

magic, the realms & lineage

magic is divided between spells, which are quick & can be cast using personal mana; and rituals, which take more time to cast & use crystal mana. rituals draw on the six realms. the realms are home to the eternals & heralds, and can shape humans, creating lineage.

night is transformation and secrets. **naga** often have snake's scales and sometimes feathers, and are sensual and secretive.

day is truth and light. **merrow** are fish-like, and overly rational.

winter is hunger and death. **draughir** are often deathly pale with sunken eyes and visible veins. they are loyal but described as cold.

spring is life bursting forth. **briars** get bark-like scabs, and are energetic.

summer is majesty and glory. **changelings** often have pointed ears, antlers, glorious manes, or swan's brows, and are proud.

autumn is deals and bonds. **cambions** often have horns, and labyrinthine markings on their skin, and are highly ambitious.

RESOURCES: HERBS, MATERIALS & MORE

there are **20 rings** to a **crown** (one for each finger and toe); **8 crowns** to a **throne** (one for each founding nation of the empire).

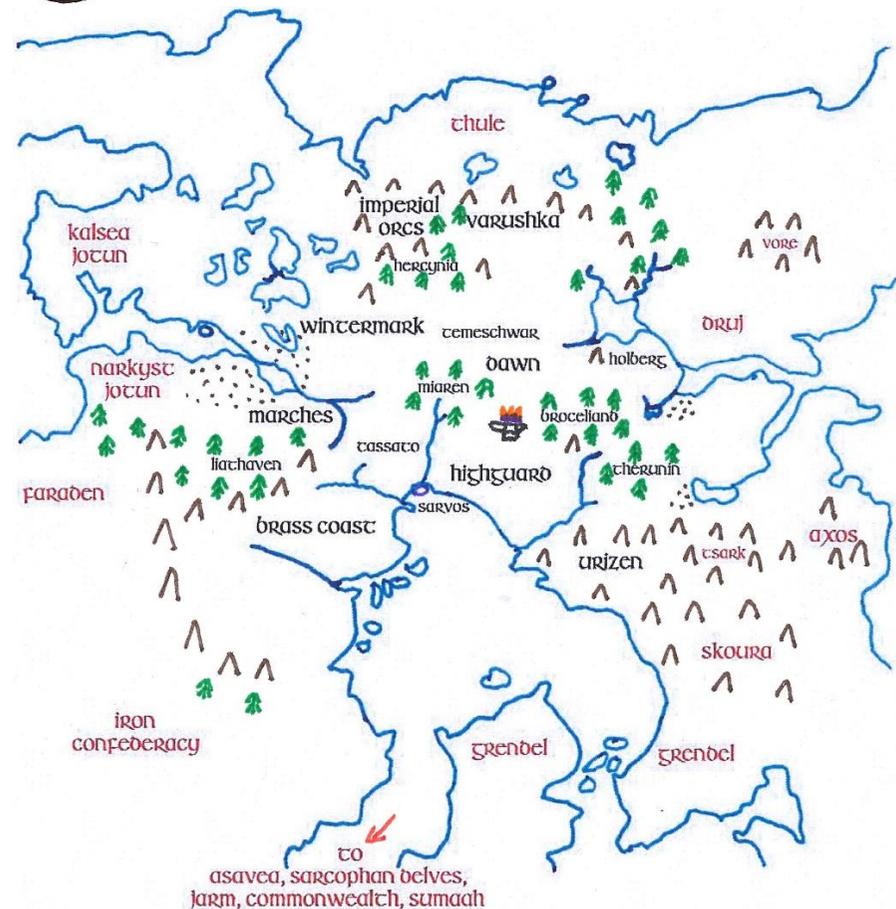
all heroes have resources. businesses and farms give money, fleets and military units do military things or work for resources, congregations give **liao** and votes in the synod, mana sites give **crystal mana**.

herb gardens give herbs, used by physicks. **true vervain** heals people, **cerulean mazzarine** restores limbs, **bladeroot** combats weakness like **imperial roseweald** does venom, **marrowort** holds off the effects of the worst wounds. they are also used for various potions.

forests & mines give materials, with marks on them showing if they contain one, three, or five measures. these are used by artisans to make things. the ingots are **orichalcum** (coppery, shields); **green iron** (green, swords); and **welt silver** (silvery, drops). the chunks are **tempest jade** (green, lightning) and **ambergelt** (orangey, wasp). the bottles are **beggar's lye** (skull) and **iridescent gloaming** (butterfly). **dragonbone** looks like bone or wood (bone, dragon's head).

the rarest resources come from the bourse and other places. they are **true liao** (gives visions of the past and makes religious sites), **ilium** (silver, comet, makes magic permanent), **michrijl**, **weirwood**, and **white granite**. the last three are traded as notes.

The herald of fools' guide FOR THOSE NEW TO ANVIL



for almost 400 years the empire has been a republic, united by the virtues, free from discrimination, a place of law. surrounded by barbarians, heretics, & idolaters, heroes defend our ten nations.

four times a year, the heroes of the empire meet at anvil, the hamlet where the empire was founded, to decide its future. if this is your first time at anvil, this guide will give you brief summaries of lots of useful information, helping you to find your place!

there are also guides to news and events sold at each summit - i, the herald of fools, sometimes make one; as does the empress's house of seven mirrors. many other papers are also available!

nations of the empire

dawn is the home of bold knights and powerful witches, where all seek to live a grand story. their heroes undergo glorious quests to become nobles, and their tales of true love are often stirring doomed romances.

the freeborn of the **brass coast** are colourful, passionate, and adventurous. they prize honesty and like deals to be explicit.

highguard was the home of the first empress, and the place where the way was discovered. the highborn are devout, and distrust eternal.

the **imperial orcs** fought a slave revolt 60 years ago to earn the right to be a nation. they are loyal to their armies and the empire.

the **league** are ambitious city-folk, driven by competition governed by strict rules. they value loyalty, money, and high fashion.

the **marchers** are stubborn agriculturalists, who hold deep grudges.

navarr remembers the fall of terunael, the civilisation before the empire, consumed by the plant-like vallorn. they are survivalists, living in the wildest forests, fighting the vallorn, utterly practical and ruthless.

urizen is a land of mountains and spires, populated by great sages and upright warriors. they seek reason, wisdom, and mastery.

varushka is a land haunted by monsters, and the people there are unsentimental practicalists who do what they must to survive.

wintermark is the home of three peoples: the ice-walking hunters of the suag, the marsh-mystics of the kallavesi, and the runesmiths & shield-warriors of the steinr. they are bold heroes from a harsh land.

the faith of the way of virtue

the empire is united by the way. unlike some cultures, we don't bow to gods or eternal: we know that humans are the greatest beings in creation. we know that human souls, upon death, go into the labyrinth. a human who has followed the paths of virtue will pass through the labyrinth quickly, either soon being reborn or even managing to pass through to enlightenment (a paragon). orcs, on the other hand, have just one life. after death they are either consumed by the abyss or they pass over it to become an ancestor, who will speak to and guide other orcs.

there are seven virtues which aid the soul. it is possible to be dedicated to any one of them, and dedicated priests can use the drug liao to create powerful auras on people and objects, spurring them to act virtuously.

ambition tells us to aim high & pursue our dreams, whatever the price. it is better, by far, to try and fail, than fail to try.

courage teaches us to do what we know is right and true, and to never accept defeat. to despise cowards who fall to inaction.

loyalty is uniting with those our heart calls to, no matter the hardship. to build up others, not tear them down. despising traitors and deceivers.

pride is striving for excellence, embracing your past, inspiring others to greatness. it must be proclaimed by conduct, not by vain boasts.

prosperity is labouring hard, then enjoying the rewards. not hoarding, not being selfish, not being a thief or lazy wastrel.

vigilance is being alert to all dangers, within and without. seeking out falsehood, striking first against all threats: malice, folly, and carelessness.

wisdom is a journey, as all knowledge is incomplete. knowing the right question as much as the right answer, and testing what you learn.

blasphemy (denigration of the paragons & virtues, or following false virtues), **heresy** (rejecting or perverting the doctrines of faith, especially actively teaching falsehood), and **idolatry** (subsuming human will and destiny to any inhuman entity or force, including worship) are all crimes.

bodies of state

the **senate** contains senators, elected by their nation. the senate debates the construction of projects, declaring war, making laws, etc. they meet 4 times a summit, in the senate building.

the **military council** contains generals, chosen by their senators. they decide where people fight – heroes at the summit and armies between summits. they meet 3 times a summit, in the military council tent.

the **conclave** is open to all who cast magic. it meets each evening, in the hall of worlds, a pocket-dimension accessible from the regio (the stone circle). they do diplomacy with eternal, and decide magical law.

the **synod** is open to everyone with a congregation. each synod priest can vote for motions in the general assembly, their virtue assembly, and their national assembly. motions are found in the hub.

the **bourse** is made up of the empire's richest or most outstanding citizens. seats are either auctioned or elected by a national method, and give the holder supplies of the rare bourse resources.