

# February Expedition:

## Player-Hosted Events:

### Wedding of Amara Amore and Cal Rend

**Host:** Amara Amore  
**Type:** Social Roleplay Event  
**Time:** 5:45 PM  
**Location:** Tavern Tent

**Description:**

Join the celebration of the marriage between Amara Amore of Lex Talionis and Cal Rend of the Crownless Royals. This public ceremony invites witnesses, well-wishers, and roleplayers to share in a moment of unity during a time of war.

### The Year Break

**Host:** Legion of Ragath (T'Orna Sunderr)  
**Type:** Evening Activity / Religious Celebration  
**Time:** 6:30 PM  
**Location:** Tavern Tent

**Description:**

The Legion of Ragath celebrates *The Year Break*, their New Year festival inspired by cyclical calendars and symbolic weapons. This communal feast marks the turning of the Ragath year and invites all players, regardless of faith or affiliation, to gather, reflect, and celebrate renewal together.

### Courtly Calligraphy with Ulwyn

**Host:** Ulwyn of the Crowberry  
**Type:** Workshop / Demonstration  
**Time:** 2 PM - 4 PM  
**Location:** Vandor Library

**Description:**

A hands-on calligraphy workshop where players may learn decorative lettering and compose decorum letters using provided materials such as calligraphy pens, parchment, wax seals, and stamps. Instruction will be available for those interested, and finished letters may be delivered in-game or sent via IRL mail.

### Establishment Party

**Host:** Jaghatai (The Exchange / March Wardens)  
**Type:** Evening Social Gathering  
**Time:** 10 PM  
**Location:** Activity Tent

**Description:**

A rescheduled social celebration originally planned for January, hosted in collaboration with a Marchwardens Tea Party. The event is intended as a communal gathering featuring food, drink, and roleplay-focused socializing.

## **Player Quest:**

### **“Keep” Away**

**Host:** Hawke Bastien

**Type:** Competitive Quest / Social Game

**Time:** TBA

**Location:** TBA

#### **Description:**

A small castle replica will be hidden within the game space. Over a 30-minute period, players may use politics, deals, alliances, or conflict to gain and maintain control of the Keep. The individual or group holding it at the end of the time limit will receive a prize and retain the replica.

## **Merchant Stall:**

### **Handmade Leather Goods**

**Host:** Tavender Cavendish

**Type:** Merchant Stall

**Time:** Throughout the Event

**Location:** Merchant Area

#### **Description:**

A merchant stall offering handmade leather goods for purchase.