

TRADE WITH THE BROKEN SHORE, SUMMER SOLSTICE 379YE

Trade with the Broken Shore is risky at the best of times, but this past three months it has become even more fraught. It seems that the Grendel have pulled back many of their warships to patrol their coastal waters, searching for Imperial ships that have no business there. Your ship is likely to have had at least one encounter with the Grendel during which you need to quickly demonstrate that you are travelling to Dubhtraig to trade, rather than attacking Grendel vessels.

The approach to the sprawling barbarian port is particularly well defended - there are dozens of green and blue-sailed warships docked here being resupplied and refitted. An entire navy, in fact - named by the dockside scum as the Tempest. Many of the warships patrolling the southern bay are part of this navy. There are a great many tough, vicious Grendel marines in Dubhtraig this season who sometimes take exception to human visitors to the port. Tempers run high occasionally - there is a lot of idle talk about sweeping north into the bay and showing the Empire who really controls these waters.

At the best of times, Dubhtraig is a wretched hive of scum and villainy, where the strong oppress the weak at the command of the wealthy. Ruled by the utterly ruthless Salt Lord Suriad, Dubhtraig remains a centre of Grendel trade and piracy - and for their politics, such as they are. There is some talk of emissaries sent to the Empire, and of Grendel assets secured along "the northern bay" but no specifics.

One topic that comes up several times is how untrustworthy and two-faced the humans of the Empire are. Much is made of the Imperial agreement to stop attacking Grendel vessels and settlements on the Broken Shore, which was broken almost immediately. Unflattering comparisons with the Druj of the eastern swamps are made on the waterfront of Dubhtraig.

In the end, you conclude your business without too many incidents and receive an armed escort out of the coastal waters of the Broken Shore, your hold laden with trade goods and a few choice ingots and measures secured from the Grendel merchants.

Game Information

You are welcome to use this information as you see fit – but this document is out-of-character and should not be shown to other characters during the event. Instead please use it as the basis of your roleplaying regarding the events described.