

Below follows a chronological list of all plots, presented with the *time the plot should hit the field*. Assume all briefing is *1 hour minimum* prior to this.

## **Friday (13 Plots) - Time-In 18:00**

**18:30 - [Reikos Skirmish Hook](#)** - John Haynes

*Unconquered scout goes into Anvil to discuss the fact that there has been sightings of the mad and the broken at a fear pillar, that people continue to be abducted, but not returned. He also has heard reports of pale figures similar to the walking dead that the Druj used.*

**Requires:**

- 1 Unconquered (Highborn)

Go out and be the hook for a quest. (**Why is this not a letter-in-packs situation? Not a great deal of information about what to tell people... in particular, no location is mentioned, which is essential for the Gate**)

Basically, some cultists are trying to bind a spectre from the Labyrinth (the Eater of Souls, a Despair (Fear) spirit) to one of the Druj Fear Pillars in Reikos. People need to go stab them up to stop this happening.

Estimated completion: 19:00

**20:00 - [Can You Buy Enmity?](#)** - Dave Young

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Timetable only mentions 1 NPC - "Sophie?"

Estimated completion: 21:00

**21:00 - [Honesty and the Brass Coast](#)** - John Haynes

Two brass coast priests come to discuss honesty and the virtues.

**Requires:**

- 2 Brass Coast priests (one Guerra for Courage, one Erigo for Pride, need reasonable knowledge of IC theology)
- **1 wain of White Granite**, some liao

Two priests come to the Brass Coast (on Friday so *before the Broken Wheel*) to discuss the Freeborn notion of Honesty and how it fits into The Way - specifically,

which Virtue does it represent? Is it Pride in one's words, or the Courage to tell the truth no matter what?

You want to build a monument (read: Folly) to the relevant virtue, and have a wain of White Granite with which to do so. You won't be able to sort this out yourself, though - you'll need to get this sorted with the Civilian Commissioner for the Brass Coast.

You also want to find the most honest person in the Coast and Testify them with "Courageous Honesty" or "Prideful Honesty", depending on which they prefer (**why not "Honest Pride", which sounds a lot better?**). This is a Big Thing for the Coast - get the Egregore to witness it (only one host will be present at the event though, so try to catch her early).

On a final note, you want to find out who the liars amongst the Freeborn are - and encourage priests (there aren't many of these in the Coast) to get them inquisited for lack of Virtue (Courage or Pride, presumably).

Estimated completion: 22:00 (**probably will take longer than this**)

#### **21:00 - Sovereign Love Story Hook** - John Haynes **Andy Raff is contact on wiki**

*Varushkans go to stop a group of Varushkans from killing a bunch of kids and the sovereign who rescued them.*

##### **Requires:**

- Varushkan huntsman

Huntsman: You are looking for Irina Kardoava Arkady to organise a group of Varushkans to head to Karsk and... rescue a Sovereign? Or some kids? (**How does he know what's going on?**)

This hooks a quest where the villains are trying to murder the kids who are witnesses to them betraying their vale on behalf of the Thule. The Lady of Sighs is a Sovereign who will try and protect the kids.

You will be required at 18:00 on Saturday for the actual Quest.

Estimated completion: 21:30

#### **21:00 - Lashonar Hates Dawn** - Michelle Taylor (Chessy)

*Lashonar sends out a pair of heralds to tag a Dawnish general on their way out of the Military Council with a dream curse*

##### **Requires:**

- 2 blackbird Lashonar Heralds **with attached ref**

- 7 (!) dream NPCs - 1 narrator, 3 important NPCs, 3 extras

Two blackbird heralds sneak up to the Military Council after it's started and wait around not looking too suspicious until it's ended, then nab a Dawnish general and hit them with a Night curse which knocks them unconscious and gives them a dream, if they're not murdered first.

The dream effectively consists of the 7 NPCs acting out 3 scenes, with the nabbed PC ending up as one of the "extras". The scenes basically roleplay what happened with the Barrens tribes and how the Empire screwed up the chance for peace. It is expected that the PC will derail this.

**There are notes about potentially bringing more PCs in that haven't been fully resolved on the wiki.**

Estimated completion: 23:00 (all, though blackbirds probably leave as soon as the curse is delivered - can we get them playing extras instead?)

### **21:30 - [Silent Bell](#) - John Haynes**

*A member of the Silent Bell arrives to speak to the Cardinal of Vigilance with a list of the objects in Empress Teleri's tomb, plus a list of some missing ones.*

**Requires:**

- 1 Highguard Priest

**Looks like a lot of necessary info missing for this plot:**

1. List of items in Teleri's tomb
2. List of items *missing* from Teleri's tomb
3. What... what is the goal? What is the NPC pushing the Cardinal to actually do? Just generally investigate the Grendel Spy Network that the Empire already knows about?

Estimated completion: 22:00

### **22:00 - [Lashonar Hates Armies](#) - Michelle Taylor (Chessy)**

*Lashonar has sent a load of peace campaigner bird-heralds to sing anti-war songs and generally screw over the Empire's armies in a subtle Night way. They've come out of his favourite regio in Axmure and infested Dawn, Miaren, and the Marches, and some have also come to Anvil.*

**Requires:**

- 6 (!) rainbow bird Lashonar Herald with songsheets

Cute, wuzzy rainbow heralds spread out amongst campfires (particularly the Marches and Dawn) and sing two songs (see the brief) designed to inspire war-weariness. Ideally, get people singing these songs *without realising what they mean* then move on to the next one.

If confronted and explanations demanded, explain that Lashonar hates this war and the only solution is to pull all armies out of the Barrens. No apologies, no regrets. Quite possibly will get all stabbed up - particularly if Lashonar gets enmity (which could happen *before plot hits the field and the NPCs won't know - but will be fearing the worst*).

Estimated completion: 01:00 (**likely last plot of the evening for you**)

### **22:00 - [Crowsridge Delegation](#) - John Haynes**

*A delegation from Dogri's enclave come to Anvil to discuss the future.*

#### **Requires:**

- Stormborn - Wintermark Warrior
- Silvertales - ???
- 2-3 guards

**(I think the only essential component is Stormborn - everyone else appears to just be backup, nothing is specifically written for them.)**

Stormborn: You are a Lieutenant of Dogri Thulebane. Read up on him and recent events. Your issue is that the Empire has made peace with the Thule, who are big-time slavers. Also, they've stolen a Wintermark mine - one they put Wintermarkers to work in as slaves. It's in poor repair due to a rockslide, though - you need 2 white granite to get it running, but it's a *level 6 green iron mine*, for crying out loud.

You want Crowsridge to be recognised as Wintermark - or you'll prevent all Thule from entering, blocking off the trade route. You also want a Statement of Principle in the Wintermark Assembly that the Thule should make reparations by apologising to the people of Crowsridge and returning all Wintermark slaves.

Estimated completion: 23:30 (**Probably last plot of the evening for you**)

### **22:00 - [Brass Coast Skirmish Hook](#) - John Haynes**

*A priest goes to bc to say that Zembriss's ring has been stolen by a group of mercenaries known as the 'Brazen Blades'.*

#### **Requires:**

- 1 Brass Coast priest

An artefact called [Zemress](#)' Ring has been stolen by a group of mercenaries called *The Brazen Blade*. You've got them tracked to a particular location - you don't know why they've taken it, but you suspect they've acquired it for a third party who they're meeting. You want to recruit some Brass Coast fighters (probably Kohan) to go through the Gate and get it back.

Estimated completion: 22:30

### **22:00 - Mammoth Hunters (Plot and Hook)** - John Haynes

*A group from a hall in Suaq Wastes turn up to ask ice walkers to talk to Sorin's herald to agree for them to hunt a herd of mammoths, with hilarious consequences.*

#### **Requires:**

- 2 Suaq Wintermarkers - need to know the Winter and Suaq briefs quite well
- 1 Herald of Sorin
- **Token - Ribbon ID 12286**
- **Curse tags?**

Greywalker Hall is in the very northern wastes and is entirely Suaq. You, hunters, have had a deal with Sorin that you can hunt the mammoths of the region - and Sorin will help - so long as you don't harm any wolves.

However, recently, some of you, including your Icewalker, got lost in the wastes and made a deal with Wendigo to get food - and the only option was to kill some wolves. Now, you who weren't part of this deal have come to Anvil to ask any Suaq Icewalkers to speak to the Herald on your behalf and seek permission for the yearly hunt - you *don't know* about the Wendigo deal and what went down.

When the players use the token to summon the Herald, it will inform them of what happened and say the only way the hunt can go ahead is if the Suaq at Anvil agree to go to The Howling Fields and hunt down and punish those that slew the wolves. **(This must be a quest - when?)**

In addition, the Herald has its own bits and bobs it wants to do around Anvil - almost all focused on the Suaq.

Estimated completion: 22:30 **(this is nowhere near enough time)**

### **22:30 - Along Came a Spider Hook** - John Haynes

*Walter of Mourn goes to the Marchers and says he's ready to go when there is a conjunction to poison the Jotun food supplies in the Mourn in a stealth mission.*

#### **Requires:**

- Arran Boyd as Walter

- **Should he have the poison himself? Or do the players have this? Arhallogen plot?**

Go to the Marcher camp and tell them (**who? There must be a prior contact?**) that he's ready to go with them to poison Jotun supplies - all that he needs is to know when a conjunction is. He knows a location - it's a waypoint for supplies, so few guards, though any they do find need to be disposed of quietly and bodies need to be disposed of to leave no trace (presumably using the Spring ritual [Turns the Circle](#)).

Estimated completion: 23:00

### **22:30 - [Crowning Glory Varushka Hook](#) - David Kibblewhite**

*A volhov (more than one if you like) enters Anvil on foot and hooks the quest.*

#### **Requires:**

- 1+ Varushkan Volhov - needs good knowledge of the Varushkan & Volhov briefs

Volhov goes to drag Varushka into a thing Dawn will be getting involved with later. You're looking to get some very smart volhavs who can investigate curses to go through the Sentinel Gate to find out what's going on by the shores of the Semmerlac.

Estimated completion: 23:00

### **22:30 - [Porcelain Murder Dolls](#) - Dave Young**

*Herald of the Whisper Gallery enters Conclave to creep people out and stab someone up.*

#### **Requires:**

- Dhia as Whisper Gallery Herald

You look like a porcelain doll with knives. You will inspire fear and allow people to interact with you, though you will not speak. You cannot leave the Whisper Gallery. You will wait around until a certain person appears - then cut them to pieces. **Who are you waiting for?**

Estimated completion: 23:00

### **22:30 - [New Spire](#) - John Haynes**

*Following the building of defenses at the Claw, the team building there have discovered some old ruins that would serve as a foundation for a new spire, they believe that a new spire could be built here. They want to find a benefactor that will*

*be happy to raise the money for an initial survey and commit to building of it comes back positive.*

**Requires:**

- 1 Urizeni architect/construction leader - Ardian Stoneflame
- **Diagrams of findings with “strange symbols” - no indication that this has already been provided**

Following the building of defenses at The Claw (**Is this The Caves of the Claw in Morrow?**), you and your team have discovered a number of old ruins - these could form the basis of a new spire, but you have neither the capital nor the support to build one at present. You are a driven team leader, and an obvious Urizeni perfectionist - you want to start by surveying the site, which appears to be rather old. You're looking for someone to fund this endeavour, and commit to building the Spire should results be positive. **How much do they need for this survey?**

Estimated completion: 23:00 (probably needs longer? **Also, two Urizen plots are hitting the field at the same time!**)

**22:30 - [Druj Bandit Hunt](#)** - Michelle Taylor (Chessy)

*The Three Stars Spire are back and this time the PCs can actually help them.*

**Requires:**

- 2 Urizeni
- **Plot makes mention of 2 specific NPCs but does not say who has played them - investigate**
- A bunch of specific potions

Two members of Lustri Spire come to deliver some potions as previously agreed. **(How were they previously agreed? Plot needs to link back to previous plot - context required.)**

Three Stars Spire (Lustri, Spiral) has been magically hidden, but not everyone managed to get inside first, and there are Druj about. The woods are very easy to get lost in, but one of you has checked, and there's a conjunction to that location - they should send some people through to rescue your spire-mates! But be as careful as possible - if the Druj get wind of people coming they'll surely just murder your friends (they *are* Druj, after all)...

**Actual Quest is currently scheduled for 23:30 - this gives scant time for the PCs to organise themselves, but is *just* before Raff needs a bunch of Druj for time-sensitive stuff in the same sort of location. Probably needs to move.**

Estimated completion: 23:30

**23:00 - Crowning Glory Dawn Hook** - David Kibblewhite

*Heralds go out to speak to Dawn. They are the same trapped sailors from previous encounters, but because the Lady is venomed by her belt she has a little less control over them and they've briefly made it out under their own power.*

**Requires:**

- Thomas and Beth as Semmerlac Heralds

Heralds of Semmerlac (?) go to drag dawn into a thing Varushka are doing - looks strongly like continuation of previous plot.

Estimated completion: 23:30 (likely just drop plot hook and leave them to it)

**23:00 - Crowning Glory Varushka Encounter 1** - David Kibblewhite

*This might be in a cave, it might be on a wrecked ship. Hopefully, some of the players will stop to distract the Rusalka whilst some others open the portal, at which point Shishkin will appear and can be spoken to/targeted with rituals.*

**Requires:**

- 3-ish Rusalka
- Lee Lawson as powerful trapped Volhov - Shishkin Miroslav
- **1 attached ref**

The players should be following the hook and coming to the shores of the Semmerlak knowing a) that there are Rusalka about and b) that they need to be doing investigations of curses and whatnot. The Rusalka are horrible monsters that love killing people - but using Varushkan volhov skills and hearth magic they can be kept at bay by distractions. Principally, if they are treated as NOT-monsters, then they struggle to be monsters.

Whilst distractions are going on, Volhavs can have a chat with and do divinations on Shishkin - a volhov who's been trapped here 150 years by a potent curse laid by a local Sovereign named Dho-Uala. Recently, she's been given her magic belt back, but it was cursed, and she's responded by gathering sailors to live in her lair and generally causing problems. They will need to liase with Dawn to deal with her - likely needing to acquire a Serpent's Stone.

Estimated completion: 23:30

**23:00 - Janon Statue: Yes Please!** - John Haynes **Contact is listed as Andy Raff on wiki**

*An artist who comes from Temeschwar where the statue to jannon is being built has felt inspired to paint by dreams. Other artists have felt the influence too.*



**Requires:**

- Su Wainwright as Temeschwari artist - Eliza van Temeschwar, of the Golden Throne Carta
- **1 bond ring - Item ID 12287**

An artist has found her art inspired lately by otherworldly music and dreams - dreams haunted by flame and music. She wants to find who commissioned the statue and thank them with a gift of a bond ring that a fellow artist was inspired to make. **(Apparently there's some sort of song attached?)**

**There are notes about Janon's aims - are these supposed to come from the artist? They feel out of place without further explanation.**

Estimated completion: 00:00 (or until timeout, come on, it's Janon plot)

## **Saturday (22 Plots) - Time-In 10:00**

**10:30 - Fashion** - John Haynes

*A young Navarri that is joining the League wants tips on what they should wear, really uncomfortable about themselves and actually it's a matter of pride more than anything else. wants help from the fashion types.*

**Required:**

- 1 young, insecure Navarr warrior **wiki says from Skarsind - are there Steadings there?**

You are a young Navarr warrior - you have a military unit and have led troops into battle. However, you're very image-conscious and feel like you don't really fit in within Navarr - in fact, you feel like you want to join the League. You know a big part of this is the clothing, and want tips on how to dress to fit in.

**Are they looking to get bonded to the League this event? If so, has the League egregore been briefed?**

Estimated completion: 11:00 (probably not enough time)

**10:30 - The Hand Taken** - Michelle Taylor (Chessy)

*The Tribunal show up to Anvil on two missions:*

*1) They have nabbed a member of the Hand of Glory, a secretive organisation they suspect of being the remnant of Nicovar's spies / the old Urizeni intelligence 'Arbiter's Hand' which fights tirelessly for Urizeni supremacy in the Empire - they're hoping that someone in Anvil might be able to help interrogate them.*

2) *They have heard the Symposium is on, and that Edward Watcher, notorious Abraxian, is Symposiarch. This is obviously a dire existential threat to the Way and they must find someone in the Vigilance assembly to help ensure no changes are made to Doctrine. They are also mildly convinced that the Hand of Glory are behind this choice of Symposiarch.*

**Requires:**

- 4-ish Tribunal agents (good knowledge of IC doctrine/theology quite important)
- 1 captive in an environment tent
- 2 Highborn thugs to watch captive (as well? They're gonna be bored - can we not get 2 of the previous 4 to "go ahead" and be the guards?)
- Various resources and **Curse in a Bottle - NO ITEM ID**

The Tribunal is basically a secret organisation that is (currently) dedicated to keeping the Way as pure and orthodox as possible. Think Dan Brown's Opus Dei.

The Tribunal agents will go to the Vigilance Assembly and investigate to see if any of them are Abraxians (read up on Abraxus!), quietly explain to them that doctrine *cannot* change, it's too dangerous - and bad-mouth Urizen. In particular, bad-mouth the Abraxian Symposiarch, Ed Watcher.

Then they'll find someone trustworthy and bring them to interrogate their captive. The captive is from *another* secret society that is trying to bring Nicovar back and make Urizen as powerful and unfettered as possible. They should interrogate the interrogators and make them feel bad for illegally imprisoning someone.

Estimated completion: 15:30 (this could easily become all-day plot)

**11:00 - [Lashonar Inspires Marchers](#) - Michelle Taylor (Chessy)**

*Some anti-war Marchers show up to be narky, make ill-advised statements about the Empire being as bad as the Jotun, and see if they get done for treason or persuaded of the error of their ways first.*

**Requires:**

- 4+ Marchers - 1 yeofolk, rest peasants

Whinge about how war sucks, people die, you're selling all your food at low prices to the armies and the Synod and Senate have used you and left you dry in your hour of need. The PCs will likely either try and persuade you that you're wrong (in which case be obstinate, make them work for it) or try and get your condemned/arrested for heresy/treason. You're definitely not heretics (Peace is a *false virtue*, and anyway, none of you are even close to being priests), and as far as you know you've done nothing *illegal*.

You are about as poor and war-weary as it gets. There are four individual mini-briefs about your particular reasons for disliking this war thing.

Estimated completion: 14:00

**12:00 - [Andretti Plot](#)** - John Haynes

*An art collector comes to Anvil looking to buy old Andretti paintings and to look at promising artists.*

**Requires:**

- 1 Urizeni art collector, Songspire
- 6 mana crystals

Your spire is focused on the arts, and you've come to Anvil to see any Andretti paintings, plus any objects that he might have owned. You also have an interest in any talented visual artists around.

You're not looking to buy at this point - just observe. Andretti was a famous Urizeni artist (**I think the implication is that he was from Songspire - can we get this confirmed?**) - he was fascinated by the soul and painted his impressions of people's souls. He died around 50 years ago.

Estimated completion: 13:30

**13:00 - [Brazen Blades](#)** - John Haynes

*A couple of brazen blades go into the Brass Coast and hit the bars and food places. They are looking for recruits and work.*

**Requires:**

- 2 Brass Coast Corsairs - **for some reason wearing black, but I don't think this is very on-brief unless they want to stick out like a sore thumb**
- "Assorted trade goods", mana and a single wain of white granite
- **18 thrones each** (what?! Did he mean rings? Crowns?)

Two incredibly dodgy not actual Freeborn go into the Coast to chat and make friends. Once you have friendly possibly dodgy people, offer to sell them things that were pirated from an Asavean slave ship and promise more fruitful business relationships in the future if things go okay.

Estimated completion: 14:00 (will probably need a bit longer than this?)

**13:00 - [Academy Boggart Book](#)** - John Haynes

*Natasha returns to collect the Boggart pages from the Academy.*

**Requires:**

- Liina as Natasha, a Varushkan
- 2 thrones

Go to the Academy and collect the pages. Make sure you make a big fuss about how useful this will be, look over the pages and praise them. Make sure you point out how they seem to be a future generation of monster hunters and that they will do well in defending the Empire. Remind them that knowledge of your enemy is the most important thing in fighting an enemy. Promise to return in Winter with a copy of the book for them.

Estimated completion: 13:30

**15:00 - Ratibor's Ruffians Request Ratification** - Michelle Taylor (Chessy)

*The Ruffians are back and very enthusiastic about their new career kicking Bad Guys in the teeth. Their Warrant Officer is less impressed...*

**Requires:**

- 1 Temeschwari Warrant Officer
- 2-6 Ruffians

*Ratibor's Ruffians* are a group of dead 'ard fighters who were inspired by the tale of Ratibor and went around kicking in Vyig businesses. They then went around kicking in some other things, but then they got seconded to the Militia, where they do a good job chasing down people who fail to pay fines.

Unfortunately, their Warrant Officer is a bit peeved that criminals are being brought in rather more roughed up than is necessary - which is causing people who are hiding criminals to stay silent rather than risked getting roughed up too. Also, it's hard work just keeping them from breaking the law themselves.

Warrant Officer will go in and have a shouting match with the magistrate who recommended them for their current job (lovely bit of NPC on NPC action) and give the popcorn gallery in the Hub something to enjoy.

The Ruffians, in the meantime, will pester the Vigilance/Ambition assemblies (particularly the people who got Ratibor recognised as an Exemplar) and get them to put in a Statement of Principle supporting their actions.

Estimated completion: 17:00 (Warrant Officer should finish before this)

**15:00 - Historical Rescue (Quest)** - Dave Young

*A Historical Researcher (Samael Aedan's Rest) has been hunted by the Whisper Gallery. He was protected by a Winter Ritual, and a group of Navarr turned up - he thought they were taking him to safety. All he knew was that there was a commotion whilst he was packing to go and came downstairs and everyone had been killed. There Navarr were nowhere in sight - the ward was down - he ran.*

**Requires:**

- 1 Navarri Historical Researcher

Quest - the Researcher is hiding in the woods, keeping away from agents of the Whisper Gallery. He needs to be rescued in a Quest - at which point he can be taken back to Anvil and roleplay for a bit.

**Needs a lot more brief for the NPC - what have they been researching? What notes are they carrying - have these been written up? What should they do when taken back to Anvil?**

Estimated completion: 16:00 (If NPC needs to roleplay this should probably be later?)

**15:00 - [Callidus Loves Audiences](#) - Dave Young**

*A Herald of Callidus will go to wealthy groups in the Empire and try and sell tickets to an audience with their patron.*

**Requires:**

- 1 Herald of Callidus

You are a servant of Callidus, the Autumn Eternal of greed and desire. You have four tickets that will each allow 6 people to enter the Hall of Worlds for a 15 minute audience. People can buy them outright for 50 thrones, or they can place a bid. Any tickets not bought outright will be sold to the highest bidder (so long as it meets the reserve price).

You can be bribed to reveal some information, though you won't tell the PCs this.

Estimated completion: 16:00 (you're just going out to flog tickets for an hour)

**16:00 - [The Trader of Shards](#) - Michelle Taylor (Chessy)**

*Antigoni has sent one of her inner circle to attempt to get the shards off the Empire by any means necessary, now that she knows they are collecting them.*

**Requires:**

- 1 highly competent negotiator
- OPTIONAL 1-3 minions

- Some resources

You are a member of an occultist group called the Children of Antigoni - Antigoni being a >100 year old green-skinned cambion who's trying to rebuild an artefact called the Mirror of Nations. The Empire has been collecting some of the shards that were originally part of this Mirror - and you've come to buy, beg, borrow or steal them for her.

The players have had some contact with this plotline before, so may catch on to who you're working for - but you on no account will reveal this information, even if you have to unconvincingly claim you've never heard of her.

**Note - no clear direction on where to start, but probably in previous debriefs - would be good to get a steer on this.**

Estimated completion: 19:00

#### **17:00 - Janon Statue: No Thank You!** - John Haynes

*A priest comes to Anvil to condemn the building of statues and follies to eternal as idolatry.*

##### **Requires:**

- 1 Highguard priest of Vigilance (should know about religious crimes - esp. Idolatry)

Calm and reasonable priest is worried about all these buildings commemorating Eternals going up in the Empire - the statue to Janon, the Spring College dedicated to Irra Harah, etc. - he thinks they are idolatrous.

His aim is to get them torn down, maybe replaced with statues to the Exemplars and Paragons - and is concerned about the power the Civilian Commissioners have to create things like this - perhaps their powers should be curbed. **(Suggestion from JK: ask if their powers could be amended to *proposing* a motion to Build the Thing, which then must be voted on and be passed in Principle?)**

Not confrontational - measured and careful, like a teacher or parent carefully guiding people away from the mistakes they've made and getting them fixed.

Estimated completion: 17:30 (Not enough time...)

#### **17:30 - Murit's Meddling** - Michelle Taylor (Chessy)

*Basic audience followup. Probably putting Murit to bed after this unless someone does something actively impressive / the Runeforge is created, Xanthous tells us, people can live up to their promises.*

**Requires:**

- 1 Herald of Murit
- 1 “focus” - **Magic Item with NO RIBBON ID!**

Minor Herald of Murit goes out with messages for Sunhammer Kirik, Merry of the Marches, Zoric of Varushka, Cora Greyshanks, William Guildenstern, Brangwen Elainsdottir, Kassius of Fulcrum and Magic Errol. Also a shiny present for Sunhammer Kirik. Can take messages from artists.

Estimated completion: 19:00

**18:00 - [Sovereign Love Story Quest](#)** - John Haynes **Andy Raff is contact on wiki**

*Varushkans go to stop a group of Varushkans from killing a bunch of kids and the sovereign who rescued them.*

**Requires:**

- Varushkan huntsman
- Dhiamara as the Lady of Sighs
- 4 children - “Academy already approached”
- 4 Varushkan “villains”

Quest where the villains are trying to murder the kids who are witnesses to them betraying their vale on behalf of the Thule. The Lady of Sighs is a Sovereign who will try and protect the kids.

Estimated completion: 18:30

**18:00 - [Your Message Tube is Finite](#)** - Michelle Taylor (Chessy)

*Lavinia goes out to finish following up the Phaleron audience and give Team Library their next quest.*

**Requires:**

- Liina as Lavinia (presumably a Librarian - Herald of Phaleron)
- Lavinia’s Library Key **What is this? Is it supposed to be Ribboned?**

Lavinia goes to give messages/chat to Sian, Gralka and Garth. Continuation of ongoing Library plot.

Estimated completion: 19:00

**18:00 - [New Recruits to the Whisper Gallery](#)** - Dave Young

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Timetable says "3 cultists"

Estimated completion: 19:00

**18:30 - [Janon Church](#)** - John Haynes

*An agent of Janon goes to Elinor de Rondell (responsible for getting the cathedral to the passion of courage) to request some true Liao so it can be consecrated and to reward them for their hard work.*

**Requires:**

- Kat Q as Fever, Herald of Janon
- OR: a mortal agent of Janon, Night Mage and Priest of Courage
- **An undefined gift with no ribbon ID**
- **Potions of Unfettered Anarchy?**

Requires strong brief knowledge. Congratulate Elinor de Rondell on getting the Cathedral built, and give her a little gift (**The gift is undefined AND HAS NO RIBBON ID**) - then reveal that the cathedral needs to be permanently consecrated with true liao. Ask her to acquire this, and get it to Janon or one of its agents - they can send a winged messenger to an agent who will take it from there.

Drop some names of people who can help - such as Kahendrin Wordsmith (Dawn), The Umbral Path (Navarr), Mirislav & Irina Kardoava Arkady (who are to be married in Janon's realm in Spring), Gralka

Also, you should find Ser Lecons Vexille and tell him that he is always welcome in Janon's Court. You should also be passing out potions of Unfettered Anarchy.

Estimated completion: 19:30

**19:00 - [Where's Your Glory?](#)** - John Haynes

*NPC goes out to see Bessie to collect the information and a suggestion of a sodality.*

**Requires:**

- 1 Dawnish Yeoman (needs to be able to sell something and have a working knowledge of Emperor Nicovar)

**Who is this plot directed at? I don't know if "Bessie" is a name or not.**

**Some information about a book? Not sure what this book is.**



Tell [The PC target] that you want her and her Urizen Torchbearer friend (Livia Cascade? Someone else?) to get together and start chronicling the noteworthy deeds of Imperial heroes.

One suggestion is bringing this to the Senate to make an official sodality. If this can be done, then Lord Du Marie (your boss) can help fund it.

Estimated completion: 19:30 (will probably need longer)

### **19:00 - [Brass Coast Skirmish Quest](#) - John Haynes**

*A Grendel ViP has negotiated with Brazen Blade mercs to buy a stolen Religious relic of Zemress they had procured for him, players need to smash through the Grendel lines and retrieve the relic before the mercs and ViP get away.*

#### **Requires:**

- Skirmish team as Grendel - **Porridge Orcs?**
- 4 Brazen Blades - Brass Coast Corsairs
- 1 Hero Orc - Sartovia - **Stats?**
- Ring of Zemress **NEEDS A RIBBON ID**
- Chunk of money

PCs will be trying to come kill all the bad guys and nab the relic back following the hook yesterday.

When they arrive, negotiations are ongoing - during the fight the Brazen Blades will be trying to wrangle more cash from the VIP in exchange for extracting him.

Estimated completion: 19:30

### **20:00 - [Industry and Vigilance](#) - John Haynes**

*Sven Karkov goes to see Goran Kovacevic regarding previous business regarding the mine, making it a cathedral and building a new vale.*

#### **Requires:**

- Nick L as Sven Karkov, Varushkan
- A couple of thrones

Ask about the liao they're gathering for the Cathedral. Drop heavy hints that true liao would make it much more productive. You also need to talk about a Sovereign who's offered you a deal to lead you to a seam of resources you can build a vale around - unless someone can find you funding elsewhere.

Also try and push your economy and mine to the forefront, now there's peace with the Thule.

Estimated completion: 20:30

**22:00 - [Krampus Audience E4 2016](#) - David Kibblewhite**

*One minion to collect the players at the sentinel gate, make sure they are bringing the right people, and then escort them down to the encounter tent, or wherever this ends up being run.*

**Requires:**

- 1 Minion/Herald of Krampus? (**V. little detail - no kit brief**)

Go grab the orcs and bring them to an audience with Krampus, a sort of dark Wintermark Egregore who curses people to make them better.

Estimated completion: 22:30

**22:00 - [Reikos Skirmish Quest](#) - John Haynes**

*Members of the Chorus are conducting a ritual to bind a fear pillar to the eater of souls to it in an attempt to bind it to Reikos.*

**Required:**

- Skirmish Crew in wild clothes, mismatched weapons and kit
- 3 Urizen members of The Chorus - Winter Ritualists
- Some sacrifices and body parts
- **Suggestion of Chris being involved (phys-rep for Corvus)? Text then mentions Spring though - do they mean Iulian (Tallest Ian)?**
- Crystal mana and winter vis

Basically, some cultists are trying to bind a spectre from the Labyrinth (the Eater of Souls, a Despair (Fear) spirit) to one of the Druj Fear Pillars in Reikos. People need to go stab them up to stop this happening. They're all dedicated to Fear, fanatically loyal to the spectre, and no longer bonded to their egregores.

Estimated completion: 22:30

**00:00 - [Along Came a Spider Quest](#) - John Haynes**

*Walter and some Marchers go to poison Jotun food supplies all sneaky-sneaky in the dark.*

**Requires:**

- Arran Boyd as Walter of the Mourn - **does he have stats?**
- Skirmish Crew as Jotun - **need stats**
- Bags and barrels - Jotun camp

PCs need to sneak into the Jotun camp and poison all their supplies, drawing as little attention as possible. If they kill any Jotun, they need to dispose of the bodies - presumably using the Spring Ritual Turns the Circle. **Not clear who has the poison - is it the PCs or Walter? Is this Arhallogen plot?**

Estimated completion: 00:30

## **Sunday (1 Plot) - Time-In 10:00**

**13:00 - [Crowning Glory Dawn Encounter](#)** - David Kibblewhite

*Heralds go back out and let players into the regio via the hall of worlds. What I would like here is the classic sleeping beauty asleep on a bed of flowers type trope. If we could make her the centre of attention with a spotlight or something great. Shishkin should also be present, trapped in his tree.*

### **Requires:**

- Beth and Thomas as Semmerlac Heralds
- Sophie as Lady of Semmerlac
- Lee Lawson as Shishkin
- 1 ref

Fetch the Dawnish, who should be all over this plot by now, and transport them to the Encounter Tent. **Not clear whether the Heralds are needed after the transportation.**

**Unclear whether the Varushkans will be there at the same time?**

Estimated completion: 13:30