

WINTREATH'S

designed by Hydra



ORENDI

issue XVIII

Holiday Special!



in this issue:

RP INTERVIEWS

CITIZEN'S ICORNER

UNDERHUSEN
REPORT

CULTURE REVIEW

Graphics courtesy of [FREEPIK.COM](https://www.freepik.com)



Ministry of Culture

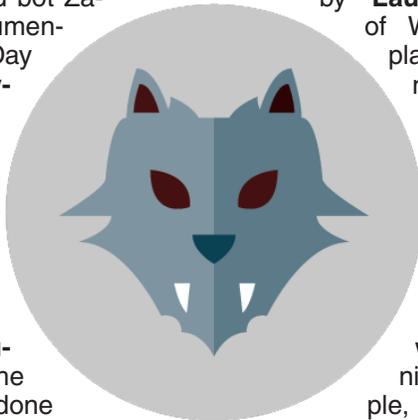
Cultural insights that drive ideas and innovation

By GERRICK
Jarl of Culture

The Culture Review:

This is the eighth installment of the Culture Review, written by me, Wintreath's Jarl of Culture. I'll be talking briefly about some events going on in the cultural areas of the forums, such as Ministry news, forum games, and contests that took place from late September through November.

Wintreath's Finest is the name for Wintreath's citizen of the month. Nominations are for those who stood out as contributing or showing dedication to the region or having been extra active, caused activity, or been a good influence on others. The winner of September 2018 Wintreath's Finest was yours truly for helping lead Wintreath's faction during this year's Nuke Day (where we ended in 19th place) as well as my work as Jarl of Culture. The October 2018 Wintreath's Finest contest saw our first four-way tie of winners: **North** for his work as Thane of Roleplay in revitalizing forum RP; **Saerien** for his enthusiasm and efforts in RP, especially as a relatively new citizen; **Wuufu** for his creation of the Discord bot Zaphyr, which was instrumental in Wintreath's Z-Day fight; and lastly, **everyone who helped with Z-Day** this year for helping us get 3rd in Most Survivors + No Quarantine and 17th in Most Survivors. The winner of November 2018 Wintreath's Finest was **taulover** for "wrangling the plebs and getting shit done with the Orendi!"



Avatar Theme of the Month is the theme (or themes) nominated and voted on by citizens who then incorporate the winning theme(s) into their avatars for the month. Themes are often related to current events, though they may also include themes nominated

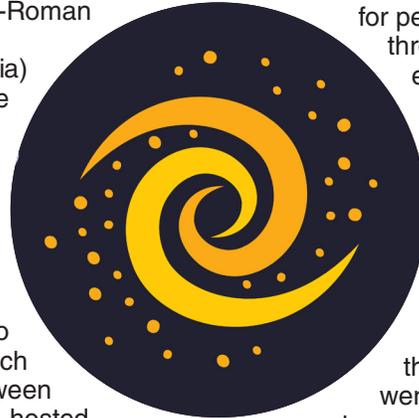
at the random whims of citizens. October's winning theme was **Wintreath** in celebration of the region's 5th anniversary of being founded. November's winning theme was **"17,523 WORDS!" Werewolves** because of the game of Werewolf that took place that month. And lastly, December's winning themes were **Greco-Roman Paganism** and **Sleazy Businessmen**, which resulted in several citizens sporting avatars of sleazy Greco-Roman pagan businessmen.

Werewolf (aka Mafia) is a forum game where the few undercover werewolves attempt to kill all the other players, who try to in turn try to kill the werewolves -- and while the werewolves know who each other are, the other players do not. Werewolf XVI, which took place from Halloween to mid-November, was hosted

by **Laurentus**. This game of Werewolf, which was played by 14 people, was more of a back-to-basics one with just the four original roles. It was set in a small town in medieval Scandinavia where Count Dracula and his vampire cohorts (this game's werewolves) preyed each night on the townspeople, whose only hope of survival were Van Helsing and a pair of twin vampire hunters. In the end, though, the vampires -- **Pengu, Wintermoot, Almonaster, and Kane lives** -- prevailed and fed on the townspeople and leveled the town. In a moment of mercy, however, Count Dracula left Van Helsing and a young girl alive,

so look forward to seeing a sequel game in which Van Helsing returns with an army of vampire hunters to finally destroy Dracula and the vampire menace.

Shortly after that game's close, Werewolf XVII, the third "Choose Your Own Werewolf" created by **Pengu**, started up. 13 players signed up and answered the eight CYOW questions that had hidden meanings, which resulted in a Christmas Star Wars-type theme, the four basic roles plus an adventurer, weaker guardians, and a Wheel of Fortune mechanic. The game was set in a galaxy far, far away where the Jolli Lords, leaders of the empire who strive for peace and happiness through force, infiltrated the headquarters of the Jolieux Masters, leaders of the resistance who attempt to overthrow the empire so that they may hold on to their free will and power. Two of the three Jolli Lords were steadily revealed by a particularly lucky/talented Jolieux seer, spelling a quick end for the Jolli. However, in an interesting turn of events near the end thanks to the choices of the adventurer (who had chosen to side with the Jolli), the final Jolli Lord switched roles with a resistance fighter to prevent him from being found out and killed. This led to some confusion, which resulted in a player accidentally revealing their role as an innocent resistance fighter, so the remaining players agreed to ending the game in a draw. The story Pengu wrote to accompany the results of each phase totaled an impressive 17,523 words.



Wintreath: @Gerrick

Wintreath Nation: Geramundo

Graphics courtesy of VECTEEZY.COM

CITIZEN'S CORNER

A Look at What Makes Wintreath Great

By KATIE

Thane of Diplomatic Officers

Hey y'all, welcome to the Citizen's Corner, where I ask one of our many great citizens to tell us their story about their time and experiences here in Wintreath. For this inaugural issue, I thought it appropriate to get someone who's been very involved in bringing information to the people of Wintreath every week, so let's have a round of

applause for our first ever guest...

Katie!

That's right, because what is better than stroking one's own ego? She's Thane of Diplomatic Officers and Missions, a 2-term Skrifra and Officer of Information for the Underhusen recently elected for her 3rd consecutive term!

For this first one, I want to set the

ground rules for what will be talked about and what people want to see. These questions are preliminary and may change in future issues. I hope to have questions specific to the interviewees as well. Hopefully this will go according to plan and please enjoy!

Why did you initially join Wintreath?

When I first joined Wintreath, it was as ambassador from The South Pacific, a region in which I was heavily involved at the time. I didn't really do much in the region itself, but I got a good first impression and my reports were warmly received.

It was in Lazarus that I first met Wintermoot and Chanku. Wintermoot was a Guardian (a role whose duties I can't seem to remember), and Chanku was heavily involved in the resistance following the Coup of July 2017.

When I left the GCR scene to hide and reinvent my image (fled might be a better term), it didn't take me long to decide that I'd come to Wintreath. It had made a good first impression on me, it was led by someone that I (at the very least) considered trustworthy and outside the clique of those I was running from, and to my surprise upon arrival Chanku, someone who I had come to consider a friend, was also there.

What have you learned since joining Wintreath?

I've learned how to control myself better, and that was my whole goal of coming here. I wanted to rediscover myself without the impedance of people constantly bombarding me about my past, and I am super grateful that I got that opportunity. I also learned that I am capable of a lot of stuff that in the GCR scene I didn't think I was capable of.

You were, for a long time, heavily involved in the Raiding-Defending community. What have those experiences done for you in the context of Wintreath?

It has shown me that I never want Wintreath to be involved in R/D.

What is your favorite experience in Wintreath?

My favorite experience has got to be being Officer of Information in the Underhusen. For those who don't know, the Officer of Information is tasked with bringing information about the Underhusen to the populace, whether that be by posting legislation to the Citizen's Platform or by posting weekly updates about the happenings of the Underhusen. It has provided great experience for a multitude of potential endeavors.

What are your future goals and aspirations in Wintreath?

I don't have any specific goals and aspirations in the future other than just continuing my path of bringing information regarding the regional government to the citizens and potentially our diplomatic partners. I love making these dispatches and even if only a few people read them, I love that there's the option out there for everyone.

Thank y'all so much for tuning into the Citizen's Corner. Be sure to look for me in the next Orendi where I'll interview another lucky citizen. Until next time!

Wintreath: @Katie

Wintreath Nation: Gihuodaho

Roleplay Revival

We're seeing a revival of roleplaying on the forums, with five RPs open for sign-ups! Each is a different flavour, so check them out and see if you'd like to be part of one. All are welcome!

The link to our RP forum is [here](#).

A New Day:

Wintreath, the year 2000. The world is on a precipice. After years of war, mistrust and conflict the people of Wintreath have decided to try a new way forward for the nations of the world. A new chance for peace. The last chance for peace. A Coalition of Nations. A new initiative for peace and understanding in a world full of lies and deceit. But old scores, ancient rivalries and new threats rear their ugly heads. Can the people of the world really create A New Day or will the fires of war rage across this world again? Only you can make that choice.....

A Tale Of Icy Proportions:

A powerful snow demon has gotten loose in the countryside, enslaving

and slaughtering the people. A band of heroes, who are lead by a powerful mage, will defeat the demon, but first they have to find it. This is the story of their uncomfortable adventures finding the demon.

Wintreath Bleeds:

The year is 1503, and as the Renaissance starts to go in full swing, four factions wage a war for Wintreath's future. How will events unfold as two major noble houses clash with an invading force, and the peasantry start to turn to merchants and other commoners to deliver them from this feudal political system? Take part in this engrossing RP to help answer that question.

The Black Stone:

You are a warrior, that is for certain, about to embark on this never ending battle. The Sultan is dead, and as her heirs squabble over their thrones, you know the battle you must fight. The battle for Pr Akash. For centuries two Sultans have fought for control of this one

place, under the gaze of the Volcano God, it is the holiest city in the world to these people. He who controls it, controls not only the city of Pr Akash, but the nation named after it. The Sultan is dead, her mandate is over. Now you must make your seven oaths to seven gods. The Volcano God Rakaufa demands only battle. What the rest will demand from you is a mystery.

The Fighting Thirteenth:

14 September 1749, war returns to the Realm of Galifor! Sergeants' cadences roar above the fife and drum as the Barons raise their regiments for the coming campaign. Sign your name on the dotted line brave men of Galifor, join the Thirteenth Scout Cavalry Regiment, and do your part for the Realm.

We also have two interviews with two of our RP Loremasters, North of A *New Day* and Laurentus of *Wintreath Bleeds!*

AN INTERVIEW WITH NORTH, THANE OF ROLEPLAY, ON A NEW DAY AND THE FUTURE OF RP IN WINTREATH

By TAULOVER

Thane of Foreign Releases

What are your thoughts on the state of RP in Wintreath over the past year or so?

Alas, in the past year things for the RP in Wintreath have not been terribly good. Activity has been at an all time low until we finally reached the point where all the RP's slowly died. It was sad to see. I liked most of those RP's, they were good and enjoyable RP's. It really was just sad to see them go.

As Thane of Roleplay, how do you plan to revitalize the RP community?

There are several ideas that I have proposed and are currently in discussion with our legislature and cabinet, we are currently trying to narrow down our op-

tions to the best possible choice. I wish I could say more but, alas, its confidential. I will say that I am hopeful for the future!

What are you doing differently in your new RP, A New Day, to improve roleplaying in Wintreath?

Well, one of the things I noticed about our previous RP's was that if, in the unfortunate event that the Loremaster for that RP went inactive, the RP would come grinding to a halt. I hope to alleviate that problem with a new and revolutionary conception of how to run an RP. Beyond the day to day RP between players there will be a 'session' mechanic where crisis's and disasters will occur and it will be up to the players to find a solution. When they do, the session will end. Every player will have an outcome they want, either one they organically came up with themselves or one the LM provided for them or even both.

The best part of this conception is that at that point anyone can run a 'session'. That, hopefully, means that engagement and involvement in the RP will be high and so will activity. That's the idea,

anyway.

In the interest and OOC threads for A New Day, you mentioned some legislative rules. Could you elaborate on these mechanics?

Oh yes, its simple, during a session and in between them you can motion in the Coalition Of Nations, a kind of UN-expy or like the WA from NationStates. You can motion anything you want from Declaring jeans illegal or banning crabs if you feel so inclined. However, you cannot propose to eject another player (cause, you know, that would not be fun) and you cannot motion to declare war on another player in the CON without unanimous approval. It's to try to keep things fair between players.

What do you think of the current resurgence of new RPs in the forum?

I am very much excited and hopeful for the future! Hopefully with Laurentus's, Saerian's and my efforts combined we can revitalize RP in Wintreath!

Wintreath: @taulover

Wintreath Nation: Alcubierre

AN INTERVIEW WITH LAURENTUS, ON WINTREATH BLEEDS

By TAULOVER
Thane of Foreign Releases

As founder and former Guildmaster of the RP Guild, what do you think of the state of RP in Wintreath, and what are some things we should do to improve RP in Wintreath?

Good day, Tau, and thank you for this interview.

RP has been on a steady decline for a while, and it seems the guild was unable to effectively deal with new challenges facing RP. Nor did it seem to have the will to. The guild, as a concept, was supposed to be a type of cabinet in itself, focusing exclusively on keeping RP alive and healthy. I think we all lost sight of that.

That said, some fresh blood and the help of the current guild master seems to have had a lot of success in bringing RP back. If we want to keep it going strong, though, our RPer's can no longer afford to take such a passive ap-

proach to RP. We can consider things like RP owner transferral only if the RPer's themselves are ready for such a responsibility. I wonder whether it would not be beneficial to let RPer's rotate between various different lore masters, the same way TV series get different directors for different seasons. We are a very small RP community, and we are not focused exclusively on RP in the region, so if everyone doesn't do their part, it is not going to be possible to keep RP going.

What factions can we expect to see in Wintreath Bleeds? How do you plan on implementing the house system into the RP and this system of factions?

The way it is envisioned right now, there will be four main factions vying for control. Two noble Houses will be at each other's throat from the word go, and House Telcontar, a royal House from another country, will see the chaos as the perfect time to invade. The populace will slowly be swayed by a type of merchant's guild to invest more power into very wealthy businessmen, instead of feudal Lords.

This is done to give everyone a chance to participate, as those not wishing to join an actual Wintrean House will still

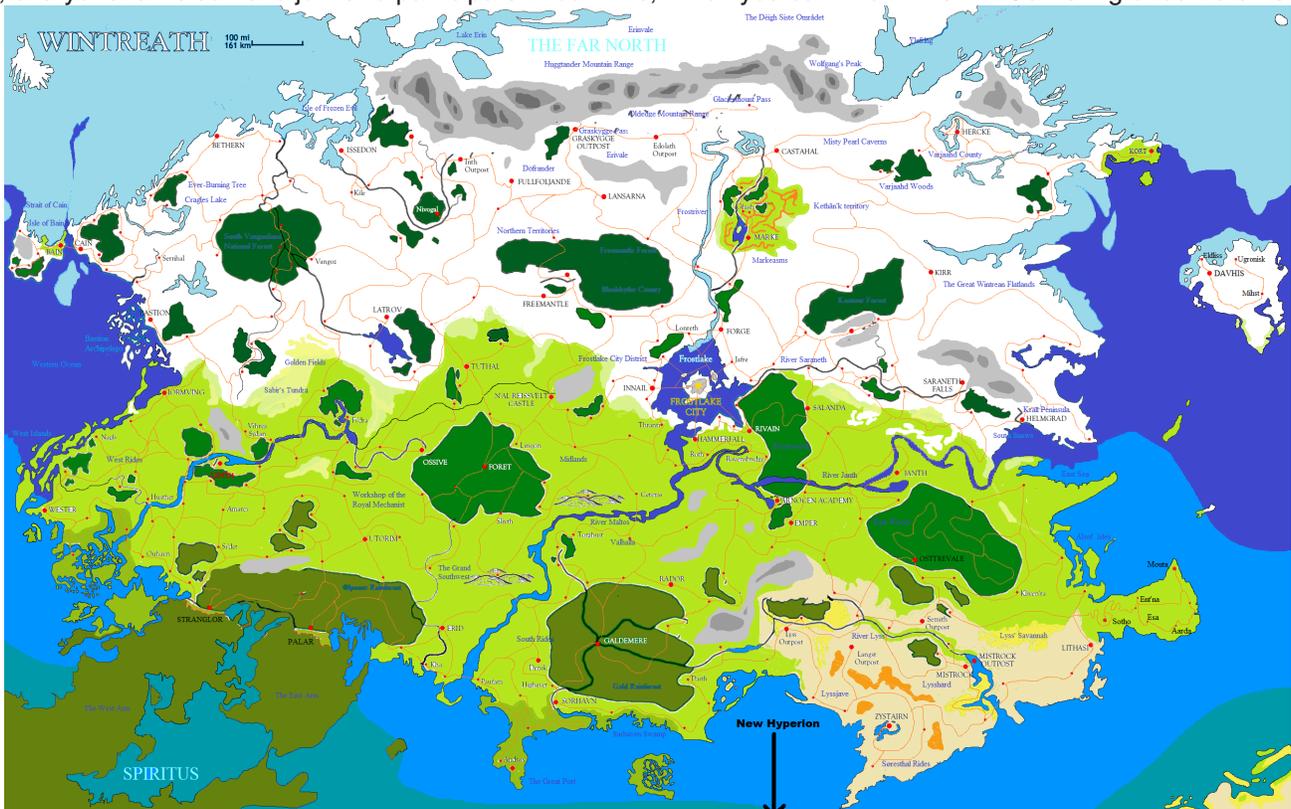
get to participate within at least one of the factions, and it does make for a very interesting setting, too.

A Wintreath house RP had been discussed for many years by Weissreich, which many may consider the father of Wintrean RP. How much inspiration do you plan on taking from Weissreich's material, and how do you plan on doing this while respecting his worldbuilding?

I cannot hold a candle to Weiss's worldbuilding, so I am not going to try, either. His gearworks system would have been an interesting one to explore, and his establishment of setting is basically like the Bible of Wintrean RP, but it is also dense and might scare newcomers off if they have to get too far into it to participate in this RP. I take inspiration from his original idea of having a House RP, and will place it on an altered version of his map (diligently updated by various others), but don't take any further inspiration than that.

Wintreath: @taulover
Wintreath Nation: Alcubierre

Again, everyone is welcome to join and participate in our RPs, which you can find in the RP Gathering of our forums!



Map of Wintreath by Weissreich, Hydra, and Nutjob7

SORTING OUT THE STORTING

A Recap of Recent Wintrean Legislative Events

By KATIE AND TAULOVER

Thane of Diplomatic Offices/Thane of Foreign Releases

Greetings, friends across NationStates! It is I, taulover, and as usual I am here to cover the various going-ons of the Underhusen!

In the October elections, seven candidates stood for election to the Underhusen:

- **Chanku**, the incumbent Speaker, referenced the great progress the past Underhusen term had accomplished (see previous Orendi issue for more info!), and ran on a platform of revising the legal codes, judicial reform, and expanding the Underhusen offices.
- **Laurentus** ran with the counterintuitive approach of stating his opposition to the Underhusen as an institution up-front, but also noted his pragmatism and long-time care for the region.
- **North**, an incumbent Skrifa, cited his experience in his bid for reelection.
- **Syraj**, the incumbent Speaker pro tempore, ran with the proposal to shorten the length of special elections.

- **Katie**, incumbent Officer of Information, cited her strong track record in that capacity of producing weekly informative reports. She proposed working with Syraj to make a pamphlet for simplifying the laws to the Wintrean citizenry.
- **Pengu** ran with the specific intent not to make any broad promises that he could potentially break, and rather listen to the citizens and contribute actively.
- **Crushita** pointed to his long-time experience as a Skrifa and his devotion to the Holy Spud as Pope.

Ultimately, **Chanku, North, Laurentus, Syraj, and Katie** were elected to the Underhusen. In an odd Speaker vote in which Katie voted against herself, **Chanku** was reelected Speaker and reappointed **Syraj** and **Katie** to Speaker pro tempore and Officer of Information, respectively.

Additionally, the **Fundamental Laws Supremacy Amendment**, which formalized the supremacy of the the Fundamental Laws over all other laws, was **ratified unan- imously** by the citizenry, thus entering into law.

And now, we have a report the happenings of this on- going term, prepared by our Officer of Information, Katie!

As the 30th term Underhusen ends, it's time to reflect on all the "accomplishments" and "ethical actions" we've made! Ignore the horrible murder factories, look at the bills! And it's with that said that I'd like to introduce to y'all...

EVENT RECAP

- **07.10.2018** – The 30th Term Underhusen officially begins – with the election of Skrifa **Chanku, North, Syraj, Laurentus and Katie**.
- **10.10.2018** – **Chanku** is re-elected as Speaker, slimly beating **Katie** in a surprise twist that saw the opponent voting in favor of the other side despite their initial 2-vote lead. **Syraj** is re-appointed as Speaker Pro Tempore, and **Katie** remains Officer of Information.
- **07.11.2018** – Speaker **Chanku** activates Speaker privileges for Pro Tempore **Syraj**.
- **08.11.2018** – Speaker **Chanku** deactivates Speaker privileges for Pro Tempore **Syraj**.
- **01.12.2018** – With the election uncontested, **Chanku, Syraj, Katie, Laurentus, and Crushita** are set to be the Skrifa of the 31st Underhusen, taking power on December 11th.

LEGISLATION RECAP

Bill Title	Author	Introduced on	Staus
Chanku Recognitions Act	North	10.10.2018	FAILED 0-4-0-1
Contagion Quarantine Authorization Act of 2018 ¹	Chanku	10.13.2018	FAILED 0-4-0-1
Citizenship Requirements Rectification Act ²	Chanku	10.13.2018	PASSED 5-0-0-0; OH PASSED 5-0-0-0
Wintreath Honorific Titles Act ³	North	10.14.2018	PASSED 4-0-1-0; OH FAILED 2-3-0-0
Fundamental Laws Amendment XII ⁴	Chanku	11.04.2018	FAILED 0-4-0-1
Declassification Clarification and Expansion Act ⁵	Chanku	11.06.2018	FAILED 0-3-1-1
Prohibition on Citizenship within the New Pacific Order	Chanku	11.25.2018	DEAD

NOTES

1. Sets forth policies for the containment of potential future regional viral outbreaks.
2. Revises the requirements of the retention of citizenship in Wintreath.
3. Outlines who has the authority to grant honorific titles.
4. Makes some wording and grammar changes to Section 7 of the Fundamental Laws.
5. Changes the process of declassifying Storting private discussion chats.

Chanku Recognitions Act

The Chanku Recognitions Act was presented to the floor by Skrifia **North** on October 10th. The Act sought to give Speaker **Chanku** a regional title and commend him for his good deeds to the region throughout the history of Wintreath. Among his deeds and accomplishments listed were: running in every Underhusen election since its establishment, being speaker of the Underhusen for 6 terms and speaker of the Overhusen for 1 term, taking the side of the people and ethical governance in various regional scandals, serving in various cabinet positions, and various other things.

As debate continued, however, fellow Skrifia, peers of the Overhusen, and other citizens expressed disapproval of the proposed titles for Chanku. This debate continued for many days, and frustration built among members of the Underhusen and Chanku himself. In the end, multiple Skrifia had harsh words for Chanku for voting no on the bill, although Wintermoot intervened and thoroughly scolded those involved for their unprofessionalism.

It was mainly due to this fiasco that the session was so inactive, although final exams may have also had a factor.

Contagion Quarantine Authorization Act of 2018

The Contagion Quarantine Authorization Act of 2018 was presented by Speaker **Chanku** on October 13th in response to the upcoming Z-Day event. Almost immediately, Skrifia **Katie** expressed her concerns with the bill on the grounds that it allows for expulsion should a nation not wish to participate in Z-day. The debate among citizens was thorough regarding said language, but in the end it was decided that the language was better than any alternatives.

The bill was eventually failed, however, due to it failing to meet the requirements set forth by the recently passed Citizenship Requirements Rectification Act, and other Skrifia followed suit alongside high tempers related to the Chanku Recognitions Act.

Prohibition on Citizenship within the New Pacific Order

A revival of a similar 2015 bill, Speaker **Chanku** proposed the Prohibition on Citizenship within the New Pacific Order late in the term on November

25th in response to recent actions on the part of The Pacific. Its intention was not to make any substantial dent in the Wintreath-Pacific dual citizenship number, as that number was already low if existent at all. However, Chanku and Skrifia **Katie** were prime proponents of the bill due to the image it would supposedly send out for Wintreath regarding exterior issues.

The bill was met with debate both within and outside the Underhusen, and it was quickly decided that the bill should be seen by the next Underhusen due to the proximity of elections. Act was presented to the floor of the Underhusen on August 20th by Skrifia **North**. It was intended (at least from what can be ascertained) to address the issue of tiebreaking in Underhusen Speaker elections by introducing 3 tie-breaking ballots and allowing the Monarch a tie-break vote in the event of the failure of the extra ballots.

Wintreath: @taulover and @Katie

Wintreath Nation: Alcubierre/Gihuodaho

Photos courtesy of NATIONSTATES.NET



NEWS IN BRIEFS!



By **TAUOVER**
Thane of Embassy Dispatches

- A revamped Ambassador Program launches under the leadership of Katie, Thane of Diplomatic Officers!
- The Halls of Art and Writing see a sudden rise in activity during NaNoWriMo.
- It's time to rhyme in the shoutbox.

Wintreath Shoutbox

Commander_Zemas [27|Nov 06:51 PM]:
Contraception

Pengu [29|Nov 05:38 AM]:
Reception

Sanjurika [03|Dec 04:59 AM]:
Koala

Katie [03|Dec 06:15 AM]:
that's a mood

taulover [03|Dec 05:35 PM]:
Bear

Pengu [04|Dec 12:31 AM]:
Bare

Katie [04|Dec 11:31 AM]:
Rare

Laurentus [06|Dec 03:36 AM]:
Care

Kane lives [06|Dec 06:25 PM]:
Snare

Pengu [07|Dec 06:36 AM]:
Ware

Katie [07|Dec 08:32 AM]:
Hare

Fortis Scriptor [07|Dec 11:42 AM]:
AIR


Update | Open Popup | © SMFPacks



THE MONARCH'S HOLIDAY MESSAGE

By WINTERMOOT
Monarch and Founder

In a way, the holiday season is a celebration of the warmth and joy of home, and of the people that make home such a warm and joyful place. This is why during this time of year most people want to be home for the holidays, and the way that I see it that extends to our online homes as well. Wintreath is my online home, and I figure that it must be home to others as well, because the further into the season we went, the more active we became. This feels me with great joy, because a home is a place that people want to go to...to relax, to let loose, and to be themselves, and it makes me feel really happy and proud that the community that I founded with a few others five years ago has become such a place to other people. :)

This year was many things for our community and online home, but it was never dull. Over the course of 2018, we faced challenges and had our share of triumphs. We saw familiar faces leave the community while new friends joined it. We branched into new things and put our attention to reviving old things. Through all this, I believe that we have become a stronger, more diverse community, and that we are leaving 2018 stronger than we entered it.

One of our biggest successes this year was the revival of recruitment and the subsequent growth of our NationStates region to heights that haven't been seen in nearly two years. We did this by overhauling our manual recruitment page, switching from NS++ for our API recruitment to our own custom script, and retooling our algorithms to target the nations most likely to be active and to be open

to recruitment. As a result, during the year our NationStates region more than doubled in size, from around 190 nations to over 380, while requiring less effort to maintain than before.

Another success this year was in reviving the Cabinet. When the year began, the Cabinet was a dusty, inactive group that occasionally gave me advice when I asked for it. However, we restructured the Cabinet, giving Jarls more power to structure their own ministries and determine what needs their ministry needed to meet. We also made thane positions elected, giving Citizens with the drive and desire a chance to share their vision of what they would do in the Cabinet and for Citizens to choose the vision and the person they think is best. While I hope that we can continue to improve the Cabinet in 2019, I believe that it's already come a long way, being a body that regularly discusses things as they come up and assumes more responsibility than before, paving the way for other successes such as our recent activity in foreign affairs and our cultural successes.

Speaking of culture, I believe another success is the enduring strength of Wintrean culture as shown in the Summersend Festival, N-Day, and Z-Day. Culture is very important for a less political region such as ours, because in many ways it replaces politics as the reason many people come to us. We may not be the biggest, the most powerful, or the most relevant region in NationStates, but I feel our culture is stronger than most other regions, even those that are big, powerful, and relevant. Earlier this year, a candidate for office in an allied region

posted that he didn't know whether we had much to offer them, but I believe anyone who has experienced our culture would know better. Fun and games is very much our thing, and I believe this year has continued to prove it.

These things make us a better region and a better website, but it doesn't make us a better community. What continues to make us an awesome community is our enduring principles, especially those of compassion, sympathy, civility, warmth, and personability. It's why we do things such as giving those unpopular in other communities a chance to make something of themselves. Sometimes it doesn't even work out, as we all know from experience, but the times when it does are some of my proudest as Founder and Monarch. Even when upholding these principles has made me uncomfortable or has provided fodder for those that want to tarnish us, it's something that I'm proud that we do and something that I still feel is right. It's what sets us apart from other communities, what draws people in who thrive, and ultimately what makes us a strong and enduring community.

I hope that you have enjoyed being part of our community in 2018, especially those of you who consider Wintreath to be your online home. 2019 is only a few days away now, and I hope to discuss my plans and ideas for the new year soon, but until then, I wish you a very happy remaining holiday season!

Wintreath: @Wintermoot

Wintreath Nation: Wintermoot
