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Learn where to get all the different lantern colors in Sea of Thieves, also known as the Flame of Fate, so you can participate in the Fort of the Damned or light the beacons. Though the lantern has been in Sea of Thieves since it launched, different lantern colors has been a recent addition. With six different lantern colors to find and collect from the Flame of Fate, tracking them all down is going to be a top priority for players looking to tackle the latest challenges. All lantern colors - Flame of Fate There are six lantern colors to collect in Sea of Thieves outside of the standard orange glow. These colors (Flames of Fate) can be collected from the Well of Fate on the Ferry of the Damned, the ship you wait on after you die. Each color corresponds to a different way you died. To get all the lantern colors, you will need to die in a specific way: Green – death by skeleton Pink – killed by another player Blue – eaten by a shark Purple – poisoned by a snake White – struck by lightning Red – burn to death (volcano or fire) While the new hot thing is to complete the Fort of the Damned, there are also several beacon dotted around the map. Lighting these with the Flame of Fate rewards doubloons and unlocks commendations, so check out our beacon location guide if you're yet to light those fires! How to get the lantern color Approach the Well of Fates on the Ferry of the Damned, raise your lantern and take the new lantern color. It's all good and well to know what death gives what color, but you need to be able to actually collect it and store it. Simply put, the colors are collected from the Well of Fates. This well is found in the middle of the Ferry of the Damned. When you die, pull out your lantern and go to the brazier in the middle of the ghostly boat. Hold up your lantern and then use the appropriate button to take the color. You will note how your lantern changes. You've successfully collected a Flame of Fate! With your new lantern color, go through the doorway and get back to your ship. Take your new color and go up to one of the lanterns on your ship. Raise your lantern and choose the option to set the color. The lantern on your ship will change to whatever color you're holding. Be careful not to accidentally overwrite your color or you will need to die that specific way again. It's worth noting that this is the only way you can store a lantern color. If you die, your own lantern will be reset. If your ship sinks, your lanterns will be reset. Now that you've got all the lantern colors (Flame of Fate), you can get to activating the Fort of the Damned or lighting the beacons around the Sea of Thieves. For more guides about the latest happenings in Rare's pirate game, head over to the Shacknews Sea of Thieves guide. The Flames of Fate are coloured flames obtained from the Ferry of the Damned that can be used to light Beacons on Large Islands or to decorate Lanterns on a crew's ship. They were introduced as part of Festival of the Damned event. Obtaining[] A Flame of Fate is primarily obtained from the Well of Fate located between the main masts on the Ferry of the Damned, provided that the player has died by one of the specific requirements. Alternatively, players may also take a Flame of Fate from any Beacon or Ship Lantern that is already lit with a Flame of Fate. To take a Flame, a player must equip their Lantern then raise it (Secondary Use) close to either the Well of Fate, a lit Lantern or Beacon and then press the button prompt to "Take Flame". Be careful with Ship Lanterns as the other prompt is to "Place a Flame", which will replace the previous colour. WARNING: If your ship sinks, all of the coloured Lanterns on board will reset to normal. Flame colours and how to get them[] Flames of Fate are available in various colours, each with a specific type of death requirement. Image Name & Colour Requirements & tips Blue Flame "The Flame of Lost Seafarers" Death by a Shark, Siren or Megalodon. A shark's spawn chance can be increased with the whole crew waiting in water for a shark to arrive. Sirens are common in deep water. Waiting in water for a shark can be unpredictable, however a shark can be attracted to combat. Red Flame "The Flame of Burning Hearts" Death by Fire, falling volcanic rocks, or death from flowing lava on islands in The Devil's Roar. Can be easily obtained using Firebombs, taking 3 Firebombs to kill a player at full health. Can also be easily obtained by standing on a campfire. Green Flame "The Flame of Cursed Bones" Death by a Skeleton, Ocean Crawler or Phantom. Skeletons can be easily found on most islands and active Forts. Getting killed by Skeleton Lords also counts for the Green Flame. Ocean Crawlers and Phantoms are common on most islands. Death by explosions, caused by a Gunpowder Keg Skeleton, also counts towards this. White Flame "The Flame of Treacherous Weather" Death by Lightning or the hitting a lightning ball of an Eel-ectric Ocean Crawler before it shoots it. For a quick death by lightning, enter a storm with low health (20% or less). One lightning hit will deal 20% damage, or 70% with a Cutlass equipped. An equipped Cutlass has a better chance to attract lightning. Spread your crewmates around the ship to cover a wide spread area to ensure a high chance of a player being struck. To prevent hull damage in stormy seas, sail to an island or other landmark inside the storm. The calmer waters next to islands don't cause hull damage. Purple Flame "The Flame of the Viper" Death by poison through Snake bite, Venomball, Kraken ink or the Hermit Ocean Crawler's poison cloud, The water in the devil's shroud also causes this. Snakes can be easy to find on many islands. A crew can use Venomballs on fellow crewmates. Venomball deals ~25% damage, health should be lowered beforehand. Slashing at a Kraken's tentacle will poison the player. Ocean Crawlers are common on most islands. The devil's shroud is easy to find as the grey water on the map. Pink Flame "The Flame of Embattled Souls" Death by Player Pirates from another crew. This no longer works with a crewmate. The death must be caused by a member of another crew. Guides[] The Festival Party Boat Commendation Guide[] The Festival Party Boat Commendation requires a boat to have one Flame of Fate of each colour on it (not counting the regular Lantern Flame). It is recommended to get the hardest flames done with first. Choose whether you want to aim for the White or the Pink flame first. The White flame is difficult simply due to the time and luck it requires to chase a Storm and get killed by Lightning. The Pink flame requires good luck with server population and enemy crew personalities. If the other Crews are friendly, you can set up a Player Alliance with them to easily acquire the Pink flame or even complete the Alliance of the Damned Commendation (Have all Lanterns lit with the same coloured Flames on all Alliance Ships). If you can't seem to get in an alliance, try to Cannon crewmates over to an enemy ship to board them and get killed. This is more risky, as the enemy Ship may start to chase you down. The Green, Purple and Blue flames can be left for last, since they can be acquired with very little harm to your Ship. If you have various rare Flames of Fate placed on your Ship's Lanterns, be careful of other player ships and dangers, because once your ship sinks, you lose all the coloured Lanterns with it. You can mitigate this danger when a ship is close to sinking by having each crewmate grab one of the rarer Flames on their own Lantern and try not to die. Once you grab a Mermaid you can travel back to your new ship and light the Lanterns anew. You also need to be careful when placing or taking flames from your Ship's lanterns as it is very easy to press the wrong button prompt and overwrite a valuable Flame with a different colour. Legend of the Damned Beacons Guide[] In order to unlock the Legend of the Damned Commendation and Title, a player needs to light all 12 large Beacons with any Flame of Fate. These Beacons are identical to the Well of Fate in the Ferry of the Damned and have been placed atop 12 Islands across The Sea of Thieves. Each of the four regions houses 3 Beacons, mainly on Large Islands. Note that while you can light a Beacon with the regular Lantern Flame, it will not count towards the Commendation, so make sure you have fetched a coloured Flame from the Ferry of the Damned beforehand. If a Beacon is already lit with a flame, you can extinguish it with a Bucket of water and then relight it. You have to raise your Lantern with Secondary Use before being able to light it. Once a player lights a Beacon with a Flame of Fate, the commendation will be counted for everyone on the Crew, so only one player needs to access the Beacons. The commendations are not shared in an Alliance. The Shores of Plenty Beacons[] Smuggler's Bay - This Beacon is situated on the cliffs in the center of the Island. Easily accessible on foot. Cannon Cove - This Beacon is on the very top of the main rocky peak in the central part of the Island. The Beacon can only be accessed by shooting yourself on the rock formation with the ship's Cannon. Mermaid's Hideaway - This Beacon is situated on a cliff right above the pond. Easily accessible on foot. The Ancient Isles Beacons[] Plunder Valley - This Beacon is situated on the very top of the Island's central rocky peak. Easily accessible on foot. Crook's Hollow - This Beacon is situated on the highest point on the Southern side of the Island. Easily accessible on foot. Devil's Ridge - This Beacon is situated at the top of the Island's peak, right above the Waterfall. Easily accessible on foot. The Wilds Beacons[] Marauder's Arch - This Beacon is situated at the middle of the central arch of the Island. The peak can be accessed from the North-Western part of the Island. Easily accessible on foot. The Crooked Masts - Placed on the Northern Peak of the Island, this Beacon is the most difficult to reach, as it requires precision aiming with the ship's Cannons. Try to sail your ship close, but not too close to the Northern side of the Island and aim it as high as possible, calibrating the aim based on your results. It is best to Anchor your ship so that the waves don't affect the position of the Cannons as much. Prepare some Food too, as you are likely to take a lot of fall damage from all the shots that you miss. Kraken's Fall - This Beacon is situated on a lower peak at the Northern part of the Island. Easily accessible on foot. The Devil's Roar Beacons[] Fetcher's Rest - This Beacon is situated on a small peak atop the Northern Island. Easily accessible on foot. Ruby's Fall - This Beacon is situated at the central part of the Island, by the bridge that connects the Northern cliffs to the Southern Volcano. Easily accessible on foot. The Devil's Thirst - This Beacon is situated on the main rock formation of the Island, facing West. Easily accessible on foot. Flame of Fate Journals[] During the October 2020 Fate of the Damned Content Update, Players could embark on Fate of the Damned Voyages, which lead them to dead Bilge Rats who kept journals on trying to obtain Flames of Fate. The Journals are documented below: The Green Lantern Bilge Rat Crew Journal Larinna asked us to write everything down, so this is me. Writing everything down. Hooray! I know Duke could be impulsive but at least he knew how to have a good time. We are Bilge Rats after all! My job is to collect a green flame from the Ferry of the Damned, which is easy enough, if a little humiliating. I've slaughetered so many skellies over the years, the idea of letting one of them do me in, it's... well, a little embarrassing, frankly. Once I'm dead, I'll scoop up my flame from the Well of Fates and return to take my revenge on whichever bone-bag killed me. HAH!

you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. In the captivating world of Sea of Thieves, one of the most intriguing elements that keep the players engaged is the Flames of Fate. These flames, each characterized by unique colors, are not merely decorative but hold significant value within the game's mechanics. The flames, introduced back in 2018, have progressively become integral to various in-game events such as the Fort of the Damned and Athena of These Haven voyages. This guide aims to equip you with a thorough understanding and effective strategies to gather all six Flames of Fate in Sea of Thieves. When a player succumbs to the dangers in the mystical world of Sea of Thieves, they find themselves aboard the Ferry of the Damned. The ferry houses the Well of Fates – a source from which you can draw a Flame of Fate. However, the flame you receive is not arbitrary; it is determined by the cause of your death. Collecting the flame, however, requires you to hold up your lantern to the well, and voila – you have a Flame of Fate! The flame's color becomes crucial here. Your lantern's color changes upon collecting a flame, and the same color can be transferred to the lanterns on your ship. But beware! If you die, your lantern's color resets to its default, and if your ship sinks, all the lanterns on the respawned ship will be of normal color. Therefore, maintaining your ship's buoyancy becomes essential when you're on the quest for the Flames of Fate. Each of the six Flames of Fate in Sea of Thieves corresponds to a unique cause of death. The Flame of the Lost Seafarers, characterized by a cool blue color, can be obtained when sea creatures defeat you. The Flame of Burning Hearts, burning in fiery red, can be achieved by succumbing to fire. If skeletons or other land-based threats cause your demise, you'll get the Flame of Cursed Bones or the green flame. The Purple Flame of the Viper is granted upon death by poison The Flame of Thunderous Weather, a stark white flame, comes from dying due to lightning or electrocution. Lastly, the Flame of Embattled Souls, a striking pink flame, can be claimed upon death caused by an enemy player. In your journey to collect all Flames of Fate in Sea of Thieves, my advice as a fellow player is to aim for the pink flame first. The reason being, if you're engaged in a fight with an enemy ship while you possess the other five flames, a sinking ship would cost you all of them. However, if you manage to secure the pink flame first, even if your ship sinks and you die, you'll still have the pink flame. Collecting the pink flame isn't a task that requires a trick. It's as simple as sailing around until you come across an enemy ship and let them defeat you. The other five flames, however, demand a bit more effort and strategic planning. To collect the other five Flames of Fate, you should be prepared to face a few challenges. Begin by locating a treasury on your map. On your way, arm yourself with a firebomb from your barrel and a bucket of water from the lower deck of your ship. Aim the firebomb at your ship's bow sprit, wait until your health drops to about 20 percent, then extinguish the fire with the water. This process should grant you the red flame, the Flame of Burning Hearts. Once you reach the treasury, you will notice a shimmering purple mist above the water, indicating its active status. Swimming down, you'll discover a glowing coral patch signaling the entrance. Inside, you'll encounter several waves of creatures. My recommendation is to tackle the Flame of Cursed Bones first. When you face ocean crawlers or skeletons, allow them to defeat you. This defeat will be your victory as you'll obtain the green flame. After each successful acquisition, utilize the mermaid statue to return to your ship, light the lantern, and then plunge back to the treasury to continue your quest. The Flame of the Lost Seafarers or the blue flame can be achieved when you encounter a wave of sirens. Allow them to overcome you, and you'll rise with the blue flame. The Flame of the Viper, the purple flame, is a bit tricky. When faced with an ocean crawler wave, isolate the clam creature. They spray a poison cloud periodically, which doesn't deal much damage initially. However, if you maintain proximity, they'll continue spraying the poison. Make sure you're at low health before trying this, and soon, the purple flame will be yours. For the Flame of Thunderous Weather or the white flame, you need to defeat all creatures until you encounter an ocean crawler wave with the electric eels. When they charge an electric ball, hitting them will cause an explosion, and if that kills you, you've successfully collected the white flame. While you might be able to get the flames faster by relying on random shark spawns or storm locations, this method guarantees a consistent and controllable way to gather all the Flames of Fate in Sea of Thieves. Learn where to get all the different lantern colors in Sea of Thieves, also known as the Flame of Fate, so you can participate in the Fort of the Damned or light the beacons. Though the lantern has been in Sea of Thieves since it launched, different lantern colors has been a recent addition. With six different lantern colors to find and collect from the Flame of Fate, tracking them all down is going to be a top priority for players looking to tackle the latest challenges. All lantern colors - Flame of Fate There are six lantern colors to collect in Sea of Thieves outside of the standard orange glow. These colors (Flames of Fate) can be collected from the Well of Fate on the Ferry of the Damned, the ship you wait on after you die. Each color corresponds to a different way you died. To get all the lantern colors, you will need to die in a specific way: Green – death by skeleton Pink – killed by another player Blue – eaten by a shark Purple – poisoned by a snake White – struck by lightning Red – burn to death (volcano or fire) While the new hot thing is to complete the Fort of the Damned, there are also several beacon dotted around the map. Lighting these with the Flame of Fate rewards doubloons and unlocks commendations, so check out our beacon location guide if you're yet to light those fires! How to get the lantern color Approach the Well of Fates on the Ferry of the Damned, raise your lantern and take the new lantern color. It's all good and well to know what death gives what color, but you need to be able to actually collect it and store it. Simply put, the colors are collected from the Well of Fates. This well is found in the middle of the Ferry of the Damned. When you die, pull out your lantern and go to the brazier in the middle of the ghostly boat. Hold up your lantern and then use the appropriate button to take the color. You will note how your lantern changes. You've successfully collected a Flame of Fate! With your new lantern color, go through the doorway and get back to your ship. Take your new color and go up to one of the lanterns on your ship. Raise your lantern and choose the option to set the color. The lantern on your ship will change to whatever color you're holding. Be careful not to accidentally overwrite your color or you will need to die that specific way again. It's worth noting that this is the only way you can store a lantern color. If you die, your own lantern will be reset. If your ship sinks, your lanterns will be reset. Now that you've got all the lantern colors (Flame of Fate), you can get to activating the Fort of the Damned or lighting the beacons around the Sea of Thieves. For more guides about the latest happenings in Rare's pirate game, head over to the Shacknews Sea of Thieves guide. , the free encyclopedia that anyone can edit. 110,331 active editors 7,023,706 articles in English Igor Judge, Baron Judge, a British judge Nominative determinism is the hypothesis that people are drawn to professions that fit their name. The term was first used in the magazine New Scientist in 1994, after its humorous Feedback column mentioned a book on polar explorations by Daniel Snowman and an article on urology by researchers named Splatt and Weedon. The hypothesis had been suggested by psychologist Carl Jung, citing as an example Sigmund Freud (German for 'joy'), who studied pleasure. A few recent empirical studies have indicated that certain professions are disproportionately represented by people with appropriate surnames, though the methods of these studies have been challenged. One explanation for nominative determinism is the theory of implicit egotism, which states that humans have an unconscious preference for things they associate with themselves. An alternative explanation is genetic: an ancestor might have been named Smith or Taylor according to their occupation, and the genes they passed down might correlate to aptitudes for those professions. (Full article...) Recently featured: Donkey Kong Land History of education in Wales (1701–1870) White dwarf Archive By email More featured articles About Ed Stone ... that Ed Stone (pictured) was the Voyager program's project scientist for 50 years? ... that an actress who appeared in the 1915 film A Welsh Singer did not act in a film again until 1948? ... that Irve Tunick said he wrote about 700 to 800 scripts in his first 15 years of writing radio scripts? ... that Vatican Cycling is the first Vatican sports governing body to be recognized by a world governing body? ... that a newspaper columnist described an Illinois TV station as one that would "illustrate a flood by showing its audience a hand-drawn picture of a lake in the corner of the screen"? ... that Empress Kōken, having resigned the Japanese throne in favor of a relative, shaved her head, became a Buddhist nun, and forced her way back into power? ... that modernist architect Paul Rudolph was said to have run out of money three times while designing the Modulightor Building? ... that Sayuti Abubakar was nominated to become the vice governor of Aceh by an imprisoned former governor? ... that Google Street View in Antarctica started as a "challenge"? Archive Start a new article Nominate an article Trifid and Lagoon nebulae The Vera C. Rubin Observatory in Chile releases the first light images (example shown) from its new 8.4-metre (28 ft) telescope. In basketball, the Oklahoma City Thunder defeat the Indiana Pacers to win the NBA Finals. An attack on a Greek Orthodox church in Damascus, Syria, kills at least 25 people. The United States conducts military strikes on three nuclear facilities in Iran. In rugby union, the Crusaders defeat the Chiefs to win the Super Rugby Pacific final. Ongoing: Gaza war Iran–Israel war Russian invasion of Ukraine timeline Sudanese civil war timeline Recent deaths: Maria Voce Wes Hildreth Lucien Nedzi Anne Burrell Frederick W. Smith Ron Taylor Nominate an article June 27: Helen Keller Day in the United States Depiction of Pope Agatho 678 – Pope Agatho (depicted), later venerated as a saint in both the Catholic and Eastern Orthodox churches, began his pontificate. 1800 – War of the Second Coalition: French forces won a victory at the Battle of Neuburg, ending Austrian control over the River Danube. 1905 – First Russian Revolution: The crew of the Russian battleship Potemkin began a mutiny against their officers. 1950 – Korean War: Five North Korean aircrafts attacked an American air convoy above Suwon Air Base in the first air engagement of the Korean War. 2015 – Ignition of corn starch caused a dust fire at a water park in New Taipei City, Taiwan, killing 12 people and injuring more than 400 others. Wilhelmina FitzClarence, Countess of Munster (b. 1830)Frank Rattray Lillie (b. 1870)Harry Pollitt (d. 1960)Nico Rosberg (b. 1985) More anniversaries: June 26 June 27 June 28 Archive By email List of days of the year About 2024 variant of the Men's T20 World Cup logo The ICC Men's T20 World Cup, formerly the ICC World Twenty20, is a biennial world cup for cricket in the Twenty20 International (T20I) format, organised by the International Cricket Council (ICC). It was held in every odd year from 2007 to 2009, and since 2010 has been held in every even year with the exception of 2018 and 2020. In 2018, the tournament was rebranded from the World Twenty20 to the Men's T20 World Cup. As of the 2024 tournament, twenty-four nations have played in the T20 World Cup. Nine teams have competed in every tournament, six of which have won the title. The West Indies, England and India have won the title twice each, while Pakistan, Sri Lanka and Australia have won the title once each. Sri Lanka, England, Pakistan and India have each made three final appearances, while Pakistan have also made six semi-final appearances. The best result by a non-Test playing nation is the second round appearance by the United States in 2024, while the worst result by a Test playing nation is the second round appearance by Zimbabwe in 2022. (Full list...) Recently featured: Michelin-starred restaurants in Turkey Timeline of Partygate Songs by Gen Hoshino Archive More featured lists Whitehead's trogon (Harpactes whiteheadi) is a species of bird in the family Trogonidae. It is endemic to the island of Borneo, where it is an uncommon resident in primary mountain forest. One of Borneo's largest trogons, at 29 to 33 centimetres (11 to 13 inches) long, it is sexually dimorphic. The male is crimson on the head, nape, and underparts, with a black throat and grey chest; the rest of its upperparts are cinnamon-coloured. The female is similarly patterned, but cinnamon-brown where the male is scarlet. The species is primarily an insectivore, but also eats various plant materials, including fruits and seeds. Other than the timing of its breeding, typically between April and June, little is known about its breeding biology. It is classified as a near-threatened species, with population numbers thought to be declining and habitat loss a key threat. This male Whitehead's trogon was photographed perching on a branch near Mount Kinabalu in the Malaysian state of Sabah. Photograph credit: John Harrison Recently featured: Atacamite Turban Head eagle Springbok Archive More featured pictures Community portal – The central hub for editors, with resources, links, tasks, and announcements. Village pump – Forum for discussions about Wikipedia itself, including policies and technical issues. Site news – Sources of news about Wikipedia and the broader Wikimedia movement. Teahouse – Ask basic questions about using or editing Wikipedia. Help desk – Ask questions about using or editing Wikipedia. Reference desk – Ask research questions about encyclopedic topics. Content portals – A unique way to navigate the encyclopedia. Wikipedia is written by volunteer editors and hosted by the Wikimedia Foundation, a non-profit organization that also hosts a range of other volunteer projects: CommonsFree media repository MediaWikiWiki software development Meta-WikiWikimedia project coordination WikibooksFree textbooks and manuals WikidataFree knowledge base WikinewsFree-content news WikiquoteCollection of quotations WikisourceFree-content library WikispeciesDirectory of species WikiversityFree learning tools WikivoyageFree travel guide WiktionaryDictionary and thesaurus This Wikipedia is written in English. Many other Wikipedias are available; some of the largest are listed below. 1,000,000+ articles العربية Deutsch Español فارسی Français Italiano Nederlands 日本語 Polski Português Русский Svenska Українська Tiếng Việt 中文 250,000+ articles Bahasa Indonesia Bahasa Melayu Bân-lâm-gú Български Català Čeština Dansk Eesti Ελληνικά Esperanto Euskara Հայերեն Magyar Norsk bokmål Română Simple English Slovenčina Srpski Srpskohrvatski Suomi Türkçe Oʻzbekcha 50,000+ articles Asturianu Azərbaycanca Bosanski Frysk Gaeilge Galego Hrvatski Kurdî Latviešu Lietuvių Македонски Norsk nynorsk Shqip Slovenščina اردو Retrieved from " 2 This article is about the year 678. For the film, see 678 (film). For the Argentine TV program, see 6, 7, 8. Calendar year Years Millennium 1st millennium Centuries 6th century 7th century 8th century Decades 650s 660s 670s 680s 690s Years 675 676 677 678 679 680 681 vte 678 by topic Leaders Political entities State leaders Religious leaders Categories Births Deaths Establishments vte 678 in various calendarsGregorian calendar678DCLXXVIIIAb urbe condita1431Armenian calendar127թվականAssyrian calendar5428Balinese saka calendar599–600Bengali calendar84–85Berber calendar1628Buddhist calendar1222Burmese calendar40Byzantine calendar6186–6187Chinese calendar丁丑年 (Fire Ox)3375 or 3168 — to —戊寅年 (Earth Tiger)3376 or 3169Coptic calendar394–395Discordian calendar1844Ethiopian calendar670–671Hebrew calendar4438–4439Hindu calendars - Vikram Samvat734–735 - Shaka Samvat599–600 - Kali Yuga3778–3779Holocene calendar10678Iranian calendar56–57Islamic calendar58–59Japanese calendarHakuchi 29(白雉２９年)Javanese calendar570–571Julian calendar678DCLXXVIIIKorean calendar3011Minguo calendar1234 before ROC民前1234年Nanakshahi calendar−790Seleucid era989/990 AGThai solar calendar1220–1221Tibetan calendar阴火牛年(female Fire-Ox)804 or 423 or −349 — to —阳土虎年(male Earth-Tiger)805 or 424 or −348 Pope Agatho I (678–681) Year 678 (DCLXXVIII) was a common year starting on Friday of the Julian calendar. The denomination 678 for this year has been used since the early medieval period, when the Anno Domini calendar era became the prevalent method in Europe for naming years. July 27 – The Siege of Thessalonica (676–678) ends, when the Slaveni withdraw. Autumn – Siege of Constantinople: Emperor Constantine IV confronts the Arab besiegers in a head-on engagement. The Byzantine fleet, equipped with Greek fire, destroys the Muslim fleet at Sillyon,[1][2][3][4] ending the Arab threat to Europe, and forcing Yazid (a son of caliph Muawiyah I) to lift the siege on land and sea. The victory also frees up forces that are sent to raise the two-year siege of Thessalonica by the local Slavic tribes. King Æthelred of Mercia defeats the Northumbrian forces under King Ecgfrith, in a battle near the River Trent. Archbishop Theodore helps to resolve differences between the two, Æthelred agreeing to pay a weregild to avoid any resumption of hostilities (approximate date). April 27 – Emperor Tenmu holds divination for the purpose of proceeding to the Abstinence Palace. May 3 – Princess Tōchi suddenly takes ill and dies within the palace. Tenmu, her father, is unable to sacrifice to the Gods of Heaven and Earth. May 10 – Tōchi is buried at a place which could be Akō (Hyōgo Prefecture). Tenmu is graciously pleased to raise lament for her. Wilfrid, bishop of York, is at the height of his power and owns vast estates throughout Northumbria. After his refusal to agree to a division of his see, Ecgfrith and Theodore, archbishop of Canterbury, have him banished from Northumbria. April 11 – Pope Donus dies at Rome, after a reign of 1 year and 160 days. He is succeeded by Agatho I, who becomes the 79th pope. He is the first pope to stop paying tribute to Emperor Constantine IV upon election. In Japan, the national worshiping to the Gods of Heaven and Earth is planned. Tenmu tries to select his daughter Tōchi as a Saiō to make her serve the Gods. However, Tōchi suddenly takes ill and dies. The Beomeosa temple complex in Geumjeong-gu (modern South Korea) is constructed, during the reign of King Munmu of Silla. Childebert III, Merovingian Frankish king and son of Theuderic III Childebrand I, duke of Burgundy (d. 751) K'inich Ahkal Mo' Nahb III, Maya ruler of Palenque April 11 – Pope Donus May 3 – Tōchi, Japanese princess Abdullah ibn Aamir, Arab general (b. 626) Ælfwine, king of Deira (approximate date) Aisha, wife of Muhammad Arbogast, bishop of Strasbourg Nathalan, Scottish bishop Wechtar, Lombard duke of Friuli Zhang Wenguan, chancellor of the Tang dynasty (b. 606) ^ Haldon 1990, p. 64. ^ Lilie 1976, pp. 78–79. ^ Treadgold 1997, pp. 326–327. ^ Mango & Scott 1997, p. 494. Haldon, John F. (1990). Byzantium in the Seventh Century: The Transformation of a Culture (revised ed.). Cambridge University Press. ISBN 978-0-521-31917-1. Lilie, Ralph-Johannes (1976). Die byzantinische Reaktion auf die Ausbreitung der Araber. 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Retrieved from " 32009 Argentine TV series or program 6, 7, 8First logoAlso known asThe Critique to Real PowerGenreArchive television programPresented by Orlando Barone Carlos Barragán Jorge Dorio Cynthia García Eduardo Massa Alcántara Mariana Moyano Dante Palma Sandra Russo Nora Veiras Country of originArgentinaOriginal languageSpanishNo. of seasons7ProductionExecutive producerDiego GvirtzProducerPensado Para TelevisiónOriginal releaseNetworkTelevisión Pública ArgentinaReleaseMarch 9, 2009 (2009-03-09) –23 December 2015 (2015-12-23) Six in the Seven at Eight, usually called 6, 7, 8, was an Argentine political commentary TV program broadcast by the government-run Channel 7 since 2009. Its name comes from the fact that, when it first started airing, there were five members on the show's panel, and its motto was you are the sixth one (the viewer). Since it was broadcast by Channel 7 at 8 p.m., the name was shortened to "6, 7, 8". In late 2009, the program was moved to 9 p.m., a new segment was added to be aired on Sundays at night, and new guest panelists were invited, making it more than six members.[1] Nevertheless, the show's name remained unchanged. It was first hosted by María Julia Oliván and a panel which included Orlando Barone, Carla Czudnowsky, Eduardo Cabito Massa Alcántara, Luciano Galende and Sandra Russo, along with a guest analyst who would give their opinions throughout the program. María Julia Oliván announced in an interview for web site Television.com.ar that, on January 28, 2010, should make her last appearance on the program.[2] Her place was occupied by Luciano Galende, and from 2013 onward the host has been Carlos Barragán. The program was nominated to the 2010 Martín Fierro Awards in the category Best Journalistic Program. The program's panel discussed national and world events and analyzed their social and political repercussions on Argentina. The program has come under criticism due to its perceived advocacy of Kirchnerism, which is controversial since it is aired by a state-owned TV channel during the time when Cristina Kirchner was president. The program ceased to be aired shortly after the end of the presidency of Cristina Kirchner. 6, 7, 8 was first aired on March 9, 2009. The initial name was "6 in the 7 at 8", making reference to the 6 people in the program, the channel Televisión Pública Argentina that airs in channel 7, and that the program was broadcast at 8:00 pm. Although the number of people and the timeslot changed over time, the name "678" was kept. It is an Archive television program focused on politics and journalism. It was created during the campaign for the 2009 midterm elections, in order to broadcast the Kirchnerite propaganda known as Relato K, and to attack the opposing candidates. It received a privileged timeslot on Sundays, right after the broadcasting of the Fútbol para todos weekly matches. Once the elections were over, it continued to voice the Kirchnerite view in the conflict between Kirchnerism and the media.[3] Mauricio Macri, president of Argentina since December 10, 2015, appointed Hernán Lombardi as the new manager for Channel 7. Soon thereafter it was announced that the channel would not air 6, 7, 8 because the production company decided not to renew the contract with the TV Pública.[4][5] According to Clarín newspaper the program uses archive footage to criticize Mass Media outlets, judges and political opponents to the national government.[6] On October 13, 2009 the program aired a video that had circulated in blogs. The anonymous video was recorded through a hidden camera, and it shows the journalist and columnist of newspaper La Nación, Carlos Pagni, in an alleged operation to publish false information for the purpose of damaging the oil company Repsol YPF. The broadcast of the video was criticized by the Partido Solidario deputy Carlos Heller who was a guest on the program that day, expressing his objection to the publication of anonymous films. The contents of the video were criticized by the panelists after it was shown. According to an article in La Nación that was published the next day about the segment, "the presentation of the hidden camera, and the images of the hidden camera (cut, but carefully and professionally edited) do not, at any moment, show the columnist in situations that could corroborate the serious and injurious charges about corruption that are made in the video through printed boards and a voice-over".[7] In the video, there are appearances by other people who may represent Pagni, receiving money in return for newspaper articles. However, after the airing on October 13, Pagni received the support of the Argentine Journalism Forum (Foro del Periodismo Argentino) and other journalists.[8] YPF issued a complaint to investigate who recorded the video, and the veracity of the facts that are seen on it. They assured that "it is true that the video is anonymous and made in a more obscure way. However, it warns that it was a journalistic operation against us".[9] 2013 Martín Fierro Awards Best journalism program[10] ^ Asteriscos.tv Seis, siete, ocho ¿y ahora a las nueve? (in Spanish) ^ "6, 7, 8 en TVPública.com.ar". Archived from the original on 2013-08-04. Retrieved 2010-04-16. ^ Oliván, pp. 9-12 ^ "Chau 6, 7, 8". Archived from the original on 2015-11-25. Retrieved 2015-11-24. ^ "Adiós 678". ^ Clarin.com, «El programa que ataca a los medios críticos cuesta caro» Archived 2010-01-13 at the Wayback Machine (in Spanish) ^ La Nación.com, «Agravia Canal 7 a un columnista con un video anónimo» Archived 2011-06-05 at the Wayback Machine (in Spanish) ^ Cable en Minutouno Archived 2011-07-06 at the Wayback Machine (in Spanish) ^ "Igual hubo una operación", por Raúl Kollmann (in Spanish) ^ "Todos los nominados a los Martín Fierro 2014" [All the nominations for the 2014 Martín Fierro]. La Nación (in Spanish). April 15, 2014. Retrieved April 15, 2014. Oliván, María Julia (2010). 678: La creación de otra realidad. Argentina: Paidos. ISBN 978-950-12-0700-2. Website for the company Pensado para Televisión Official website of Canal Siete Retrieved from " 4 The following pages link to 6, 7, 8 External tools (link count transclusion count sorted list) · See help page for transcluding these entries Showing 22 items. View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500)678 (links | edit) Index of Argentina-related articles (links | edit) Orlando Barone (links | edit) 678 show (redirect page) (links | edit) Six in the Seven at Eight (redirect page) (links | edit) 44th Martín Fierro Awards (links | edit) 43rd Martín Fierro Awards (links | edit) 45th Martín Fierro Awards (links | edit) Relato K (links | edit) 6-7-8 (redirect page) (links | edit) Talk:6-7-8 (links | edit) User:EranBot/Copyright/rc/62 (links | edit) Archive television program (links | edit) Talk:6, 7, 8 (transclusion) (links | edit) User:AlexNewArtBot/TelevisionSearchResult/archive2 (links | edit) User:AlexNewArtBot/FilmsSearchResult/archive19 (links | edit) User:AlexNewArtBot/LawFeedSearchResult/archive76 (links | edit) User:AlexNewArtBot/TestFeedSearchResult/archive115 (links | edit) User:AlexNewArtBot/ArgentinaSearchResult/archive3 (links | edit) User:CleanupWorklistBot/lists/Argentina (links | edit) User:Uanfala/dab/missing entries exceptions (links | edit) Wikipedia:WikiProject Argentina/Politics watchlist (links | edit) Wikipedia:WikiProject Latin America/The 10,000 Challenge (links | edit) Wikipedia:WikiProject Latin America/The 10,000 Challenge/1–1000 (links | edit) View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500) Retrieved from " WhatLinksHere/6,_7,_8" If you buy through our links, IGN may earn an affiliate commission. Learn more.Despite the lack of meaningful progression beyond cosmetics, Sea of Thieves presents an endless sea of possibilities full of exciting encounters with other players and a never-ending list of fun things to do.Read ReviewSea of Thieves NewsLoad More Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. A straight forward guide to obtaining all 6 Flames of Fate Introductions Hi there sailor! So you're trying to find the Flames of Fate, well you're in the right place. For those who don't know, these flames are acquired from the lantern in the Ferry of the Damned. By dying in specific ways you get different colored flames. You need these flames for the fort of the damned as well as Athena's run of beach haven and you can unlock lots of commendations using them or you can just make your ship look fancy. There are 6 colors you can obtain: -White -Purple -Blue -Pink -Red -Green Here's how to get them all. Green You need to die to any skeleton or to a normal attack from ocean crawlers. Red You need to die from burning in fire, lava or the rocks that fall from the sky during a volcanic eruption. White You need to die from lightning in the storm or an eel-ectric ocean crawler. Blue You need to die to a sea creature. This means sharks, sirens or even the megdlodon. Purple You need to die from venom. The venom can come from snakes, the kraken ,venomballs or hermit ocean crawlers. Pink You need to die to another player. Keep in mind that team kills don't work and the player has to be from an other crew. Conclusion Those were the Flames of Fate, if you're gathering them all remember to save them in your ship's lanterns because if you die the flames reset. Also keep in mind that if your ship sinks the flames will sink with it. If you liked what you read and want to support me consider giving an award and you can always help me by rating and favoriting this guide. Carefull on the waves and have a great day! Check out another SOT guide How to Get the Ashen Dragon Set How to Get Free Ancient Coins The Flames of Fate are coloured flames obtained from the Ferry of the Damned that can be used to light Beacons on Large Islands or to decorate Lanterns on a crew's ship. They were introduced as part of Festival of the Damned event. Obtaining[] A Flame of Fate is primarily obtained from the Well of Fate located between the main masts on the Ferry of the Damned, provided that the player has died by one of the specific requirements. Alternatively, players may also take a Flame of Fate from any Beacon or Ship Lantern that is already lit with a Flame of Fate. To take a Flame, a player must equip their Lantern then raise it (Secondary Use) close to either the Well of Fate, a lit Lantern or Beacon and then press the button prompt to "Take Flame". Be careful with Ship Lanterns as the other prompt is to "Place a Flame", which will replace the previous colour. WARNING: If your ship sinks, all of the coloured Lanterns on board will reset to normal. Flame colours and how to get them[] Flames of Fate are available in various colours, each with a specific type of death requirement. Image Name & Colour Requirements & tips Blue Flame "The Flame of Lost Seafarers" Death by a Shark, Siren or Megalodon. A shark's spawn chance can be increased with the whole crew waiting in water for a shark to arrive. Sirens are common in deep water. Waiting in water for a shark can be unpredictable, however a shark can be attracted to combat. Red Flame "The Flame of Burning Hearts" Death by Fire, falling volcanic rocks, or death from flowing lava on islands in The Devil's Roar. Can be easily obtained using Firebombs, taking 3 Firebombs to kill a player at full health. Can also be easily obtained by standing on a campfire. Green Flame "The Flame of Cursed Bones" Death by a Skeleton, Ocean Crawler or Phantom. Skeletons can be easily found on most islands and active Forts. Getting killed by Skeleton Lords also counts for the Green Flame. Ocean Crawlers and Phantoms are common on most islands. Death by explosions, caused by a Gunpowder Keg Skeleton, also counts towards this. White Flame "The Flame of Treacherous Weather" Death by Lightning or the hitting a lightning ball of an Eel-ectric Ocean Crawler before it shoots it. For a quick death by lightning, enter a storm with low health (20% or less). One lightning hit will deal 20% damage, or 70% with a Cutlass equipped. An equipped Cutlass has a better chance to attract lightning. Spread your crewmates around the ship to cover a wide spread area to ensure a high chance of a player being struck. To prevent hull damage in stormy seas, sail to an island or other landmark inside the storm. The calmer waters next to islands don't cause hull damage. Purple Flame "The Flame of the Viper" Death by poison through Snake bite, Venomball, Kraken ink or the Hermit Ocean Crawler's poison cloud, The water in the devil's shroud also causes this. Snakes can be easy to find on many islands. A crew can use Venomballs on fellow crewmates. Venomball deals ~25% damage, health should be lowered beforehand. Slashing at a Kraken's tentacle will poison the player. Ocean Crawlers are common on most islands. The devil's shroud is easy to find as the grey water on the map. Pink Flame "The Flame of Embattled Souls" Death by Player Pirates from another crew. This no longer works with a crewmate. The death must be caused by a member of another crew. Guides[] The Festival Party Boat Commendation Guide[] The Festival Party Boat Commendation requires a boat to have one Flame of Fate of each colour on it (not counting the regular Lantern Flame). It is recommended to get the hardest flames done with first. Choose whether you want to aim for the White or the Pink flame first. The White flame is difficult simply due to the time and luck it requires to chase a Storm and get killed by Lightning. The Pink flame requires good luck with server population and enemy crew personalities. If the other Crews are friendly, you can set up a Player Alliance with them to easily acquire the Pink flame or even complete the Alliance of the Damned Commendation (Have all Lanterns lit with the same coloured Flames on all Alliance Ships). If you can't seem to get in an alliance, try to Cannon crewmates over to an enemy ship to board them and get killed. This is more risky, as the enemy Ship may start to chase you down. The Green, Purple and Blue flames can be left for last, since they can be acquired with very little harm to your Ship. If you have various rare Flames of Fate placed on your Ship's Lanterns, be careful of other player ships and dangers, because once your ship sinks, you lose all the coloured Lanterns with it. You can mitigate this danger when a ship is close to sinking by having each crewmate grab one of the rarer Flames on their own Lantern and try not to die. Once you grab a Mermaid you can travel back to your new ship and light the Lanterns anew. You also need to be careful when placing or taking flames from your Ship's lanterns as it is very easy to press the wrong button prompt and overwrite a valuable Flame with a different colour. Legend of the Damned Beacons Guide[] In order to unlock the Legend of the Damned Commendation and Title, a player needs to light all 12 large Beacons with any Flame of Fate. These Beacons are identical to the Well of Fate in the Ferry of the Damned and have been placed atop 12 Islands across The Sea of Thieves. Each of the four regions houses 3 Beacons, mainly on Large Islands. Note that while you can light a Beacon with the regular Lantern Flame, it will not count towards the Commendation, so make sure you have fetched a coloured Flame from the Ferry of the Damned beforehand. If a Beacon is already lit with a flame, you can extinguish it with a Bucket of water and then relight it. You have to raise your Lantern with Secondary Use before being able to light it. Once a player lights a Beacon with a Flame of Fate, the commendation will be counted for everyone on the Crew, so only one player needs to access the Beacons. The commendations are not shared in an Alliance. The Shores of Plenty Beacons[] Smuggler's Bay - This Beacon is situated on the cliffs in the center of the Island. Easily accessible on foot. Cannon Cove - This Beacon is on the very top of the main rocky peak in the central part of the Island. The Beacon can only be accessed by shooting yourself on the rock formation with the ship's Cannon. Mermaid's Hideaway - This Beacon is situated on a cliff right above the pond. Easily accessible on foot. The Ancient Isles Beacons[] Plunder Valley - This Beacon is situated on the very top of the Island's central rocky peak. Easily accessible on foot. Crook's Hollow - This Beacon is situated on the highest point on the Southern side of the Island. Easily accessible on foot. Devil's Ridge - This Beacon is situated at the top of the Island's peak, right above the Waterfall. Easily accessible on foot. The Wilds Beacons[] Marauder's Arch - This Beacon is situated at the middle of the central arch of the Island. The peak can be accessed from the North-Western part of the Island. Easily accessible on foot. The Crooked Masts - Placed on the Northern Peak of the Island, this Beacon is the most difficult to reach, as it requires precision aiming with the ship's Cannons. Try to sail your ship close, but not too close to the Northern side of the Island and aim it as high as possible, calibrating the aim based on your results. It is best to Anchor your ship so that the waves don't affect the position of the Cannons as much. Prepare some Food too, as you are likely to take a lot of fall damage from all the shots that you miss. Kraken's Fall - This Beacon is situated on a lower peak at the Northern part of the Island. Easily accessible on foot. The Devil's Roar Beacons[] Fetcher's Rest - This Beacon is situated on a small peak atop the Northern Island. Easily accessible on foot. Ruby's Fall - This Beacon is situated at the central part of the Island, by the bridge that connects the Northern cliffs to the Southern Volcano. Easily accessible on foot. The Devil's Thirst - This Beacon is situated on the main rock formation of the Island, facing West. Easily accessible on foot. Flame of Fate Journals[] During the October 2020 Fate of the Damned Content Update, Players could embark on Fate of the Damned Voyages, which lead them to dead Bilge Rats who kept journals on trying to obtain Flames of Fate. The Journals are documented below: The Green Lantern Bilge Rat Crew Journal Larinna asked us to write everything down, so this is me. Writing everything down. Hooray! I know Duke could be impulsive but at least he knew how to have a good time. We are Bilge Rats after all! My job is to collect a green flame from the Ferry of the Damned, which is easy enough, if a little humiliating. I've slaughetered so many skellies over the years, the idea of letting one of them do me in, it's... well, a little embarrassing, frankly. Once I'm dead, I'll scoop up my flame from the Well of Fates and return to take my revenge on whichever bone-bag killed me. HAH!