

Skirmish 1: Jotun vs Kahraman

Tom Hancocks : Friday, 18:30 to Friday, 19:00 - No Flexibility Of Any Kind

Conjunction: 60 people : Friday, 18:30 : 20 minutes : Talaeiros, Gambit, Kahraman

There is an opportunity to rescue Catalina i Burna i Riqueza, the head quarry woman from the Damation cliffs via a conjunction to Talaeiros in Gambit

The Dhomiro of the Cinnabar Hills has been asked to try to arrange to rescue her and punish the thieves

Lasambrian Jotun - expect them to be fast moving skirmishers, keen to avoid a line fight

They will not expect an ambush but will probably recover quickly

They will attempt to get their hostage past the Empire's defences and head deeper into the woods

Heroes will have 5 minutes to prepare their ambush before the orcs arrive

The Lasambrian Jotun will arrive through a narrow gateway some distance to the right of the portal's location

Skirmish 2: Jotun vs Sermersuaq

Tom Hancocks : Friday, 19:00 to Friday, 19:30 - No Flexibility Of Any Kind

Conjunction: 60 people : Friday, 19:00 : 20 minutes : Avointaivas, Stark, Sermersuaq

There is a conjunction to Avointaivas in Stark that presents an opportunity to recover a lost relic of Wintermark

The Mystics of Ishal (a group of Kalavesi seers) have tasked the Champion of Wintermark with arranging a group to recover the lost relic "Tuuli's Eye" - a simple brooch that had calming and meditative properties

Information has revealed a sizeable Jotun warband - all troop types - in the area.

Forces need to engage the orcs, defeat them, then locate the relic believed to be carried by one of them. Possibly on one of their Ghodi.

Skirmish 3: Druj vs Zenith - poison raid

Oliver Faulkner : Friday, 20:00 to Friday, 20:30 - No Flexibility Of Any Kind

Conjunction: 60 people : Friday, 20:00 : 20 minutes : Tower of the Fall, Occursion, Zenith

The Druj are preparing poisons and other potions at an encampment near the Tower of the Fall in Occursion

Looting the poisons and other supplies will reduce the presence of these poisons on the Sunday battle

Encampment is well fortified, it will be hard to effect an entrance

Ritual magic could be used to destroy part of the defences and speed ingress

Mixed Druj forces - chikad, pakkad, vikari, supported by their healers and mages

There are at least two tortured souls in the area, destroying them will prevent them being present on the battle

They will need a priest to insight them and then exorcise them

The civil service request that the Medical Officer of the Pegasus Respite arrange for the supplies to be intercepted and dealt with

Warning from magistrates that the poisons are illegal in the Empire

Druj Miasma

This encounter is located in an area effected by the Druj's fear miasma. The entire location is under this effect. All Imperial Heroes will be under a permanent WEAKNESS unless they:

spend a hero point upon entering the area use their changeling lineage to overcome the effect are bonded to a magical item that mitigates the effect are the target of a ritual enchantment that mitigates the effect are anointed

Skirmish 4: Druj vs Zenith - Iteri pillar

Tom Hancocks : Friday, 20:30 to Friday, 21:00 - No Flexibility Of Any Kind

Conjunction: 60 people : Friday, 20:30 : 20 minutes : Pallasian Steps, Iteri, Zenith

The Empire has found a lone miasma pillar near the Pallasian Steps in Iteri

If the Empire can destroy four of these crucial pillars then the miasma will dissipate and have no effect this downtime

There are at least three tortured souls in the area

Thomas di Holberg has offered the Captain of the Sea Wolves 5 crowns if he can make the appropriate arrangements for the pillar and the souls to be dealt with

Mixed Druj forces

Tortured Souls

The enemy here are surrounded by the Imperial armies and are fighting to the last. They will be particularly vicious and tenacious. Expect them to put up a fierce resistance.

Although Thomas di Holberg is now a respectable member of the priesthood, he started life as a street urchin committing pretty crime on the streets of Holberg. As he grew up he became a notorious bravo and graduated from petty crime to serious crime. There were rumours he worked with the Vyig at one time, but the Druj attacks on the city were the making of him. Thomas turned away from his wicked ways and swore to start over.

Determined to fight for his city he was first to Holberg walls whenever the Druj attacked.

After the orcs were sent packing, he settled down, taking over a small dilapidated shrine and preaching the lessons of Bolstering Bill. There he worked with the criminal underclass trying to help them find honest employment and a new life serving the city.

When the call went out from the Assembly, Thomas hung up a sign on his shrine and headed straight for Zenith. His neighbours told him he was mad, and he told them that Loyalty is deeds and words, and that Holberg owed the Empire for helping to save the city from the Druj. Nobody had much use for an ageing bravo in Zenith, but Thomas didn't let that stop him. Inspired by an anointing from the priests enacting the mandate he devoted his time to spying on the Druj, searching for the miasma pillars and for any other way to stop them.

Now he's returned with important information - he's been able to locate a lone miasma pillar in Iteri which is helping to sustain the miasma over the territory. If the Empire can destroy four of these crucial pillars then the Imperial armies won't face the miasma in the coming season. Since the pillar stands alone, it's an ideal target - it will be possible to destroy this one without needing to coordinate efforts to take down multiple pillars at once. Thomas has an old friend who was in the Sea Wolves once, although given Thomas' shady past he might prefer not to divulge that information. Either way, Thomas has offered to pay the Captain of the Sea Wolves 5 crowns if they will make the appropriate arrangements to deal with the pillar and the other threats in the area.

Obviously five crowns isn't enough to hire a band of mercenaries, but Thomas is hoping that other Loyal citizens of Holberg will dip into their purses and sweeten the pot. After-all, the Empire came to the aid of Holberg when it was trouble, so it's a fair reckoning for people to find a few spare coins to help an ally now they're in trouble with the Druj.

As a final warning though - in addition to the miasma pillar, there are significant Druj forces in the area as well as at least three tortured souls. Heroes attempting the skirmish should consult with the High Exorcist or the Master of the School of Exorcism to ensure that they have made the right preparations to deal with these monsters. Fortunately these monsters are too far from the battlefield in Occursion, so there is no pressing need to destroy them if they can be avoided.

Skirmish 5: Druj/Agramant vs Zenith

Oliver Faulkner : Friday, 21:00 to Friday, 21:30 - No Flexibility Of Any Kind

Conjunction: 60 people : Friday, 21:00 : 20 minutes : Rift in the Veil, Lustri, Zenith

The Endless Stalker, a terrible servant of Agramant, has started attacking the Hounds of Glory near the Rift in the Veil in Lustri

There are at least five tortured souls in the area, destroying them will prevent them being present on the battle

The civil service request that the Knight Protector of Winter arrange for the monster to be driven back to the Winter realm

The players need to locate and then destroy the fearsome monster to protect the army.

tortured souls need to be exorcised by priests

Mixed Druj

Winds

In recent weeks there have been a series of attacks against the campfires of the Hounds of Glory and the dozens of military units that fought alongside the army this season. At first people put it down to lone Druj assassins, but the hideous decapitation of the questing knight Peter De Rabo. As the assaults continue and become more gruesome, the watches are bolstered with extra sentries and the fires piled high with wood but nothing seems to prevent the monster slipping in to kill both yeofolk and noble alike. Scouts and knights who survive encounters with the monster appear to fall under a terrible curse.

Just before the equinox a young and somewhat bookish winter mage, Frumence the Retainer of House Vonsesse, tells of a chance encounter with a giant beast and a solid account of what it is. It appears that the Druj have somehow released a creature loyal to Blood on the Snow to lend them aid in their hour of need. The terrible eternal, always eager to spread bloodshed and death has sent forth the Endless Stalker, a fearsome legend said to walk the Dreamscape of the Endless Hunt in the Winter Realm. Described as a massive horned horror, possessed of vicious claws and a taste for flesh it now runs amok among the military units camped with the Hounds of Glory, slaking its thirst and devourer any it comes across.

Should this violent terror be left unchecked, it will run amok picking off stragglers from any Imperial army unlucky enough to remain in Zenith this season. The creature will inflict 200 casualties in the coming season, spread across the Imperial armies in Zenith. Befitting the expected duties of the title and threat posed by the monster, the civil service have asked that Morrigan Mortér, the current Knight-protector of Winter arrange for a party of Imperial heroes to deal with the monster in the Rift in the Veil.

The scouts have spotted five tortured souls in this area, all moving towards the Glade of Night Enshrouding for the battle. They are likely to be a significant threat and advice should be taken from the High Exorcist or the Master of the School of Exorcism to ensure that they have made the right preparations to deal with these monsters. Any tortured souls destroyed here will be one less facing off against the Empire in the battle.

Skirmish 6: Druj vs Ossium

Tom Hancocks : Saturday, 15:00 to Saturday, 15:30 - No Flexibility Of Any Kind

Conjunction: 60 people : Saturday, 15:00 : 20 minutes : Petka's Path, Drownbark Forest, Ossium

A conjunction to Petka's Path provides an opportunity to prevent the Druj destroying some of the vulnerable roads and bridges in the Drownbark Forest

If the Druj are not stopped, then Drownbark Forest will become contested, reflecting the Empire's weakening control of this region

The General of the Northern Eagle is expected to arrange a suitable party to defeat the Druj given the presence of their army in the area

NO DRUJ MIASMA IN THIS LOCATION

A mix of Druj heavies and skirmishers.

The Empire will need to engage Druj forces, thinning their numbers and ultimately breaking their strength. If they are forced to rout then this will fall back to the Forest of Ulnak, and the Empire will be victorious. Destroying all of the Druj isn't necessary, so avoid over committing.

Skirmish 7: Druj vs Barrens

Tom Hancocks : Saturday, 15:30 to Saturday, 16:00 - No Flexibility Of Any Kind

Conjunction: 60 people : Saturday, 15:30 : 20 minutes : Aurelius Estate, Dawnguard, The Barrens

There is a conjunction to the Aurelius Estate in Drycastle, the location of a powerful winter region near the former site of the House Aurelius lands

Heralds of Sorin have indicated that if the House perform the ritual he has given them at the ritual site then he will send his wolves to protect their lands for eleven winters

The civil service have asked a member of House Aurelius to make the decision if the ritual should be cast and to make suitable arrangements if so

There are mixed Druj forces in the area. They will likely harry and harass any Imperial force, but are expected to not be highly motivated in putting up a strong resistance.

Skirmish 8: Druj vs Zenith - Lustri Pillars

Tom Hancocks : Saturday, 16:30 to Saturday, 17:00 - No Flexibility Of Any Kind

Conjunction: 60 people : Saturday, 16:30 : 20 minutes : Spire of Twisting Shadow, Lustri, Zenith

There is a conjunction to a pair of linked miasma pillars found near the Spire of Twisting Shadow in Lustri

If the Empire can destroy four of these pillars then the miasma will dissipate and have no effect this downtime

The civil service request that Raewyn Eternal arrange for these pillars to be destroyed
Mixed Druj forces

Raewyn Eternal's efforts have been crucial in allowing the Empire to identify the most important miasma pillars in Zenith. Some of the pillars are free standing, but in Lustri, the two pillars are linked - they must both be destroyed simultaneously, no easy feat.

As a result, the civil service have asked the priest to take responsibility for arranging a group to go and target the pillars. Whoever is sent will need to have sufficient skills and resources to destroy both pillars simultaneously. If the Empire can destroy four of these crucial pillars then the Imperial armies won't face the miasma in the coming season.

This will require the use of the Chimnes of Annulment, Day ritual or a powerful consecration (unknown strength at this time)

Skirmish 9: Druj vs Zenith - Proceris Pillars

Tom Hancocks : Saturday, 17:00 to Saturday, 17:30 - No Flexibility Of Any Kind

Conjunction: 70 people : Saturday, 17:00 : 20 minutes : Plantation of Tall Ferns, Proceris, Zenith

There is a conjunction to a set of three linked miasma pillars in the Plantation of Tall Ferns in Proceris

If the Empire can destroy four of these pillars then the miasma will dissipate and have no effect this downtime

There are a number of marshlings here, if they are destroyed there will be fewer of them to face on the battle

The civil service request that Aurum of Nightingale Temple arrange for these pillars to be destroyed

A mixed Druj force are in the area. There are marshlings are in the area too, between 5 and 10, although it is very hard to gauge their numbers.

The mandate enacted by Aurum of Nightingale Temple has been pivotal in turning the tide of the war in the Empire's favour, by allowing them to resist the corrosive impact of the miasma. It has also made it possible for the Empire to identify the most important miasma pillars in Zenith. Some of the pillars are free standing, but sadly in Proceris, there are three crucial pillars, all of which are linked together. The Empire has never succeeded in destroying three pillars simultaneously, but triumph here would make a huge difference. If the Empire can destroy four of these crucial pillars then the Imperial armies won't face the miasma in the coming season.

In light of the lead Aurum has shown on the issue, the civil service have asked the priest to take responsibility for arranging a group to go and target the pillars. Whoever is sent will need to have sufficient skills and resources to destroy all three pillars simultaneously.

Marshlings

A number of marshlings have been sighted approaching the Glade of Night Enshrouding in Occursion where they will likely be used in defence of the Tainted Basilisk's ritualists gathering there. Successfully destroying the creature will reduce the threat they pose in Occursion, reducing the number encountered by Imperial forces on the Sunday battle.

Marshlings are particularly susceptible to WEAKNESS that causes them to fall apart. They can use their toxic qualities to PARALYSIS their foes. They also exhibit the ability to heal damage to others of their kind.

Skirmish 10: Druj vs Sarangrave - Vallorn investigation

Oliver Faulkner : Saturday, 17:30 to Saturday, 18:00 - No Flexibility Of Any Kind

Conjunction: 60 people : Saturday, 17:30 : 20 minutes : Karliss, Whisperwood, Sarangrave

Minions of Cintra Blackstaff have captured two vates who were investigating a cove on the Feverwater

The ghulai's minions are believed to be interrogating the captured Navarr, there is a narrow window - a conjunction to Karliss in Whisperwood to attempt to free them

The civil service suggest that the Dredgemaster of the Feverwater might arrange a rescue attempt

Mixed Druj forces

Two Navarri Vates

DRUJ MIASMA

You have limited information about the area as it is not in Imperial lands and no war scouts have reported from the area.

Last season Druj fighters in the service of Cintra Blackstaff were able to recover an ancient ritual text related to the Vallorn from the Spire of Sleet. Due to the sudden reversal of fortunes the Druj have suffered in Zenith, Cintra is understood to have fled east to Sarangrave, instead of making for Therunin as several prognosticators had expected.

It seems that possession of the ritual text is simply the first step for the ambitious ghulai. Now they have captured two vates, taking them a vessel moored in a narrow cove on the Feverwater. The Empire believes that the two are not dead, rather they were deliberately targetted by the ghulai's minions, so that they might be interrogated. It appears the Druj is desperate to learn more about the the Vallorn...

There is a conjunction to Karliss in Whisperwood, which is not normally somewhere the Sentinel Gate would reach. From divinations cast, the prognosticators are certain that it leads to the camp where the two vates are even now being questioned to try to discover everything they know. There is only a slim chance to free them, but it's doubtful the conjunction would exist at all if there wasn't a hope. Since the attack took place on the Feverwater, the civil service have asked the Dredgemaster of Feverwater if they can arrange a rescue of the missing vates before all hope is lost.

Skirmish 11: Druj vs Zenith - Occursion Pillar

Tom Hancocks : Saturday, 18:00 to Saturday, 18:30 - No Flexibility Of Any Kind

Conjunction: 60 people : Saturday, 18:00 : 20 minutes : Field of Celestial Mist, Occursion, Zenith

There is a conjunction to a single miasma pillars in the Field of Celestial Mist in Occursion

If this pillar is destroyed, there will be no miasma on the battle

If the Empire can destroy four of these pillars then the miasma will dissipate and have no effect this downtime

Mus Arval a skilled Druj tepel who commands a unit of censer bearers is protecting is present here

The civil service request that Warmage arrange for the pillar to be destroyed

There is only a single miasma pillar in Occursion, but it may be the most important one.

While four need to be destroyed to remove the miasma from the territory in the coming campaign season, it is this pillar which is anchoring the miasma in Occursion. That means that if the Empire can destroy this pillar, then they will not have to face the miasma on the battle.

The pillars are not the only target here. Mus Arval, a skilled Druj tepel who commands a unit of censer bearers has been sighted here on route to the Glade of Night Enshrouding. In addition to the skills and resources needed to destroy one of the pillars, the group will need protection against the airborne poisons, as well as the regular venoms employed by the Druj. Mus Arval's warriors are equipped with censers that release vile green fumes that VENOM any hero unfortunate enough to breathe them in. Given this danger, the civil service have asked the Warmage to arrange a group to try to kill Mus Arval and destroy the pillar. If Mus and his censer bearers are slain then he will not be present to face the Empire in the battle.

DROPPING THIS PILLAR WILL REMOVE THE DRUJ MIASMA ON THE BATTLEFIELD ON SUNDAY.

KILLING MUS ARVAL AND THE CENSERS WILL LIMIT THE NUMBER ON THE BATTLEFIELD ON SUNDAY.

Skirmish 12: Jotun vs Bregasland

Tom Hancocks : Saturday, 20:00 to Saturday, 20:30 - No Flexibility Of Any Kind

Conjunction: 60 people : Saturday, 20:00 : 20 minutes : Jayne's Top Copse, Grey Fens, Bregasland

There is a conjunction to Jayne's Top Copse in the Grey Fens, a chance to slay the Jotun and aid the resistance in Bregasland

There is an opportunity to inflict 250 casualties on the Mandowlas Roar in the coming season, if the Empire ensure no-one escapes to tell the tale

The General of the Strong Reeds has been asked to arrange a group of heroes to attack the Jotun

Mixed Jotun forces

expected to be at rest and spread out as sentries

a patrol force will arrive as reinforcements so they need to act quickly

The Strong Reeds have gone to ground in Bregasland as the Jotun and the forces of Mathilda Fisher have ground eastwards. They have made the reedbeds, haylofts, and remote birchlands across the fens their hiding places, and the scattered settlements and raised drove tracks their killing grounds. Working hand-in-glove with the Grey Waters they are stubbornly they are prepared to make the Jotun regret their invasion and to keep resentment to the Fishers on the minds of those oppressed Marchers who remain.

The Grey Waters have identified an ideal target for a strike. Jotun soldiers from the Mandowla's Roar have constructed a small stockade in the Grey Fens, likely to help secure the area and to provide a base of operations for their patrols. Whilst it is little more than a hastily erected fence, it has emboldened the Jotun warriors in the area and hampered efforts of the Strong Reeds to undermine their operations. Fortunately a conjunction of the Sentinel Gate offers an opportunity to launch a surprise attack against the orcs at Jayne's Top Copse, eliminating the outpost in the area. Aware of the superstitions the Jotun have regarding the brackish waters of Bregasland, a cunning plan is put forward to the General of the Strong Reeds...

The Grey Water's plan relies on Imperial heroes mounting a clandestine attack on the Jotun, by moving in small groups, operating in the shadows, and stealthily killing any orcs they encounter on the way to the outpost. Once there they will be able to lay in wait for a patrol that is returning for the night and kill them too. If the Empire manages to kill all the orcs and leave no survivors, then there will be no-one to report how the attack happened. In that case, the already overconfident general of Mandowlas Roar will send a larger force into the marshes in search of revenge on whoever carried out the attack. The Strong Reeds and the Grey Waters will be perfectly positioned to pick these Jotun off one by one, allowing them to inflict 250 casualties on the army in the coming season.

Skirmish 13: Jotun vs Sermersuaq

Tom Hancocks : Saturday, 20:30 to Saturday, 21:00 - No Flexibility Of Any Kind

Conjunction: 60 people : Saturday, 20:30 : 20 minutes : Flat Hills, Stark, Sermersuaq

The raid on Skallahn was a triumph, but one group of Wintermark raiders are being pursued back to the border by a dread creature

A conjunction to the Flat Hills in Stark, provides an opportunity to intercept the pursuers before they can catch up with the raiders

The civil service suggest that the Senator for Sermersuaq is best placed to arrange a party to intercept the creature before it can wreak havoc

Mixed Jotun

You have garbled reports of an armoured ogre, or giant human clad head to toe in armour; whatever it is big!

Players need to intercept and overcome the Jotun warband and the monster (whatever it is), and then rescue Yanti Storm Runner.

The raid on Skallahn was a resounding success with the most of those who went returning laden with wealth taken from the Jotun. One group have not yet returned however, Yanti of Storm Runner's Hall and the dozen who went with him were counted among the missing, presumed fallen to a Jotun axe or spear. Few shed a tear for Yanti, some of those from his hall had a bad reputation for having maggot's fingers on the battlefield...

Now it seems that the Thane at least has somehow survived. There are claims he is being pursued, chased by angry Jotun... and by something more... ominous. The rumours are strange, but it seems that whatever is chasing the Thane is tracking him unerringly across the tundra and the ice, neither deviating or pausing from its cause. Wild gossip abounds, of a man as tall as an ogre but dressed in a harness of plate that covers him from head to toe. There are whispers of trolls, those ancient people who once ruled the north, but who are surely long gone. Whatever is pursuing Yanti, it has certainly got tongues wagging.

The Thane was last sighted running towards the Flat Hills in Stark. While not everyone will feel they have to risk their own life to save Yanti, there is the obvious question of whatever is pursuing him. Whatever this strange creature is, it bodes ill for Sermersuaq for something to be coming out of the West accompanied by a full warband of Jotun warriors, so soon after the Jotun have been driven out. Thus the civil service have asked the Senator for Sermersuaq to arrange for a group of heroes to travel to the Flat Hills, to rescue Yanti from whatever is pursuing him and to force this creature and its Jotun companions to turn back.

Skirmish 14: Jotun vs Sermersuaq

Tom Hancocks : Saturday, 21:00 to Saturday, 21:30 - No Flexibility Of Any Kind
Conjunction: 60 people : Saturday, 21:00 : 20 minutes : Kilpailuala Bay, Tanikipari, Sermersuaq

One of the Jotun leaders, Jarl Snekmar, has remained in Semersuaq, attacking any settlements he can find

He has issued a challenge to the General of the Bloodcloaks to send warriors to fight him
He has asked her to include a score of Imperial Orcs among the ranks of her warband
There is a conjunction to Kilpailuala Bay, in Tanikipari, close to where he was last sighted

Mixed Jotun

The victory of the Empire over the Western orcs this season comes with both elation and deep sorrow. Joy for the three peoples of Wintermark in freeing their folk and recovering their lost land, a great sadness for those who can no longer gather round the fire to share tales and daring deeds. For those Jotun who survive there is only sadness, a stark reality that they have fought the Empire and lost. Those who have made the journey to meet Ulven, Skjaldi and the other great ancestors are the lucky ones. When the orders come through to pull back, those who survived are forced to swallow their defeat, and dream of battles tomorrow.

One Jotun warrior, Jarl Snekmar, Roarer of Ulven, has refused to accept that his attempt to cross the Howling Abyss is over. Some of his warband have already passed from this life but the Jarl and those who survive are bitter not to have found the end they were hoping for. Rather than return to Skallahn as ordered, the Jarl has halted the westward march of his host and made a camp on the open headlands above Kilpailuala Bay in Tanikipari. From there his warband have launched daring raids on nearby halls, attacking anyone they can find who will take up arms against them. While the Jarl now broods, a message has been sent to the victorious Wintermark forces.

I, Jarl Snekmar, Roarer of Ulven, call on the General of the Bloodcloaks to honour me! I Jarl Snekmar, Brother of Sjöfn, call on the Orcs of the Scar to honour your ancestors! Face me in a final battle. Our forces shall clash under the stars, the skies will drink in our blood! Let Ulven witness the end of this war! May the ancestors take heed of our actions, and welcome all who perish on this field. May the ravens of Raðljóst feast on the dead! May Sjöfn drown our enemies in our blood! Clarifications on what the Jarl means are quick to come. The Jarl and his warriors are determined to die, if they cannot have their lands in Sermersuaq back, they will join the ancestors over the Howling Abyss. They accept the war is over, but they are determined that it must end with blood on the ice, so that the ancestors can be pleased and see that the Jotun have fought well.

It seems Jarl Snekmar and his warriors will accept nothing less than death. Oddly, the Jarl is also "demanding" that the General send Imperial Orcs ("Orcs of the Scar") to fight him - though why he would request them is unknown. It seems to be important to him that they are there to witness his death in some way. Either way someone must go out to face them - to honour them with a final battle - otherwise it seems the Jarl and his warband will kill

every Wintermarker they can find in Sermersuaq until someone gives him the release from life he craves.