike out where it can.*

## *Throne of Spring Rain Report*

### *Myrna of the Dawn*

*The treacherous journey to the Edge of Shadows was nothing short of heroic and all are to be commended for their bravery. In the dark of night, while many lay asleep in their beds, we left the security of base camp to delve deeper into enemy territory. Without the benefit of moonlight, those in the front lines pushed through the thorny brush and forged a path for the supply lines to follow. Spring's Ziljira Gweath Da, Omusa of the Dawn, Jasper of the Dawn, and Alana Vevila Lighthouse bravely joined the Winter, Autumn, and Summer Thrones in this difficult endeavor while I assisted Lord Blackthorne and Azeeze in guarding the supply lines. Nahimara of the Hunted Heart and Leoranan Lillian Ashgrove soon joined the front lines.*

*During the initial push towards the Edge of Shadows, a grievous act was committed against the Throne of Spring Rain and truthfully, against the very nature of this campaign against Darkness and Corruption. One of our bravest and noblest Preservers, Leoranan, was murdered. While we will forever be grateful to Nahimara for recovering Leo from the hands of the Eclipse, we cannot help, but wonder who among us would do such a horrific deed. The Throne of Spring Rain is launching a full investigation into the violent death of Leo at the hands of a female that can speak Common. Anyone with pertinent information to this investigation should either seek Princess Erryll of the Dawn or me.*

*Once Shadow's Edge was reached and the immediate dangers were put to rest, a primitive settlement was put together. Early the following morning, Alana, Omusa, and I joined Azeeze for an excursion. Together with Summer's Alim, Gamali, Abdul, Husan, Hassim, and Aziz we retraced our steps to a nearby cave. There we fought some feral amalkin and a strange young boy. The boy behaved as though he had been raised as part of the pack and when he was subdued, he immediately faded (much like what we have encountered with the Eclipse). Once the danger was behind us, we explored the cave and found within a small water source and a large store of foodstuff. We are planning additional missions to explore the surrounding landscape for natural resources.*

*Upon returning, each of the four thrones began searching for suitable locations for their throne altars. Winter was the first to attempt consecrating their throne altar. When they were not only unsuccessful but it was clear that they had been in a very dangerous situation, the throne leaders met. After some discussion, it was decided that the Eclipse was too powerful here and that we would have to consider the unthinkable. We would attempt to put all four throne altars in a line within the defensible hall. One by one, the throne altars were assembled and consecrated with the other thrones defending the ceremony from assaults by Throne Spirits and Eclipse forces. When many became exuberant in pursuing the incoming Eclipse, Spring held close ranks and protected the ceremony. Zil and Omusa were particularly efficient in taking out the attackers while Leo and Alana preserved life.*

*Later in the day, we held a ceremony to honor two within the Throne of Spring Rain. It is my privilege to announce that Ziljira Gweath Da and Leoranan Lillian Ashgrove have been promoted to the rank of Spirit Fighter. Both have brought their talents and skills forward to honor Spring in establishing Dawn's Refuge and Shadow's Edge. Zil's incredible resourcefulness and tenacity are strengths that he continues to bring forward when tracking, exploring, defending the settlements, and leading the assault on the Eclipse. Leoranan's deep convictions and devotion to preserving life are clear to all who hold conversation with her or observe her actions on the battlefield. I personally am very grateful for her healing words and inner strength when we lost Erryll. May their strengths be an example to us all.*

## *Throne of Autumn Star's Report*

### *-Lord Blackthorne Reporting*

*This moon saw the fruition of a vision that began longer than a year ago. We, the crusading armies, would take the valley of the Eclipse and catch them unaware, unorganized, and without sufficient military support to stop our advancement.*

*In the black night, we struck out against our enemies. Realizing that the night holds no particular power to these goblinoid creatures, we attacked them swiftly and brutally. Causing havoc amongst their ranks, we swept aside their heathen totems and crushed them beneath our booted heel. The Duke of Riddark has promised to sing the praises of any of the brave vanguard from Autumn who undertook this perilous task. Jared Paulus, Malakai, Lord Gerhart Von Cullen, Lady Ortrun Von Cullen, Rose Constantin, Lillian, Schae, Lord Oaranos, and Iryna Petrochenko are the brave women and men made known to the Duke of Riddark.*

*Still it was not without its perils. The supply shipment was once again attacked by a raiding Throneless leader and one of our ore supplies was attacked by unnatural abominations made of gears and metal. It was due to the intervention by some of the Winter Sky that we still have our supplies. Theomar, Balder, and Randver Eileifson were instrumental in recovering the Anvil. For that, all the Thrones are grateful.*

*It must be noted that Lord Gerhart Von Cullen, sacrificed himself against the clockwork beings in order to save both supplies and other lives. He acted with the honor that all expect from Autumn nobility and is being recognized for his bravery, by a reward of standing from the Autumn people.*

*In the end, Autumn was again victorious in bringing home glory in the Game of Houses. Although Oaranos' cunning was largely responsible for this victory, all that fought in the Will of the People brought honor to our throne.*

Greetings, people of the Autumn Stars.

During our foray into the heart of these forsaken lands, we have uncovered much. Additionally, we have safeguarded Dawn's Refuge from the ill fate awaiting it if we had not seized and held this valley. We achieved much to be proud of within this last moon, and I would recommend that everyone reflect upon that, before we undertake our next missions.

During our push into these lands, our combined force must have committed at least 150 Acts of Mercy against the forces within this valley. The majority of those were against the goblinoid creatures we encountered as we pushed further inland, but there were also many Dark Dwellers within their ranks. Once we had pushed beyond the sight of the Burning Eye, we moved forward with more caution.

It was at this point that we began to encounter humanoid Eclipse members, arrayed within their camp. After pushing through this line, we encountered a location that was rife with the corruption of the Eclipse. This place had numerous narcissistic illusions within, all attempting to drain essence in order to power a greater spirit of the Eclipse that was wandering within. After some time, these illusions were dispelled, but not before enough essence was drained to empower an Eclipse led attack upon our forces. Fortunately, we repelled them, and began the next stage of our occupation; digging in.

So far, we have consecrated the altar of each throne, and planted the infamous runic pylons that the Bear-kin use to decimate intruders to their lands. None of these were without risk, as overall, succeeding in digging in resulted in at least 200 more Acts of Mercy, and at least 20 Rites of Imprisonment. A portion of me wonders if this place will be nothing more than a field of salt when we are done... but it is irrelevant. We will do what it takes to ensure the darkness is contained, and given a chance to repent for their transgressions.

Additionally, we succeeded in consecrating a True Temple to Unacia. In order to power the ritual, many present were required to undertake oaths in order to bolster Erhart's strength, and allow him to complete the ritual. This culminated in the grand tournament, in which Dez was the ultimate victor. The Undying are pleased to have contributed to the ritual and the tournament, and assure everyone that Dez will be an honorable Champion of Unacia.

Now I wish to share information, as there are few of us here... and lacking information would likely be more damaging than giving too much of it.

- It appears that the Clockwork creatures that were rumored to exist within the Summer Throne are in fact real. They attacked during the ceremony of consecration. They appear to be susceptible to magic, though they are largely unharmed by ordinary weapon blows, though skillful blows did appear to harm them. The most important thing to remember is that they appear to be very strong, shattering weaponry with their blows. Use caution when encountering them, for even though they are simple minded, they are deadly. They seem to eat silver, so merchants should beware.
- Once we had arrived here, a potent Eclipse champion that appeared to command rock creatures attacked us. So long as she was standing, the creatures appeared to be endless. It is likely that if the Eclipse command such magics here, they may command them anywhere on this island. Be prepared and focus your strength. We do not necessarily need to be more powerful than our foe to defeat them, just more accurate and focused.
- Once we had sanctified our Altar, the Undying performed a Rite of the Visage, which is a custom that we use to give our altar a specific face, focusing its power and allowing it to manifest its power more accurately. We succeeded, but our altars are weakened within these lands, likely due to their proximity to each other. Our actions allowed our Throne Spirit to see, however, and it led us to some caves, which contained writings and carvings from a previous time. Using the translations we have already obtained, we managed to determine that not all the writings are from the same time. We will be spending more time investigating this, and would appreciate aid from other scholars.

Lastly, Autumn has once more won the game of thrones, allowing us to manifest more power in the upcoming moon. We must use this power to seal the Dark Dweller within the Boneyard. I appeal to all Autumn throne folk within Dawn's Refuge to bring your strength to bear and imprison the creature within an earthen tomb.

Malakai, vessel of That Which Sleeps, holder of the Twilight Rank

RMPERT EP TNM AITMR TNRETM —  
TNM RELATIEF LAMMM TNM HNFMEALH  
MMXM...

Forgive me for being abrupt. Writing in the language of the Realm of Seasons is new to me.

With the help of many people of different thrones including most notably the one known as Zil of Spring and the one known as "Sneaky Abdul" of Summer, the Runic Pylons have been erected along the boundaries of the place we are calling Shadow's Edge.

All members of the Throne of Winter who were present: to my knowledge Abyssinia, Randolph [known as Kitty], Randver, Al'tar, Balder, Bors, Paige, Valcor, and V'eulfr and the newest addition to the Throne, the Doorwarden called Theo conducted themselves admirably in this endeavor. Of special note was the commitment of Al'tar, the Runic Guardian, who sacrificed much of himself to make certain Shadow's Edge was protected.

May Winter continue to show itself a strong people here at the Edge of Shadows and may we live to see the destruction of the Eclipse.

In the Service of the Winter Zenith

Stormbringer, First Rank

Kaðlín inn víðf rla

### **The Clockwork Menace**

**By Azeeze**

**It appears that at some time, Clockworks made their way onto this island. At this point, we do not know if the creatures are indigenous to the Island. They could have been part of the recent sunken shipments to the Campaign. If this is so, the Clockworks marched onto the Island and are now running amuck! Either way, they are dangerous.**

**We do know that these machinations are capable of following a complicated set of instructions, even deceiving others. They are extremely strong and are able to destroy our weapons with a single blow. When encountering these monsters, I would suggest attacking them with overwhelming numbers or bringing a large number of spare weapons to the fight.**

**In addition, it appears that the Clockworks are working with some of the members of the Eclipse or, at the very least, the Banished. Recent kidnapping attempts by these Clockworks in Shadow's Edge demonstrate their interest in capturing some of our numbers. Beware of these creatures, and despite what they may imply, if the Clockworks were not brought onto the Island by someone you know, they are probably hostile and after our metallic resources.**

**Hopefully the Clockwork Guild will be able to make some sense of this menace and deal with this threat.**

## On Spirits and Etiquette

After our push into the lands on the Edge of the Shadow, we fought and killed numerous opponents. The fields shone with the blood of our enemies and the land was ravenous in its consumption. The next day, we were blessed with the opportunity to sanctify our own thronelands within this forsaken land and each of our thrones enacted a ritual supplication to our Throne Spirits. We were blessed by their attendance and many may feel that now that our sanctification is behind us, we should move on to focusing on the other threats that plague us.

Those people are shortsighted.

Our Thrones are our blood and essence... they are the marrow that nourishes us spiritually and thus physically. Without them, we are nothing... and currently, they are beset. Currently, they are all housed within a sword-length of each other. While many espouse that this is a unified excursion, the simple fact is that our Throne Spirits are anathema to each other. Over time, this may change, but currently, that is simply how things are.

Our thrones are weakened by their mere proximity to each other. This is an unnatural state, and our Throne Spirits need us now more than ever. If that simple plea is not enough to motivate you, then know that our Throne Spirits are 'aspected' to our lands, meaning that they are entities of action. If you do not aid them, they will likely demand more forcefully.

Regardless, if we wish to maintain this fragile alliance, we must show respect to our altars. Spirits have many oddities and traits specific to the Throne Spirits, even spirits in general, but there are some rules that apply to all of them.

Domain — Each Spirit has a land or area that is its own. All visitors must respect this area. To disregard this rule is tantamount to attacking the spirit itself. This extends to all aspects, especially cleanliness.

Respect — One must treat the spirit with attentiveness and earnestness. To disregard the Spirit or treat it within anything less than your utmost respect is to forfeit your life.

Tribute — One must gift the Spirit with tokens of personal importance as a demonstration that you are willing to sacrifice to show your reverence. This donation is meant to demonstrate that you will give more than just words or empty platitudes.

By following these three simple rules, we can ensure that we not only respect each other's altars, but also ensure that we will not further weaken them while they struggle with the corruption within the land.

## Registry of Teachers

### *To Ensure the Mission's Success*

I have opted to take some time away from my nearly all-consuming adoration of the Forge here in Shadow's Edge. I set quill to paper to tell those in both here and in Dawn's Refuge how we can build upon the Mission's successes so far.

To that end, I have opted to make myself the point-person for dissemination of skills among the folk here. Many are already competent at what they do, of course. However, to best serve our Thrones and friends, most of us have significant training yet ahead of us. For those who seek to acquire such training, it is natural to ask among those of your own Throne, but individual situations may force us to look to others more accomplished in other Thrones.

My purpose here is to suggest that those with advanced skills in various endeavors let me know that they are available for teaching. I do not propose to dictate who will teach whom, nor to suggest that one be forced to do so without recompense or charge. I merely wish to facilitate the introduction of prospective students to teachers, so that we may all continue to advance our abilities for the success of the mission. It will be up to teacher and prospective students to handle any barter or exchange.

If you are willing to teach skills, and be available in a, well, a 'registry' of teachers, please contact me and let me know what you can teach. Once I have such a list of teachers, I will also happily accept requests for information on who can be approached for teaching particular skills.

As a Journeyman War Captain of Autumn and a warrior who can deal out a very large amount of damage with a single blow, I put forth myself as the first in this 'Registry of Teachers'.

Sincerely,

Schadenfreude of Autumn

## **Throne of Summer Thunder Report**

**By Azeeze**

**The Glorious Throne of Summer Thunder made a mighty showing during the push to the Shadow's Edge. Our Blights, represented by Aziz Majeed Nadeem Azrafi Batal and Kiral Nadar Adir Hannan Bushdam, were led into combat by Gamali Rafik Rafas Rajab Rahimat, one of our powerful Dervishes. Our Keeper's, represented by Hassim Ali Sayyid Mahmud Al'Jasim and Alim Malik Salid al Tenaan provided the crucial magical power needed to destroy our enemies from afar, reducing our enemies to dust before they could even come close to our lines. Sami Rashida Yafiah Sayyid Hazad channeled the divine forces and called upon the power of The Throne of Summer Thunder as well as Unacia to fuel the fires of our warriors and keep them standing despite any force that the Eclipse was able to muster against us. And, as always, Abdul Jafar Salah Ahem Zarakaray was ever present in our enemies rear lines, slaying their healers and reinforcements. It was truly a great showing by our forces and I know that when our forces at home hear of the deeds of these fine young heroes, we will be sure to garner respect and more importantly material support.**

**The Throne of Summer rose with the Dawn (Spring) the next morning. Together, we set out to find local sources of water to share with our friends in the Thrones of Autumn and Winter. We set out through the as of yet untamed wilderness, besieged on all sides by various kinds of golinoids and amalkin. However, we were able to overcome these hordes, and find our prize. We located a local source of water, no small amount of food, as well as some ore in a cave. We believe we will be able to continue to retrieve fresh water from this cave moving forward. Of note, we found what appeared to be a human child amongst the feral Amalkin, living alongside them seemingly as one of their pack. We attempted to capture the child, but, much like many of the other members of the Eclipse we have encountered to date, he forced his own death upon himself, immediately fading.**

## **Throne of Summer Thunder Announcemnet**

**I am quite pleased to announce the promotion of Sami Rashida Yafiah Sayyid Hazad and Abdul Jafar Salah Ahem Zarakaray to the rank of Acolyte. It is now their responsibility to offer guidance and direction to those still holding the rank of Ward within the Summer Throne.**

**Over the last two weeks, odd storms have begun appearing around the outskirts of Dawn's Refuge. These storms are not unlike those around the Great City of Kahi. Thus far, the storms have been small and short-lived. However, these storms are still extremely dangerous and anyone caught beneath its wrath should immediately seek shelter. Anyone who views said storms should also report their findings to a representative of the Summer Throne.**

**While Master Kareem Ruikh Farj Nalz Almeed is continuing to research the creature that is draining the Essence from the Four Elements, he does believe he has stumbled upon a breakthrough. All parties interested in aiding in its defeat should seek out the Master Magus.**

**I am still personally researching the ancient gateway. It should not be too long before we unlock all of its secrets and then we will be able to use it to get supplies from home.**

**May you never go thirsty,**

**Hakim Rashad Naal Bel Najar**

## *Greetings from the Spring Throne*

### *Matriarch Meeting*

The Throne of Spring Rain plans to hold a meeting of the Matriarchs, women that have heard the call of their Zeniths and have come to these lands. This will take place on the 2nd day of the Sword beginning at 10 1/2 bells. We plan to host this meeting in the sovereign ground of Spring Rain. We ask for those in attendance to bring drums and instruments. There will be a large warm fire and refreshments.

### *Calling of the Totems*

Immediately following the Harvest Festival the Throne of Spring Rain, the followers of the Totems and witnesses are asked to gather and take part in the summoning of the Totems spirits.

Those that wish to follow this path should present the totems with proof of their devotion with the symbols and likenesses of their spirit animal. Great care and respect must be given to these powerful entities. It is our true hope to restore these spirits to their full power. This is a once in a lifetime opportunity to witness.

*Blessings Upon you All*

*Blessed be The Maker*

*Princess Erryll of The Dawn*

## *Unacian High Holy Day Update*

*To all,*

The Unacian High Holy Day was extremely successful. Instead of simply consecrating a shrine to Unacia as I had intended, we were able to consecrate a true temple. I would like to thank all of those in attendance. A special thanks goes to Summer's Sami Rahida Yafiah Sayyid Hazad and Autumn's Ouranos Stembrucke who not only participated in the ceremony but also took special oaths to directly power the ritual. They vowed to "never abandon a friend, ally or noble cause" and to "always be loyal to one's friends and those who lay their trust in thee" respectively. Maliki of the Undying also took an oath to "always maintain one's principles," which also helped power the ritual.

As is tradition, an Affair of Arms was held in honor of Unacia and to decide who would be Unacia's Champion for the upcoming year. There were many strong participants from the Autumn, Winter, and Summer Thrones. From the Throne of Autumn Stars, I would like to recognize Dez of the Undying, Jared Paulus of the Undying, Rosalinda Amelia Constantin (Champion of Erhart Baldur), Ouranos Stembrucke and Shaedenfrude (Champion of Rowan Redbourne). From the Throne of Winter Sky, I would like to recognize Randver Eileifson, Bors Hermsgar, Randolph Agnmar and A'ltar. From the Throne of Summer Thunder, I would like to recognize Sami Rahida Yafiah Sayyid Hazad.

The throne of Winter began the tournament with a strong showing by defeating three of their first four opponents. Randver defeated Schae, A'ltar defeated Ouranos, and Bors defeated Jarod Paulus. However, the Men and Maidens of Arms of the Throne of Autumn Stars proved to be the finer warriors as Dez defeated Randver and Rose defeated A'ltar. The final match then came down to a well fought duel between Rose and Dez with Dez claiming a narrow victory and the title of the Champion of Unacia.

Congratulations Dez. I am sure you will prove to be a fine champion. Know that over the course of the upcoming year and beyond if you are in need of guidance, I will be available should you need me.

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

## *Harvest Festival*

*The harvest season is an important time for those of the Autumn Throne. You will see symbols of the Raven adorning the doors of those of the Autumn Throne to bring them good luck and to ward off evil omens.*

*The harvest season culminates each year with a festival to celebrate the bounty the earth has provided. The festival will begin with a traditional meal on the 3rd Day of the Sword. All are encouraged to dress in their finest and to bring something of the harvest to share with the gathering. As the meal comes to a close, Lord Blackthorne will welcome all to participate in the festivities and games. Along with the games, those of the Autumn throne will perform their traditional dance.*