

Supplementary Scouting Report

Autumn 382, Morrow

Greetings, general. This document has been compiled from reports delivered by scouts in the Urizen territory of Morrow between the Summer Solstice and the Autumn Equinox 382YE. At the moment, the Druj control two-fifths of the territory (the regions of Caeli and Peregro), and have made minor inroads into Operus (they are one tenth of the way toward taking the region, give or take).

Imperial Forces

There are three Highborn armies defending Morrow. We will presume you are familiar with both the generals and the nature of those armies. As the Autumn Equinox approaches, the Granite Pillar is assessed to have a fighting strength in the high two-thousands, while the Valiant Pegasus has a fighting strength in the mid two-thousands.

Druj Forces

There are eight Druj armies engaged in the invasion of Morrow. Having been repulsed from their attack on Operus, they are regrouping in Caeli and Peregro. While the bulk of their forces are in eastern Morrow, there are raiding parties, scouts, and guerilla fighters scattered across much of the territory.

The **Hidden Snake** fight under Warlord Blacktongue. The army is clearly at home in difficult terrain - the host moves easily through the foothills of Caeli and navigates the scattered forests with ease. They would be difficult to pin down if they were to shift to a defensive strategy - but this season they are engaged in an unsubtle full-on assault against Morrow and the Highborn. By the end of the season their strength is in the high four thousands.

The **Hunting Scorpion** are a massive host of orcs, fighting beneath banners that (unsurprisingly) bear the mark of stylised scorpions. Under the leadership of Warlord Withersting, they are fast moving skirmishers who seem to anticipate every defensive tactic the Highborn attempt. They clash directly with the Granite Pillar on several occasions, seeking to outmaneuver the defensive positions they have laid down. They flank, surround, and strike constantly against the least defensible



positions, driving the Imperial forces back time after time with their superior mobility. The sheer number of armies fielded by the Druj, compares to the smaller but more disciplined force of the Highborn, means that the Pillar are able to gain the upper hand as the campaign draws on. By the end of the season the fighting strength of the hunting scorpion is in the low seven thousands.

The **Poison Crane** fight beneath banners showing some sort of marsh bird – although the creature depicted has a significantly more martial aspect than the storks the Empire is familiar with. They are lead by Warlord Redtalon and combine an unquenchable thirst for the blood of Imperial forces with vicious, sustained attacks. They take every opportunity to engage the Highborn defenders, often using the Urizen refugees as bait to force the Imperial troops to engage them on unequal ground. As each Highborn falls, they are stabbed through the heart – even if they are already dead – with the vicious long daggers wielded by many of the Druj warriors. Their relentless assaults account for a significant number of the fatalities suffered during the battles at the Temple of the Winds and the Halls of Knowledge. They do not emerge from these battles unscathed however – by the end of the season their strength is in the high four thousands.

The **Red Lizard** under Warlord Firehand carry banners showing a burning reptile. While they are engaged in an aggressive assault intended to overwhelm the defenders of Highguard, observers note that they have a significantly higher number of tepel healers among their ranks. If they were on the defence, these healers would no doubt give not only the Red Lizard an advantage but also their allied armies – they are at least the equal of the Valiant Pegasus when it comes to the arts of healing, albeit twisted by the natural cruelty of the Druj. It is the Red Lizard who loot and burn the Gardens of Morrow, as they robbed and burned the Gardens of Pallas in Zenith. By the end of the season their strength is in the high four thousands.

The **Tainted Basilisk** is a mix of Druj soldiers and other forces apparently from the east. Their ranks include scores of powerful vikari and other, lesser, magicians who focus on providing magical support to the army. They are responsible for tearing apart the mana sites of Urizen – it is the Tainted Basilisk who destroy the Wondrous Fountain of Dawn and Dusk for example. Their soldiers are also heavily



involved in the looting and subsequent destruction of the Halls of Knowledge - they are reported to have carried away many books, scrolls, and captured scholars from the ruin of the college of magic. By the end of the season's campaign, their strength is reported to be in the high four thousands.

The **Arrow Viper's** army banners depict some kind of flying snake. Their soldiers are more lightly armoured than other forces here and include a notably large number of scouts. These scouts spread out across Morrow, seeking out not only enemy forces but also key locations for the Druj to raid. There have been several clashes between the Seventh Wave and bands of Arrow Vipers with neither side able to claim the upper hand or prevent the other from gathering information about their forces. By the end of the season, the Arrow Viper's strength is estimated as being in the high four thousands - they are not shy about engaging in battle alongside the rest of the Druj once they have located appropriate targets.

The **Flame Beetle** appear to be named for the large number of monstrous creatures in their ranks - some kind of large armoured beetles. These creatures emit goutts of fire apparently at random, but it would appear they can be controlled by their riders. The creatures have some obvious uses on the open field, but the scouts are also able to observe the beetles climbing up steep inclines, apparently with little difficulty. Given the presence of siege weaponry and other equipment in the camp, it seems like that the army is intended to be used to capture fortifications by the Druj - not that they have employed these engines. If they had, the Druj might have pressed further into Operus, being better equipped to deal with the enchanted citadel there. At the end of the season their strength is estimated as being in the high four thousands.

The largest army by far is the **White Lions**. Despite the name, most of their banners depict what appears to be a large white ant of some kind, presumably some deadly poisonous creature known to the Druj. The force seems to be primarily composed of orcs drawn from the dominant Druj tribes, rather than a mix of soldiers from subject tribes and they appear to be highly disciplined as a result. Their strategy is in direct opposition to that of the Granite Pillar - it is only the fact that they are less-able to coordinate their large number of allies in the face of a smaller defensive force that gives the Highborn the advantage. By the end of the season their



strength is estimated to be in the low seven-thousands.

All told the Druj have lost around one-and-a-half thousand troops in the invasion, slightly more than the four thousand estimated losses to the Highborn armies. Most of their forces have been engaged in all-out attacks on Imperial citizens and defences. The exceptions are the Arrow Viper (gathering information and scouting); the Hunting Scorpion (outmaneuvering the defending forces); and the Poison Crane (slaughtering as many Imperials as possible).

Additional Information

During the campaign season, several Highborn forces have reported encounters with Druj deploying billowing clouds of poison during engagements. This thick green smoke envenoms anyone unfortunate enough to come into close proximity with it. Delivered by orc slaves swinging giant censers, perhaps an imitation of those used to burn incense by some priests of the Way, it has caused battle-lines to become disorganised and strained stocks of Imperial Roseweald.

There are also chilling reports from the fighting in Morrow that suggest the Druj are fielding unnatural troops to supplement the great numbers of orcs. There have been multiple confirmed sightings of numbers of men and women in the attire of Highborn soldiers, Urizen sentinels, and Dawnish knights - shades of former Imperial citizens that have been tortured to death and turned into walking embodiments of spite and malice by the Druj. Many in the Seventh Wave remember the anguish inflicted by these fallen creatures during the Druj's campaign in Reikos, knowing that such a fate could befall themselves should they be captured in battle. Confirmed reports remain few, but there appears to be a consensus that the Druj are fielding significantly larger numbers of these accursed horrors than during the Reikos campaign - perhaps understandable given they have access to significantly more "raw material" from which to create them. Individually they are durable but ultimately possess only the fighting ability they had in life; what makes them particularly deadly are the malefic spiritual damage they inflict to those who engage them.

There appear to be no spy networks in Morrow at this time; the Druj Arrow Viper's are responsible for most of the barbarian orcs' intelligence gathering.

