

## Friday

- 18:10 – East Floes Descent, Pakannan’s Pass, Skarsind: 30 people: Skjaldir/Ulvenwar WM, rescue heroes trapped by the Jotun
- 18:30 – East Floes Descent, Pakannan’s Pass, Skarsind: 60 people: Skjaldir/Ulvenwar WM, IO, prevent a Jotun scouting force moving into Skarsind
- 20:00 – Iron Citadel Field, Caeli, Morrow: 35 people: All Chikad + Tortured Souls  
Ur, HG, Na, fight Druj skirmishers, rescue Urizen scholars from Halls of Knowledge
- 20:30 – Meadow of Clouds, Caeli, Morrow: 35 people: All Chikad + Tortured Souls  
Ur, HG, Na, fight Druj skirmishers, rescue Urizen scholars from Halls of Knowledge
- 21:00 – Peakedge Road, Peregro, Morrow: 35 people: All Chikad + Tortured Souls  
Ur, HG, Na, fight Druj skirmishers, rescue Urizen scholars from Halls of Knowledge
- 21:30 – Sulphur Vent, Peregro, Morrow: 35 people: All Chikad + Tortured Souls  
Ur, HG, Na, fight Druj skirmishers, rescue Urizen scholars from Halls of Knowledge
- 21:15 – Rookwood Estate, Murderdale, Barrens: 25 people: House Martel + Druj Chikad Militia, Dawn, go and capture/kill House Martel

## Saturday

- 14:30 – Silver Light Tower, Operus, Morrow: 50 people: Druj Chikad + Hupul  
Anvil Hospital, Highguard, Urizen: go and save poisoned physicks
- 15:00 – Silver Light Path, Operus, Morrow: many people: Druj Chikad + Hupul  
Academy kids: go and save poisoned physicks
- 15:30 – Cascade Pass, Caeli, Morrow: 45 people: Druj Chikad + Hupul + poison beast  
Urizen, monster hunters: go and kill a Druj “poison beast”
- 16:00 – Blood Spike Glade, Bonewood, Ossium: 45 people: Druj Chikad + Hupul  
Varushka/Dawn: go and kill some Druj ritualists
- 18:00 – Orieni Villa, Cazar Straits: 40 people: Grendel Wave Riders, Stone Born  
Brass Coast: Attack Grendel besieging villa of Broken Shore Bounty holder
- 18:30 – Glass Point Cove, Uccelini, Sarvos: 40 people: Grendel Wave Riders, Stone Born  
League: Attack Grendel raiding the mana sinecure
- 20:00 – Wither Oak, Bonewood, Ossium: 35 people: Druj Chikad  
Varushka: Waid some wagons for loot
- 20:30 – Warden’s Reach, Bonewood, Ossium: 35 people: Druj Chikad  
Varushka: Waid some wagons for loot
- 21:00 – Fangmoor Dwell, Galath Fields, Ossium: 35 people: Druj Chikad  
Dawn: kill a Druj “poison beast”
- 21:30 – Scarred Bay, Bittershore, Ossium: 35 people: Druj Chikad  
Dawn: deactivate a Druj miasma pillar

Brass Coast – battle on Sat/Sun to strike against the Jotun pulling out of Kahraman

Urizen – battle into Zenith to sever Druj supply routes and weaken their armies

Dawn – battle in Ossium at a fort with a Spring regio of importance