

LIONE LLC Presents

# End of Seasons



Edge of Shadows...

Vol. I, Issue 2



# End of Seasons

## 2007 Event Calendar

Date	IG Date	Town	High Holy Day
Aug. 31-Sept. 3	Raven	Dawn's Refuge	Equinox
October 5-7	Stag	Shadow's Edge	Unacia
November 2-4	Sword	Dawn's Refuge	The Maker
December 7-9	Wolf	Shadow's Edge	Solstice

## Next Event

The Edge of Shadows

October 5-7, 2007

A 3-Day Event in Shadow's Edge

The expeditionary force from the Realm of Seasons has made the initial push to expand the front toward what is being called "The edge of the shadow." The leaders will require stalwart fighters, ranged casters and healers to push through the darkness to the new settlement. Once there, adventurers will need to be ready to take on missions that will establish a second foothold on this dangerous island. Join us for End of Season's second full weekend event!

## Contributors

- ◇ *Michelle Blazewicz*
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  - ◇ *John DeJordy*
  - ◇ *Cardell Kell*
  - ◇ *Laura Lucsky*
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# 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. This setting provides many opportunities for smaller adventures amidst the larger event plot. In our upcoming event, we will launch the second settlement, Shadow's Edge. This second setting will feature large-scale battles with some opportunities for smaller adventures.

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, please see an EoS official immediately.

### *Teaching*

Pool and Body Points do not require teachers.

All CP based skills (unless specifically designated) can be taught from one player to another. All that is required is a teaching card or an email from both parties before the close of that month's Vocation Station cycle. Most NPCs require a character to have some standing with their Throne's faction before they will teach players.

Vocation headers must be taught via quest or gaining a patron in one of the game world's factions.

### *Pride Points*

The current level cap is 4.1. Characters can spend as many pride points as they like in order to reach it on a per character basis.

# Contact Us

The best way to get an answer to your questions is to email all of us at once, [board@lione.net](mailto:board@lione.net) and/or check out our website [www.lione.net](http://www.lione.net). If you have a complaint or concern about an End of Seasons (EoS) event while you're 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.

Thanks to Dave Kuhn's continued dedication and hard work, the website is being revamped for the EoS campaign. The new look is AWESOME – THANKS DAVE! Check out the IG and OOC forums for the latest information.

# Game Play

All End of Seasons events will officially begin with an Opening Ceremony and end with Closing Ceremonies. Opening Ceremonies will focus on information and clarifications necessary for game play at the event while Closing Ceremonies will focus on future events. In general, scripts should plan to attend Opening Ceremonies in Central Control at 9 p.m. on Friday. Players should check in Logistics for the location of their Opening Ceremony, which will also take place at 9 p.m. on Friday. The game will begin promptly at 9:30 p.m.

For some players, weekend events can be a very exhausting. There may be times you will want to take your character out-of-game (OOC). In the same way that you need a periodic break from reality, you may find the need to step away from the fantasy, or game play. Taking your character OOC, however, may prove disruptive for other players. In order to minimize the disruption for other players, a simple rule was devised. When you want to go OOC, you must first go to an OOC area. The parking lot is an appropriate OOC area.

Each of the Four Thrones has factions (houses, guilds, etc.) that compete for distinction within their Throne and for their Throne's resources. Although players

will meet individual members of the factions during game-play, the factions are much larger than the NPCs you meet. The factions represent players standing with off stage entities. These entities usually are the link to players gaining training from NPCs in both vocations and archetypes. Training for vocations and your archetype is more than just know how. It is also about your standing in the community.

Players are free to train Archetype skills to other PCs as much as they want; however, most NPCs will require players to be recognized as valuable members of their throne before offering high-level training. To improve your standing within a faction, the NPC will offer tasks or missions for you to complete. Although the NPCs will do their best to track the information, it is essential that you complete a report and send it back home (i.e. send an email with the details to [board@lione.net](mailto:board@lione.net)).

In addition to sending in reports on character missions, it is important that players submit character updates to the board. The board uses this information to drive personal, group and event plot. The more information we receive, the more we can tailor the plot to meet your individual needs.

# Perry DeAngelis

## August 22 1963 – August 19, 2007

As the upcoming event features the Unacia High Holy Day, it seems fitting to dedicate this issue in loving memory of Perry DeAngelis. Perry's long battle with serious chronic illnesses finally took its toll. Though Perry may have passed from this earth, he leaves behind a legacy in both the LARPing world and the Skeptical Society. In both cases, Perry was an integral part of creating solid organizations, which have touched the lives of many people. Perry was also a fun person, a great friend, and a consummate gamer. Those that knew him outside of the game knew that he was a sports fan, an armchair politician, and a fierce debater.

Perry's influence on the LIONE community will continue for a long time to come. He was part of the original team that created LIONE Rampant. He was the creator of our mythos and many other staples of the LIONE world. He gave endless hours of

dedication and creativity, which many directors over the years have tried to emulate.

Our hearts and condolences go out to the entire DeAngelis family.

We still hear his voice echo in CC, "You're this thing...with 500 body..."

For those wishing to say a few words:

[www.legacy.com/ctpost/CB/GuestbookView.aspx?PersonId=93081028](http://www.legacy.com/ctpost/CB/GuestbookView.aspx?PersonId=93081028)

# 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

Central Control is always in need of spell packets. Consider earning Pride Points by making spell packets for events. Please contact the board at [board@lione.net](mailto:board@lione.net) to see what is needed.

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.

# Peacekeeper Post

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

## *Equinox Celebration*

In celebration of the second Equinox, a bardic competition was held in the Great Hall. Judging the competition were the Voice of Autumn – Rochus Vinhold Torben, Winter's Paige, Spring's Oliana Tivona and Summer's Abdul Jafar Salah Ahem Zarakary. There were six performers. Summer's Abia Sahar Rayya Jafar Hazad sang a lovely song about her homeland. Spring's Eryll of the Dawn provided an ancient prayer of Sigwan, followed by Didanderdamalion Lilander of the Twilight Shade who sang a humorous, rowdy song. Winter's Randver Eileifson sang "Honor of the Fallen." Spring's Ziljira Gweath Da provided an interactive recitation of a poem, which had audience members clapping and dancing. Autumn's Ortrun sang a love song. The judges would like to thank all of the participants and honor Randver with a printing of the lyrics to his winning song, "Honor of the Fallen."

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

## **Throne of Summer Thunder Announcement**

**The Dwarven Labor Guild is looking to hire a few good explorers and miners.**

**Please contact Kala Abel Kavina Faysal Al'Bed for more information.**

**Only serious inquires please.**

## *Autumn Ascension*

The Autumn and Summer Thrones were the first to assemble on the field. The Spring and Winter Thrones joined the procession as soon as they completed their missions. Autumn was the only Throne to strongly display personal and throne heraldry throughout the ceremony. The Autumn Spirit not only took offense to the poor displays by the other three Thrones, but also felt a lack of power to fuel the ceremony. As a result, members of Winter, Spring and Summer Thrones felt a loss of Essence. In the future, we would do well to remember the vital role of heraldry in providing the Throne Spirits with sufficient power to protect and aid us in our work here.

# HONOR THE FALLEN

BY RANDVÉR EILEFRSON

'T WAS A SUMMER MORN, WHEN THE DEW KISSED THE GREEN OF THE FIELD  
CAME A HOST OF OUR BRETHERN TO A PLACE THAT HAD NOT OFT BEEN SEEN  
AND THE YOUNG CRIED IN FEAR, WHILE ELDERS FINISHED THEIR BEERS  
AS A DARK SUN ROSE O'ER THE FIELD.

THEN WE RODE OUT TO MEET THEM, BY THE MAKER DEFEAT THEM  
THOSE WHO WOULD HEED EVIL'S CALL.

## *CHORUS*

*RAISE THEM HIGH, HIGH - FOR ALL THE FALLEN  
HIGH, HIGH - WHO ARE GONE ALL TOO SOON.  
HIGH, HIGH - FOR ALL THOSE WERE TAKEN  
LOVE THEM WELL, REMEMBER DON'T MOURN.*

CAME A THUNDEROUS CRY FROM THE MOUNTAIN SIDE  
AND THE BATTLE TRULY WAS JOINED,  
CAME THE HAMMERS OF HEAVEN, TO SPLIT THE GROUND SUNDER  
AND DRIVE THE FOE BACK TO THE VOID  
BUT EVIL WAS READY AND BEAT THE GROUND BLOODY  
CRUSHING BODY AND METAL AND BONE!

## *CHORUS*

VARMSUND STEPPED ON THE FIELD AND HE CALLED FOR HIS SHIELD  
FROM THE MOUNTAINS IN WHICH THEY WERE BORN.  
AND WE DWARVES ALL STOOD READY, STALWART AND STEADY  
AND WE CLATTERED OUR SPEARS ON OUR SHIELDS  
DWARF DEFIANCE REBUKED THEM AND CALLED EVIL OUT TO THE FORE.

## *CHORUS*

A HUSH CROSSED THE FIELD AT THE EDGE THE WEALD, WHERE THE DEW HAD SETTLED  
EARLY THAT MORN

'NEATH A BLACK SUN WE BATTLED, 'TIL WE HEARD THE DEAD RATTLE  
AND THE SHIELD HELD FOR VARMSUND ONCE MORE.

THEN WE WATCHED THE SMOKE RISIN' DEEP IN THE WOOD WHERE EVIL NOW MAKES  
ITS HOME

AND WE PLEDGED O'ER THE BODIES OF THE DEAD ON THAT FIELD  
THAT EVIL WOULD COME NORTH NO MORE.

## *Throne of Autumn Star's Report — Boneyard Mission*

*Submitted by Xavier of Wraithsteel*

*The six of us, Gearrheart Von Cullen, Ortrun Von Cullen, Hauns, Jared, Maliki, and myself, Xavier, approached the boneyard early in the morning before the sun had risen. There was a quiet stillness in the air, being borderline crisp. The mausoleum stood alone in the field. The vines covered the ancient stone building, obscuring the old architecture, which must have been grand in its day. It stood there, an eyesore in a field of death adding to the eeriness that was already about.*

*A spirit there beckoned us to its side, telling our party that it could aid us by keeping the door open as we explored the hidden chamber inside. I am not sure if some type of arrangement was made beforehand; my mind was distracted with the previous day's activities. We entered, immediately kicking up dirt that had been there for ages. The first chamber was small, the passage blocked by the collapse of rock and debris. As we examined the room, we found a crawlspace barely wide enough to allow us to pass.*

*We crawled, one by one, choking on dirt and some foulness in the air. The passage gave Hauns and Maliki trouble as their size severely limited their movement. We moved slowly for about thirty feet until we could stand. As Jared and Maliki stood, creatures attacked from the other side of the room, poking through the partially collapsed wall. I stayed low and out of their reach, as the rest of our group quickly got to their feet to dispatch the undead. The combat kicked even more dirt into the air and blinded us to the point where we could only see a few feet in front of us.*

*After dispatching the first group, we stumbled around in the dark. Strange lights cast shadows ahead, outlining a larger chamber. We heard strange slurping noises, as if someone was having a meal. As we entered the old room, the undead creatures taunted us by throwing bits of what they were consuming. The flesh and bone hit Hauns in the face, enraging him so much that he rushed into the room. We followed behind him and dispatched the vermin. Stumbling in the strange green light that filled this chamber, all we found was the remains of the meal that they had been consuming.*

*We searched around, stumbling from one empty room to the next. In the dark corners of one of the rooms, a chest was partially buried in dirt and rocks. We dug it out from the resting place that held it there for the ages. Time was not kind to the wooden box, turning it black from age. One in our group decided to open it, while the rest of us hid around the corner. I readied a healing spell and waited just in case. It was in vain; however, since the box, much like the rest of this cursed place was empty.*

*We found another collapsed tunnel, its size about the same as the previous one we had crawled through. It led to the opening where we saw a portcullis. The spirit was on the other side claiming the magic was too strong for him to open the blockade that now barred our way.*

*(continued)*

*Throne of Autumn Star's Report — Boneyard Mission, continued*

*We crawled through the tunnel again, the passage still choked with the dirt from our previous trip to search the room with the corpse. My vision improved in this place and I could see the body was on top of some type of altar or stone slab. As we moved around the raised stone block, we were fortunate because this time we must have kicked up the dirt that uncovered a ritual deck. As Ortrun collected the cards, a being stepped out from a hidden passage.*

*We engaged the being; his true form hidden within the shadows making it difficult to determine what it was. However, its power far exceeded the five of us, dropping some of us with magic and its voice. Minutes went by until the being emitted a shrieking wail, stunning everyone. As we lay there unable to do anything, the entity told us how it had been captured there for the ages. It forced us into its service, telling us the name of its captor, which I will not reveal in this text. It cursed us all before fading back to the shadows from whence it came. We gathered in the room where the ghouls had been, discovered the passage the being had originally stepped from, which led to the now opened gate.*

*I still do not know the full effects of what happened that night. I feel a bit weakened by the true curse that was cast upon my friends and me. I do not know how this servitude will play on us, but one thing I do know. We must discover the answers quickly.*

## *Throne of Autumn Star's Report*

*-Lord Blackthorne Reporting*

*With the change of seasons, the Autumn people are in ascension, and with that comes the responsibility of pushing out to what has been seen in visions as the Edge of Shadow.*

*I feel it is my duty to provide the people of Dawn's Refuge an idea of what we will be facing out in the darkness, as well as the vital role Dawn's Refuge will play in our success. The visions my people have had regarding what awaits us are twofold, as they involved both a time and a place.*

*The place was a long narrow valley, some sixty miles from our location in Dawn's Refuge – at least that is the estimated distance given us by recent scouting parties. This valley represents a strategic objective on the continent itself. We know it is valuable because whoever controls it, controls a vital part of large movement between Dawn's Refuge and the Frontlines. That is why it is important that we maintain both a stable supply line and aggressive posture in Dawn's Refuge. We have left some members of Wraithsteele back in Dawn's Refuge to ensure our safe supply line. Most notably are Klaus Hopsworth and Lith Feeorin, who have both proven to be able scouts and explorers.*

*The second axis of our mission is based on time. The vision we had told us that we must be holding the valley before the Solstice or else the entire mission could be lost. It is no surprise that many of the Bear-kin are willing to make this march alongside the Undying, who originally would form the phalanx of our progression. The mettle of the Bear has been tested and the mighty War-Captains of home must acknowledge the bravery of Randolf of the Throne of Winter Sky. It seems Randolf has gained some respect in the eyes of my people. However, even with such bravery and the addition of new Acolytes like Rolf and the stalwart nature of women like Iryna and Lady Von Cullen, we would be hard pressed to do this task alone.*

*Still we have our faith in the visions that we have been shown and know that the course of action we follow will lead to the salvation of us all, even if we must make some sacrifices in order to attain it.*

Greetings, people of the Autumn Stars.

Many oddities have befallen us since we arrived in the Cursed lands. Now that we have established a beachhead here, we must split our forces, in preparation for the final cleansing of this dark place. We must maintain our vigilance, for there is much to do if we truly wish to honor the sacrifices that led us here, and support the wishes and honor of our Zenith.

In order to keep all informed, I have decided to make my reports public, in addition to sending them back to my sect within our Thronelands. Pay heed, for while the information will not be new to all, there may be some things that are not widely known.

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Since our arrival in these lands, the Undying have committed 300 Acts of Mercy on the goblinoid creatures that occupy these lands. We have also committed 19 Acts of Mercy on the Unquiet Dead that followed us here, and 5 Acts of Mercy on Corrupt Spirits. In these latter cases, the Rite of Imprisonment was required, as the spirits here are too corrupt to be redeemed without incarceration. Salt will be a requirement to safely guard these lands, as I expect to find more such spirits as we cleanse more of this area.

As stated above, the Unquiet Dead are here. Some scholars believed that they could not exist outside of our Thronelands; however, it appears that they are quite capable of existing and even thriving here. There are many Dark Dwellers here, as is symptomatic of corrupt lands. There is even one that has resided here for some time, within a Sanctum called "The Boneyard."

This creature occupies the lands near Dawn's Refuge, manifesting its dark Sanctum only at night. It appears to feed off of despair and loneliness, going so far as to stoke their sparks within those left on the island. In the past, it has fed off of the Exiled, and now, it will attempt to feed off of those within our first stronghold here. Those it feeds on become the Unquiet Dead, implying that they have existed on this island for as many years as the creature itself. Their taint runs deep, and it will require both sword and flame to cleanse it. Fortunately, we have already acquired the knowledge to force it to manifest, though it will fall to the forces within Dawn's Refuge to deal with it permanently.

Not all is hopeless, as there are spirits of the land here that are not corrupt, thankfully. By granting the Spirit Champion of the Eclipse an Act of Mercy, we freed a pure spirit of the land. This may indicate that Forging the Chains of Blood are possible within these lands, without tainting either the Manifestation or the Vessel.

Additionally, the initial incursions here discovered a gate that allows for instant transport over vast distances, so long as it is fueled by korba and essence. The Summer Djinn transported it within the Tavern at Dawn's Refuge, in order to study it more. Their Champion activated it, allowing people to pass through. The first treks revealed hidden darkness within these lands, while latter journeys showed the dark depravities of those that follow the Eclipse. I believe that the Burning Eye was responsible for these side journeys, as this occurred during our Ascendancy, they revealed much about our enemies, and have given us much to look into. This gate is ancient, and has strange twisted glyphs carved on it. These symbols are similar to the ones upon my Manifestation, though more ornate. Fortunately, That Which Sleeps has been restless here, and has empowered me with ancient knowledge required to read the twisted script that the Giftless upon this island use to communicate. Through the actions of the Undying Links that have traveled here, we have determined the dialect, and in a show of good faith to the other Thrones, we will share this knowledge with all scholars that are vouched for by their Throne. Considering the taint on these lands, I will not have anyone going ignorant into the Eclipse's Darkness.

Lastly, there are around two Chains of people here, from all Thrones. If we wish to occupy and hold more land, we will require more manpower. During our Ascendancy, I was named the Enforcer of Autumn's Will, while Rokus Torben was named the Voice of Autumn's Will. If we wish for our gains to be lasting, we will require strength of arms to replace those that move to Shadow's Edge. As things stand, the Voice will stay here, while I will push further inland with the two Undying Links that are escorting me and whomever else has decided to push further inland.

This place must be cleansed.

Those that hold the Eclipse sacred shall learn to fear.

Malakai, Vessel of That Which Sleeps, Holder of the Twilight Rank

## Greetings from the Winter Throne

Well, the last moon was certainly a full one.

The Winter Throne altar was consecrated, with no loss of life. Kevthan the Berserker brought several new members of the Throne to the Center of the World. We welcome these hearty souls to our ranks - Las, of the Bardic Pauldrons [ask him about them], and a vigorous influx of three Berserkers (the brothers Kael and Cayden, along with Randolph, who has become known to all affectionately as "Kitty").

When the call was made for entertainers to celebrate the Equinox, Randver Eileifson of the Winter Throne stepped up with a performance that can only be described as sublime. He handily won the contest and was given the honor of leading the Equinox celebration. The turning of the Equinox found us standing guard at our throne altar — welcoming those spirits of the Winter Throne and ably turning away those confused spirits that were not of our throne.

It was during one of these periods that we heard high girlish screams from the region of the Summer Throne. Moments later the High Summoner's brother, Master Kareem, appeared and requested the aid of our throne in defending Summer's altar as Summer was unable to do so for themselves. A deal was struck and several members of Winter went to help defend the Summer altar. Despite Winter's efforts, the members of Summer proved inordinately unsuccessful at either defending their own throne or providing any support for their volunteer defenders. In the chaos of a spirit attack, the High Summoner's brother was killed. To add insult to injury no one from the Summer Throne thought to go to Spring to seek Erryll's aid in saving the man's gift, though she was within shouting distance. After this horrific error in judgment and sad show of ability, my clan brother A'tar's berating of Summer's folk was heard as far away as the Autumn Throne. Be in good voice, A'tar!

After the Equinox celebration, members of the Throne of Winter, along with valued allies from the Spring Throne, responded to a request by Peacekeeper Ezekiel and investigated a fortified cave swarming with goblins. When we found ourselves blocked from entry by normal means, the resourceful members of the team found an alternate route. We went up what must have been drainage for the torture chamber as we would later find when we made our way along the tight tunnel and into the heart of the mountain.

Within the cavern, we were met with the dreadful sight of a man undergoing awful tortures. Party members slew the torturers and then turned to aid the prisoner, but there was no aid for we found to our horror that he was somehow melded into the stone wall. He begged for the mercy of death and eventually our party member, Azura, granted him that. After hanging there dead — a terrible tableau of the cruelty man can do to man — he faded. Where he once stood was a ball of some sort, within which was transfixed a stone. To my knowledge, the object is unique and further

(continued on next page)

## *Greetings from the Winter Throne, continued*

study will have to be made of it. What I can say with certainty is that I felt no corruption upon it. Until studies are completed, it is safely held by a member of Winter.

During the next day, Erryll of Spring was taken by a villain of her Throne and in the ensuing battle to free her, our gathering suffered its first gift loss — that of the Berserker known as Kitty. All honor upon him and his family for the sacrifice he made!

That evening, at the behest of the recently arrived Runic Guardian Bjorn Heorogar, the Winter Throne set out to acquire one of the resources for the Runic Pylons in Shadow's Edge. It seemed like a straightforward mission — to avenge the wrongful death of a former member of the Winter Throne. But the situation went horribly awry when Bjorn's aide of many years turned upon us in an integral battle and showed himself to be an Eclipse infiltrator. The entire party was laid waste! The last thing I recall was trying to give aid to the traitor. I recall awaking within the mine we had tried to take and I was being 'kindly' talked to about the 'benefits' of the Throne of the Eclipse by a man who claimed to have once been a member of my Throne, the very man who was the target of our mission. When I would have denounced him, he hit me hard enough to stun me. In that state, I was only able to watch as my captor had the traitor cast off his Winter colors and don those of 'the Eclipse.' He then sent his minions after my Throne members to confirm that the party had left. At that point, I was certain that I would not survive. What followed were several bells of horrors I will not recount, but will instead leave it that I nearly wept to see the large party made up of members of all Thrones that came to my rescue. If I did not adequately thank those that helped recover me, take this as my greatest thanks.

In the end, in large thanks to all those who rallied to our cause, we were able to fulfill our quest and gain the first resource required to establish the Runic Pylons. So, once more, I give my heartfelt thanks to all those who aided us.

As I said, a very full moon! May our ancestors smile upon our actions and bless our future endeavors and may we never abandon our commitment to the light.

In fellowship — Ashild Arinbjorn of Clan Winterstorm

## ***Throne of Summer Thunder Report — Arcane Update***

***For those of you not already aware we have recently had several breakthroughs regarding the mysterious gate currently occupying The Oasis. It has been determined that although the device can open a gateway to other places, it is not a means of transportation. Although individuals were able to travel through the gate, these jaunts were very limited and when a short time elapsed, they were pulled back through to this side. However, I am excited to say, they were able to leave items behind, as well as bring them back through!***

***The structure itself is extremely old and covered in ancient arcane runes. These runes predate any cultures that I am aware of and our experiments are not without risk. Approximately a day after initially opening it, a horde of hostile spirits issued from within and attacked everyone in sight. Although this attack lasted for over thirty minutes, no one suffered any lasting harm. It is my firm belief that as we continue to research the gate and unlock its secrets, it will become more stable, safe and eventually, it will become a means of getting needed resources from home.***

***A thank you goes out to all who assisted in exploring beyond the gate with special acknowledgement to those who first helped me open it. Autumn's Farrindor, Ortrun and Gearhart Von Cullen. Didanderdamalion Lilander Twilight from Spring. Summer's Jntizara Kalila Talihak Talheim Sardaam and Raisouli Tariq Kareem Nalz Hazad. Without the six of you, our initial experiment would likely have been doomed to failure.***

***I would also like to take the time to welcome Kareem Ruikh Farj Nalz Almeed to Dawn's Refuge. Master Kareem is a magus of no small water and is brother to no other than the High Summoner of Kahi. However, with his arrival came grave news. The djinn that traveled with him took ill and began wasting away moments after reaching the island. Over the next few day, Kareem enlisted the aid of Jntizara Kalila Talihak Talheim Sardaam, Raisouli Tariq Kareem Nalz Hazad, Hashim Rashid Ghalib Aziz Abid, Sami Rashida Yafiah Sayyid Hazad, Abia Sahar Rayya Jafar Hazad, Abul Jafar Salah Ahem Zarakary, and Amhad Baraq Calar Dogar Eris to contact the spirits of the elements to learn what had befallen his djinn. In contacting these beings, they learned that the elementals are also dying. It seems that their life force is being drained away to empower some dark entity. It was also learned that this is the reason that the waters around the island are so treacherous to travel. Our magi were able to make pacts with these beings, giving part of themselves to strengthen them. Abia made the ultimate sacrifice to the Earth Being and later raised at the Summer Throne. Through these pacts, we also discovered the location of the creature's lair.***

***As a unified force, the Realms of Seasons attempted to put it down. The creature, which resembled a spider but walked like a man wore the clothes of Summer and referred to himself as The Lord of Fate and Master of the Isle. After a fierce battle, the creature lay defeated only to rise again moments later and a retreat was called. Little is currently known about this beast — only that it is very powerful and very dangerous. Anyone with any information regarding it should either seek out Master Kareem or myself immediately.***

***May you always have fresh water,***

***Hakim Rashad Naal Bel Najar***

## *Throne of Summer Thunder Address*

*Submitted by Abia Sahar Rayya Jafar Hazad*

*Recently, the people of the Realm of Seasons made a major push into enemy lines. We fought side-by-side as we forged a path toward what will become the Shadow's Edge. As we anticipated, the initial push into the wilderness was met with resistance. We were victorious, but at a high price. There were many casualties and some lives were lost.*

*Our success that day released a spirit from the grip of the Eclipse. In gratitude, it offered a boon. Ashild Arinbjorn, Champion of Winter, was quick to claim herself as victor and accept the boon. What was offered was the return of life to one of the fallen. Ashild, who had been so decisive moments before, became indecisive and unable to make a choice. She did both her station as Champion and the Winter Throne a disservice by hesitating until it was too late. Ashild finally took action by using her power as a Throne Champion to restore the life of the berserker known as Sigurd. Having done that, she attempted to use the Spirit's Boon on Leorantar Ashgrove, a Preserver from Spring. Ashild's choice was made just as the fallen hero faded.*

*What happened next is a dishonor to those who had fallen. Yes, Ashild had shown a lack of strength of leadership, but that does not mean we should turn on each other. Violence erupted within the group as Ziljira of Spring struck against Ashild. Spring attacked Winter, as Autumn and Winter attacked Spring. There were members of all Thrones that stepped in to stop the escalation of violence. As quickly as it began, it was over.*

*Summer was the only Throne not to act out in violence in those few moments, yet the spirit berated Spring, Summer and Winter for the hostility. The spirit then declared it would give its boon to a member of the Autumn Throne. The Undying, Malachi, from Autumn was granted the gift of life. Summer was blamed for Autumn's offense, thus Intizara Kalila Talihah Talkeim Sardaam of Summer was given no boon and used her godsend to return to her Throne altar.*

*In the end, the spirit gave the boon to one of our fallen heroes. We should be grateful for the gift and not resentful toward one another over who received it. We must stand strong against the Eclipse, but will be unable to do so if we regard each other in anger. Let us let go of our anger and our distrust so in the future our leaders will be unfettered by such emotions, allowing them to take decisive, righteous actions for the benefit of all. Now we must move forward, letting the Seasons compliment, strengthen and learn from each other. Only in this way can we create a force powerful enough to defeat the Eclipse.*

## *Greetings from the Spring Throne*

*It feels like we've hardly had time to rest since we arrived on this island. I remember walking outside in the cool evening, catching a whiff of smoke from a nearby fire and hearing the call of wild geese as they migrate to southern coasts. I remember falling asleep to the drumming of the rain and waking to find even the flowers more refreshed. It was at this very time of year, that I first remember hearing that trouble was brewing at the Center of the World. It seems so long ago now and I find myself reaching for those memories as a means of digging deep within for the resolve necessary to accomplish our work here.*

*It seems like it was just yesterday that we braved the dangerous waters for this island together. Once Dawn's Refuge was secure, we began looking towards the consecration of our Throne Altar. We sat in the grove together and exchanged stories of those things near and dear to our hearts. We bonded that night and in so doing, succeeded in consecrating the Spring's Altar.*

*The Throne of Spring Rain has continued to work strongly together in every mission we have undertaken. I have come to enjoy watching Kri-Kri and Dander as they almost dance while they fight the foul creatures of darkness that infest this corrupt land. I can always count on Lynwerd's steady shield to protect our Hunters as they ready their bows. Zil's independent nature and ability to 'hold his own' in combat have made him an incredible asset to our Throne. Hal and Olliana's steady aim and keen sight are essential to the protection of Leoranar and myself. Leoranar's ability to heal both mind and spirit are indeed a blessing for us all. I see in her the same deep love of life that I have always felt and I am proud to have her as a fellow Preserver.*

*What began as a study of local flora quickly became something more. Joining Spring were Autumn's Abyss Rowan Redbourne and Bull (Valgard) as well as Intizara Kalila Talihak Talkeim Sardaam from Summer. While drawing pictures of strange flora, we were attacked by strange plant creatures. Upon further examination of the area, strange glyph-like markings were found upon stones. We continue to gather information and hope these plants will be useful for alchemical purposes.*

*After spending every free moment puzzling over the wooden effigies, I am pleased to announce that we have succeeded in completing this task for the Totem Spirits! We have pledged ourselves to assist the Totem Spirits in reconstituting their full power on the Maker's High Holy Day.*

*It is hard to imagine that we won't all be together in the coming days. Some of us will push on toward Shadow's Edge, while some of us must remain here. Regardless of where we are, we can look up to the sky, sing blessings to one another, and know that we are looking up at the same night sky. I will be remaining here in Dawn's Refuge, but Myrna will push on to Shadow's Edge and will handle the affairs of the Throne of Spring Rain on the front lines.*

*In closing, I wish to thank everyone that aided in my rescue. My special thanks goes to Rochus, The Voice of Autumn, and the young Berserker Randolph, who sacrificed a great deal to save me. Your aid came not a moment too soon, as I truly believe that my life was about to be taken or worse. You all hold a place in my heart.*

*Blessings Upon you All  
Blessed be The Maker  
Princess Erryll of The Dawn*

*Unacia Church Announcement:*

*To all,*

*As many of you already know, the High Holy Day of Unacia is quickly coming upon us. During the days leading up to and including the High Holy Day, be especially vigilant for those who need our aid through sword and word. Time will be set aside for the sharing of our heroes' tales of chivalry and a Great Tournament. Chivalrous acts will receive honorable mention at the conclusion of the Great Tournament.*

*I would like to encourage all attending the day's festivities to come displaying appropriate personal and throne heraldry. Throughout the ceremony and tournament, I will expect respectful and honorable words and actions. To do anything less will bring dishonor to yourself and your throne.*

*Once our forces have secured a region at Shadow's Edge, I plan to consecrate a Shrine to Unacia. All are invited to the Opening Ceremony, which will take place at the Shrine to Unacia at Shadow's Edge mid-afternoon on the 6<sup>th</sup> day of Stag. It is customary for throne leaders to honor their heroes by publicly bestowing new titles and recognizing those deserving of honorable mention. As Autumn is in ascension, they will begin and be followed by Winter, Spring, and Summer. Initiates and worshipers of Unacia will then be invited to place their shields around the base of the altar. During the Blessing of the Shields, all should fall to one knee. Once this is complete, all should stand for the Blessing of the Tournament.*

*The Great Tournament will follow and also include a feast, tales of chivalry, entertainment, and an honoring of both the participants and the champion of the tournament.*

*Sincerely,*

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

**CAN THE THRONE OF SUMMER THUNDER TRULY BE TRUSTED?**

Perhaps these questions can be answered by observing their actions over the past few days. By their own admission Master Summoner Kareem, Abia, Raisouli, Sami, Intizara, and Abdul met with spirits of the four elements. Kareem has admitted to making a deal of some kind with a water spirit and sacrificing some of his life force to it. To what end we should ask ourselves.

And what of their interactions with the Air spirit. They aren't talking about it! Notice how they conveniently left in the middle of our strategy session ensuring that no witnesses would accompany them? Later that evening, Abia made a pact with an Earth spirit and lost her life when it drained her life force.

Like all of you, I have been told that the purpose of this is to strengthen the elements — to save the dying Djinn and calm the waters around the Island. However, we only have the word of one man. How can we truly know his motives? Perhaps his Djinn are not dead but have been sent deeper into the Island for his own purposes.

We all saw what happened when Abia led us to the lair of that Spider creature. No matter what we did, we could not kill it. We would strike it down and it would just get back up. Only after several of our number had been killed did Master Kareem call a retreat. What deal did Kareem make for our sacrifice of blood?

Can these people be trusted? I think not. Guard yourselves and prepare for their treachery.

Anonymous