FRIDAY WOODS

Skirmish 1 - Druj - Shelter from the storm

# Skirmish Ref

Stephen Kirkbride : Friday, 18:30 to Friday, 19:00 - No Flexibility Of Any Kind

Conjunction: 60 people : Friday, 18:30 : 20 minutes : Oakenclough, Hope's Rest, The Barrens

* Quick Insight - Human, Soul Curse (Spiritual Trauma)
* Thorough Insight - Human, Soul Curse (Spiritual Trauma), Exorcism Rank 3
* The Montanians have asked for aid from the Highborn
* The Sentinel Gate will open at 18:30 on Friday to Oakenclough, Hope's Rest, The Barrens
* The General of the Valiant Pegasus is responsible for routing the Druj and rescuing Circe the Stalker

# Skirmish Team

A force of Druj have managed to capture a number of Montanians in Hope's Rest and are in the process of enacting their twisted rites on them to create tortured souls. The Montanians are at least a week away from the woods of Oakenclough but they know about the Sentinel Gate and they have been impressed by the actions Valiant Pegasus in focussing on freeing slaves rather than conquering. One of those captured is Circe the Strider; known amongst the residents of Dourfell Keep as a great champion of Courage. There is a note of worry that if Circe is turned they will become a dangerous threat to those living the Barrens.

So the Montanians have made a plea to the General of the Valiant Pegasus to help them by routing the Druj and rescuing as many of the Montanians as possible. If the Druj are not routed and they are able turn Circe and the rest of the prisoners then they will present a threat to those living in the Barrens.

The force is made up of a combined force made up of a number of different arkad along with a number of tortured souls. Given that this is a direct request to the General of the Valiant Pegasus it is the responsibility of the incumbent, Achseh, to rout the Druj and rescue Circe.

**The important stuff**

You have been creating tortured souls in the Barrens, you have managed to capture someone who will become one of your Champions of Torment.

Work out the fight as you want. Circe the Stalker will be sourced from NPC. You would rather they survive and not die because they are worth a lot as a champion of torment

Skirmish 2 - Druj - The long chase

# Skirmish Ref

Stephen Kirkbride : Friday, 19:00 to Friday, 19:30 - No Flexibility Of Any Kind

Conjunction: 55 people : Friday, 19:00 : 20 minutes : Garstang Thicket, The Untrod Groves, The Barrens

# Skirmish Team

• One orc has a boon, they survive please ensure this is noted

Tortured Souls

• Quick Insight - Human, Soul Curse (Spiritual Trauma)

• Thorough Insight - Human, Soul Curse (Spiritual Trauma), Exorcism Rank 3

Plot Skirmish 2 - Vyig- Strangers

# Skirmish Ref

Stephen Kirkbride : Friday, 20:15 to Friday, 20:45 - No Flexibility Of Any Kind

Conjunction: 20 people : Friday, 20:15 : 20 minutes : Renewal Grove, Calvos Sound, Madruga

* Nothing special
* Some of the vyig will have artisan items

# Skirmish team

* The last vyig of Tassato are fleeing south with dangerous information stolen from the offices of the Regario Dossier
* The Sentinel Gate will open at 20:15 on Friday to the Renewal Grove, Calvos Sound, Madruga
* The Regario Dossier is responsible for ending the vyig of Tassato

"Uncle Tassato" and his remaining soldiers are on the run, their schemes in tatters. The wave of serendipity blanketing the Empire seems to have both aided and undermined their escape however. They had taken refuge at the abandoned Jarmish Lodge constructed for merchants from the Principalities but which had been left empty for a year since the House of Princes chose to embargo trade with the Empire. A few months after the Spring Equinox, their lair was fired, and most of the vyig congregating there slain. Uncle Tassato escaped however - but evidence was found that he had arranged an escape plan and a tidy nest egg with which to start a new life for himself outside the Empire. Specifically, he had managed to lay his hands on a copy of the 385YE Regario Dossier - the report from the Empire's international spies - and was planning to sell it to the highest bidder.

If he succeeds in selling the Dossier, there is enough information in the dossier for a master of espionage to deduce the identity of many of the Dossier agents. Their covers would be compromised, and in many cases their lives potentially forfeit. Apparently by chance, enough information was left behind to piece together his likely escape route. In conjunction with a fortunate eyewitness sighting by a dubious Mestran herb seller visiting the markets of Calvos in Madruga, it has allowed the vyig's likely location to be narrowed down. The prognosticators have examined the Sentinel Gate... and identified a conjunction that will allow the Tassatan vyig to be intercepted. They are apparently hiding out in the Renewal Grove, not far from the coast, ready for the final leg of their journey to Feroz.

The remaining vyig of Tassato are a desperate band of bravos and mountebank enforcers trained as battle-magicians. They have a selection of magic items, the last of the vyig armoury. Given the immediate threat the Tassatan vyig represent to the agents of the Regario Dossier, it is the responsibility of the Custodian of the Regario Dossier; Rodrigo Barossa de Tassato Regario, to end the vyig of Tassato and perhaps most importantly recover the document they have stolen. If they are able to escape with their copy of the 385YE Regario Dossier, it will massively disrupt the ability of the Empire's agents to gather information about the other powers of the Known World. How badly it will impact the 386YE report is unclear, but it will definitely reduce the amount of information the dossier contains in future.

War scout

• Mix of heavy fighters and battle mages

• A few will have an artisan item

• We have no clue on what Uncle Tassato looks like

• They have a full copy of the regario dossier from Spring 385YE

Warriors

• 4 hero points

• Weapon appropriate call

• get it together

• 6 hits

• Weapon master or shield

Wizards

• 10 personal mana

• 3 hits

• Empower

• Repel

Plot Skirmish 3 - Vyig - A path chosen

# Skirmish Ref

Stephen Kirkbride : Friday, 20:45 to Friday, 21:15 - No Flexibility Of Any Kind

Conjunction: 20 people : Friday, 20:45 : 20 minutes : Butterfly Holt, Srodkoja, Miekarova

* Nothing special on our end
* All vyig
* Discern Enchantment = Autumn - Magnitude 8

# Skirmish Team

* The last vyig of Varushka are on their way to attack the Butterfly Holt
* The Sentinel Gate will open at 20:45 on Friday to the Butterfly Holt, Srodkoja, Miekarova
* The Gloaming Sentinel is responsible for ending the vyig of Varushka

Orel the Bondbreaker, bane of Ratibor is dead. The leader of the vyig of Miekarova was brought down by a crossbow bolt during a running skirmish near the vale of Olodny. The rest of the band were able to evade their pursuers, disappearing into the deep woods near the vale. They were assumed to have been slain by wolves there. Unfortunately, it appears they have survived, regrouped, and are ready to try and escape. The chance of making it to a friendly border are low - the Thule are unlikely to offer them shelter, and the Jotun or the Druj will simply enslave them. Yet it appears they have found a patron of some kind - rumours buzz that one of the eternals of the Autumn realm has made a deal with them, empowered by the potent enchantment laid across the Empire. Other rumours say they have made an alliance with the agent of a sovereign who can shield them from the militia and sell-swords hunting them, following the inspiration of the Varushkan Assembly.

Regardless of who is helping them, the rumours agree that they have been charged with destroying the Butterfly Holt in southern Srodkoja for some reason. Nobody can say with any certainty exactly how this information has reached the ears of the wider Empire, but it appears convincing. It's unlikely that a band of vyig will be able to actually destroy the Butterfly Holt but just by wielding fire and oil they could do a significant amount of damage - and its not impossible that whatever power they are conspiring with has given them weapons to use in pursuit of their agenda. A conjunction has been identified that seems to offer the opportunity to intercept them before they can strike, and given the threat they pose, it falls to the Gloaming Sentinel; Vasilmir Radovanovna Esskivic, to gather allies and end the threat posted by what appears to be the only large group of vyig left in Varushka. If they are not able to break the vyig, then there is likely to be significant damage to the Butterfly Holt that will significantly reduce the amount of iridescent gloaming produced there until it is restored.

The remaining Miekarovan vyig are an enigma. They've lost their leader, and it's not clear what they've been doing for the last several months hiding out in the woods of Miekarova. It's notable that the Varushkan vyig are much less subtle than their League colleagues - a preference for strong-arm tactics and light wagon raiding has left them with a tendency to be cold, calculating killers. Worse, if their patron is an eternal, they may have been provided with potent enchantments; if their patron is a dark power of the Varushkan wilderness then who knows what horrific boons they might possess.

# Skirmish team

Everyone gets a use of entangle once on a weapon or implement

Warriors

* 4 hero points
* Weapon appropriate call
* get it together
* 6 hits
* Weapon master or shield

Wizards

* 10 personal mana
* 3 hits
* Empower
* Repel

Plot Skirmish 5 - Vyig - Ravens

# Skirmish Ref

Stephen Kirkbride : Friday, 21:15 to Friday, 21:45 - No Flexibility Of Any Kind

Conjunction: 20 people : Friday, 21:15 : 25 minutes : Broken Wilds, Vardstein Vale, Temeschwar

All vyig on this skirmish are under the effect of VENOM

* a minute after dying they become an unliving horror bent on killing any living person they encounter, with their full combat abilities and all hero points and personal mana restored. The second time they are killed, they are permanently dead.

# Skirmish team

* You are all under the effects of VENOM for this encounter that cannot be removed
* a minute after dying you become an unliving horror bent on killing any living person you encounter, with your full combat abilities and all hero points and personal mana restored. The second time you are killed, you are permanently dead.

Items

* 10 x Scorpion's Sting - 1/day you may call VENOM with this dagger
* 6 x Knightly Redoubt - +2 endurance
* 3 x Sunfire Pectoral - +1 endurance and +1 personal mana
* 3 x Runemail - +1 hero point

Warriors

* 4 hero points
* Weapon appropriate call
* get it together
* 5 hits
* Weapon master or shield

Wizards

* 10 personal mana
* 3 hits
* Empower
* Repel

FRIDAY FIELD

Skirmish 3 - Jotun - Leavetaking

Stephen Kirkbride : Friday, 20:30 to Friday, 21:00 - No Flexibility Of Any Kind

Conjunction: 50 people : Friday, 20:30 : 20 minutes : Duarte's Repose, Enterio, Tassato

# Skirmish Team

* Magnus is a human yegarra warrior, blessed by Cathan Canae
* Summer Enchantment - Magnitude 20: Can call STRIKEDOWN 2/day with a 1-handed weapon
* You are a warband of great warriors, who owe their stature to Eisa Winterborn, champion of Fisk
* You are venturing to loot a great quarry for precious stone and take thralls

# Skirmish Ref

20:30 - 50 people, 20 minutes, Duarte's Repose, Enterio, Tassato

* Magnus Ironarm (Human leader)
* Discern Enchantment = Summer - Magnitude 20

Skirmish 4 - Jotun - Listen to the wind

Stephen Kirkbride : Friday, 21:00 to Friday, 21:30 - No Flexibility Of Any Kind

Conjunction: 55 people : Friday, 21:00 : 20 minutes : Fondre's Rest, Torres, Madruga

# Skirmish Team

No specific named leader

You're moving to take a bunch of artisan thralls from the town of Trajadoz

The feel we're aiming for is a powerful band looking to finish their excellent season of raiding with claiming some valuable thralls

# Skirmish Ref

21:00 - 55 people, 20 minutes, Fondre's Rest, Torres, Madruga

Skirmish 5 - Jotun - Choices

Stephen Kirkbride : Friday, 21:30 to Friday, 22:00 - No Flexibility Of Any Kind

Conjunction: 50 people : Friday, 21:30 : 20 minutes : Maggie's Croft, Southmoor, Mournwold

# Skirmish Team

Jarl Haakon is in charge of the warband

You have been sent with a task by Gudmundr Arason, the King of Narkyst himself, to create caches of resources for when an invasion of Mournwold finally occurs.

# Skirmish Ref

21:30 - 50 people, 20 minutes, Maggie's Croft, Southmoor, Mournwold