



FOUR PILLARS
PRESENTS

VICTORY

POST-EVENT
FLUFF DOC



THE JOURNEY HOME

There is a strange air about the end of this party. Some people drunkenly stumble upon their boats, drink in hand, singing party songs with one another (mostly out of tune, but they hit some notes every now and then). They are none the wiser that they could have been killed multiple times in the last few days. Though there are obviously others who have taken a more quiet and sombre approach; likely cultists of Victus, Trethians, or others that have their own struggles they're dealing with (just like Bolo).

The Phantom Boats take you all back to Ásaterra; however they also deliver you to the North should you want them to. A great number of boats sail past Ásaterra, likely to the North of Treth, or to Valclya. It's strange though... before this party, the other countries seemed to loom in the distance, but now they seem more... mortal, with their own issues and plights. Good to know that it's not just Ásaterra's High Council that's questionable, eh?





SKO

It's a shame that there weren't many Skos around. They're a kind bunch who look out for each other, and don't care to hold grudges. They accommodate those that need help, and like to take every day in stride. Then again, maybe it's a good thing that there weren't any further Skos around the place... it wasn't exactly a welcoming environment. Priest Drifa had taken refuge at the Encore's tent, and told the Terrans there to pass on a message before hopping on a boat by himself (he was offered some Ásaterrans to accompany him, but after what happened with Treth, he wanted to travel back by himself):

“It took me a moment to do so, but I managed to rescind the Devotion to Seawur from Sko from the island. I sensed it likely left them weakened, but I do not know what trials you faced. My two visions of the future now sit as one: Seawur is a Mythic of Sko.

While all that has transpired here is very real, my country won't understand the encounters we faced. Every Sko knows the tales of how Seawur cheered Foulk up after they were unable to wake Mar-Tush one spring, or when he and Braagth played tricks on Hoongsh for fun. We are at peace, even while you all find turmoil in this outcome. We will meet again; until then, Foulk's Blessings.”

In the following days to weeks, the remaining forces of Treth travelled out, back north to their home. Sko sits, once again, undisturbed, but with a new seat around the fire.





VALCLYA

The Taar demonstrated three things above all else: his undying loyalty to his country, his binding word, and his ability and capability to support both of those. New'Id, donned in the holy relics of his home, was willing to sacrifice everyone to save just one of his people, and seemed unphased by the Terran reaction to the concept, as if this path was the obvious one. But he was not without a heart or understanding: had that been the case, he likely would have taken his citizens away, and obliterated the island without informing anyone. He worked with everyone to find a compromise, and even offered up one of his relics to do so, ensuring Cicero's safety above everything else. Furthermore, he came through with his favour- he saved Felix, knowing full well that a war with Treth would be imminent afterwards. Valclya has been a step removed from Ásaterra considering the two do not share a border, but for the first time in a long time, it seems that the reclusive land may open up to Vitalum.

That is, if it wasn't for Treth.





TRETH

Three Families entered, only two left. It sounds like the start of a bad joke, but for whatever reason, no one wants to finish it. Her Ladyship Livia of House Neoptolemus worked in the shadows, betraying the goals of her own country to align goals with the Force: but she did so for her own benefit, not for any greater good. She also manipulated the Terrans with the threat of war to ensure her safe passage to and from their camp. His Lordship Zaida of House Illius fought hard, powered by the Brutality of his “Lord” Asher, but was slain. Lady Livia seems to have kept her word, and concealed the Expeditionary Force’s role in his demise (as well as her own, naturally). Tens of thousands of Treth Soldiers did not descend upon the camp killing everyone for their crimes against the Dominata - but be honest, did you sleep with one eye open that night?

As for Hosue Saunio, the Supplicanem Felix risked his life to save the four captured Expeditionaries from execution, leaving them with a message of desperation and hope. He returned that night with the Fuerza Expedicionaria to discuss smuggling individuals who showed signs of being able to use Magic from Treth over to Ásaterra. Only the Families are allowed to have magic after all - if you can cast a spell, then you’ve clearly stolen that power from the Dominata. However, his treacherous ways were ratted out, and his execution was set, with the Force as an audience. If it was not for the selfless actions of a few Expeditionaries, and for Taar New’Id’s swift intervention, the resistance of Treth would have been down a leader.

With that, the Trethians boarded the boats like everyone else, and sailed away like everyone else (although with a lot more ceremony, pomp and preening, naturally). The boats took them all around Ásaterra, to the north of Treth, sparing Sko another march of half a million.





And then... nothing. The Country that worships the Gods- Sorry, I meant the Gods. I said Gods. You don't understand, I'm trying to say Gods. Okay, listen to me very carefully: They. Worship. The. Gods. Of. Ásaterra. It's the opposite of what I'm about to say: They worship the Daemons. No!... anyway... The Country that sits to the side of Ásaterra is quiet. For the first time since the end of the Civil War, eyes were on Treth again.

And then they moved.

Reports are difficult to send, even the normal use of Magnus Paladins don't seem to work across the borders, but if what little information gets fed back to the public is true...then Treth is marching on Valclya.

For now, pray to your Gods: the rest is in the Taar's hands.





RETURNING HOME

A few days after arriving at home, a letter from your Taskmaster Re'Taeh and a favourite drink or snack of yours, is delivered to your door.

“Expeditionary Force,

Well done. You did well.

The fact that we are currently not being invaded by another country, or overrun by Daemons is proof enough that whatever you did on the other side was completed successfully.

I am aware of Lady Sapphire Gremlock's passing. I am sorry for our loss. Drelik Panzera is hosting a funeral. I will be in attendance, and I would like those who can make it to come pay our respects, she deserves it.

I await reports when you all find a moment to send them in.

*Take care, and in the safety of Annatarra,
Re'Taeh”*





FURTHER NOTES

All Hail Aygün and her Darkest Lie

Lets talk about that.


If any of you wrote anything about Treth worshipping Daemons, or anything of that sort, as soon as you could see Vitalum on the horizon, the words were already changed. If you wrote a cipher that had 12 steps to uncover the truth, then that text and the cipher changes accordingly too. When you try to say “Treth worships Daemons”, it just comes out perfectly as “Treth worships the Gods”. It’s not a strain on you, it’s not hard, it’s not difficult in any way - but it just always comes out as Gods.

No matter what you try, no matter if you heep on double, triple, or octuple negatives, it sorts itself out. Supposedly Treth has been around a long time, and it’s never been revealed before. Should you write anything down following this, please make sure you adhere to this rule (likewise if you say anything).

Some information was given out on Saturday, but we will repeat the information on the next page regarding Houses, Ásaterran names, and Treth Lords.

Thank you everyone for coming to E1 2024 - Victory. We hope you enjoyed the Party! See you all at E2: Sacrifice.





TRETH - WORSHIP

<i>Treth House</i>	<i>Their "God"</i>	<i>Ásaterran Name (Fake)</i>	<i>Daemon Name (Real name)</i>
Neoptolemus	Aygün	Cosmia	Akolethitan <i>Fear/Deception</i>
Saunio	Alamgeer	Magnus	Gyul <i>Penitence/Regression</i>
Caepio	Favian	Skiaselveyn	Huj'gyr <i>Discovery</i>
Glysius	Maulla	Annatarra	D'verrope <i>Structure/Authority</i>
Ilius	Asher	Brutus	Sakeshin'at <i>Savagery</i>
Ahala	Euphemia	Lyre	Foralell <i>Pleasures/Desires</i>
Burrus	Eademona	Sigismund	Tikatinkom <i>Darkness/Corruption</i>
Urizan	Balkar	Mordon	Ne'eftush <i>Complacency</i>
Nummus	Isiri	Florentina	Fut <i>Prosperity/Collectiveness</i>
Scorpa	Deniz	Omar	Grethluum <i>Water</i>
Torquantus	Yamelia	Fifaldia	Pokart <i>Harvest/Growth</i>
Vulso	Tssilah	Lady Death	Lady Death <i>Death</i>

Remember

While we have written them down here, this is not something you can do in game.

