

Skirmish 1: Druj + Tortured Souls vs Highguard

Tom Hancocks : Friday, 18:30 to Friday, 19:00 - No Flexibility Of Any Kind

Conjunction: 100 people : Friday, 18:30 : 20 minutes : Ceramic Meander, Iteri, Zenith

Druj forces - Pakkad and Chikad

A number of Tortured Souls - require Exorcism to deal with permanently

A named Tortured Soul - Benediction of the Children of The Elms, an Highguard Exarch - will have to try and 'talk them round' to remember their humanity, will then require a higher level exorcism than normal

Just fighting the Tortured Souls won't work, they can be dropped but will return.

Skirmish 2: Druj + Tortured Souls vs Urizen

Tom Hancocks : Friday, 19:00 to Friday, 19:30 - No Flexibility Of Any Kind

Conjunction: 100 people : Friday, 19:00 : 20 minutes : Eridemia's Isolation, Clypion, Zenith

Druj forces - Pakkad and Chikad

A number of Tortured Souls - require Exorcism to deal with permanently

A named Tortured Soul - Yoland of Heavenwatch Spire, an Urizeni Seer - will have to try and 'talk them round' to remember their humanity, will then require a higher level exorcism than normal

Just fighting the Tortured Souls won't work, they can be dropped but will return.

Skirmish 3: Jotun vs Kahraman

Tom Hancocks : Friday, 20:00 to Friday, 20:30 - No Flexibility Of Any Kind

Conjunction: 80 people : Friday, 20:00 : 20 minutes : Redhill Pastures, Gambit, Kahraman
Lasambrian Jotun - a mix of Skjaldir, Ulvenwar and Raoljost - but operating in a more fast and flexible style to normal. The Lasambrians are fighting more akin to their roots in the plains.

Aim is to engage the enemy, and break their fighting strength. They are looting and pillaging, not here for conquest. Try to pin them down and quickly break them. If they break they will retreat and flee.

Skirmish 4: Jotun vs Kallavesa

Tom Hancocks : Friday, 20:30 to Friday, 21:00 - No Flexibility Of Any Kind

Conjunction: 80 people : Friday, 20:30 : 20 minutes : Starkmarsh, West Marsh, Kallavesa

Jotun forces - mix of Skjaldir, Ulvenwar and Raoljost

Need to eliminate them all to avoid the discovery of the Skallahn spy network.

Will require some fast runners to chase down any Jotun who try to flee if they break.

Skirmish 5: Jotun vs Bregasland

Tom Hancocks : Friday, 21:00 to Friday, 21:30 - No Flexibility Of Any Kind

Conjunction: 80 people : Friday, 21:00 : 20 minutes : Dank Mere, Grey Fens, Bregasland

Jotun forces - mix of Skjaldir, Ulvenwar and Raoljost

The Marchers of Dank Mere in Bregasland are preparing a campaign of propaganda to discredit Mathilda Fisher, but they need a display of the Empire's strength to kindle the flames.

Utterly destroying a warband of Jotun in the area will do just fine. The more convincing the win, the better.

Skirmish 6: Jotun in Sermersuaq

Tom Hancocks : Friday, 21:30 to Friday, 22:00 - No Flexibility Of Any Kind

Conjunction: 80 people : Friday, 21:30 : 20 minutes : Ikka's Trail, Suaq Fount, Sermersuaq

Jotun forces - mix of Skjaldir, Ulvenwar and Raoljost

A patrol of Jotun near the mithril mine at Ikka's Tears needs drawing away.

Ensure that you attract their attention, draw them to you, keep the fight close to the portal. Ultimately you don't need to overwhelm them, just keep their attention for 15 minutes or so.

Skirmish 7: Jotun vs Mitwold

Tom Hancocks : Saturday, 14:30 to Saturday, 15:00 - No Flexibility Of Any Kind

Conjunction: 75 people : Saturday, 14:30 : 20 minutes : Steward's Landing, Oddmire, Mitwold

Jotun - a mix of Skjaldir, Ulvenwar and Raoljost

Need to get to Mitwold and hold off a warband of Jotun.

Need to locate a local fisherman called Jarvey "Stongoar" Oddsboy. Need to cast Vale of Shadows (night ritual) on him/his fishing village to hide it from the Jotun. He will be somewhere in the area, and will make himself known to the heroes when he judges the coast is clear.

Skirmish 8: Jotun vs Segura

Tom Hancocks : Saturday, 15:00 to Saturday, 15:30 - No Flexibility Of Any Kind

Conjunction: 70 people : Saturday, 15:00 : 20 minutes : Kabalai Campo, Anduzjasse, Segura
Lasambrian Jotun - a mix of Skjaldir, Ulvenwar and Raoljost - but operating in a more fast and flexible style to normal. The Lasambrians are fighting more akin to their roots in the plains.

Aim is to engage the enemy, and break their fighting strength. They are looting and pillaging, not here for conquest. Try to pin them down and quickly break them. If they break they will retreat and flee.

Skirmish 9: Jotun vs Sermersuaq

Tom Hancocks : Saturday, 15:30 to Saturday, 16:00 - No Flexibility Of Any Kind

Conjunction: 70 people : Saturday, 15:30 : 20 minutes : Lansipari Pines, Tanikipari, Sermersuaq

Jotun - a mix of Skjaldir, Ulvenwar and Raoljost

The Jotun need to be overcome and killed or driven back away from the area of the portal.
Aim to move forward and engage, don't let them dictate the terms of the fight.

Skirmish 10: Vallorn in Broceliande 1

Tom Hancocks : Saturday, 17:00 to Saturday, 17:30 - No Flexibility Of Any Kind

Conjunction: 80 people : Saturday, 17:00 : 20 minutes : Broch's Approach, Vale's Lament, Broceliande

Vallornspawn are being attracted to a spring regio on a trod in Vale's Lament in Broceliande that we need to get supplies through. There is a limited number of vallornspawn in the area though; we estimate if the players can clear the infestation and cut down any vallornspawn that approach for about 10-15 minutes the way will be cleared.

We believe the sentinel gate conjunction location will be very close to the regio, so be prepared for combat immediately upon entry. On the bright side, this means retreat to the gate should be quite short should things go wrong.

Miasma is present here. Need Abraxus Stone or Vitality of Rushing Water ritual to avoid a permanent VENOM effect in the area. Traumatic wounds associated with the Vallorn might also arise.

Skirmish 11a: Vallorn in Casinea

Tom Hancocks : Saturday, 17:30 to Saturday, 18:00 - No Flexibility Of Any Kind

Conjunction: 80 people : Saturday, 17:30 : 20 minutes : Holmwood, Mareholm, Casinea

NOTE - this skirmish is special, there are two options for where the players can go:

Holmwood or Vale's Fast. FIND OUT AHEAD OF TIME WHICH ONE THEY ARE GOING ON AND TELL TOM!

Holmwood - aim is to get in there and kill as many vallornspawn as possible in the time available. Vallornspawn - lots of them, maybe some vallorn briars too.

Vale's Fast - aim is to locate and then target a single cult leader (called Shadowspore) of Yaw'nagrah. There will be lots of spawn about and maybe some vallorn briars. They are not the focus, the cultist is. Elimination of the cultist is the key to victory.

There is NO VALLORN MIASMA in this area, although the spawn might inflict traumatic wounds as would be expected when engaging the vallorn.

Skirmish 12: Vallorn in Broceliande 2

Tom Hancocks : Saturday, 18:00 to Saturday, 18:30 - No Flexibility Of Any Kind

Conjunction: 80 people : Saturday, 18:00 : 20 minutes : Black Hearth Steading, Black Boughs, Broceliande

A number of heralds of Yaw'nagrah will try to destroy the small fortification in the area.

To deliver the magic, they only need to touch the outside of the fort, so holing up and defending from inside the fort probably won't work.

The heralds will have 10 minutes to deliver their ritual magic, so once you spot them, if you can keep them away for 10 minutes you've succeeded.

Only the heralds can deliver the magic. The vallornspawn can't and are just a (deadly!) distraction. Keeping track of the heralds will make things easier. Aggressively hunting them down and killing them is a definite option, but riskier than playing defense.

We're not sure how many Heralds there are. Clear Lens of the Eternal River or other scrying magic might reveal such information.

Miasma is present here. Need Abraxus Stone or Vitality of Rushing Water ritual to avoid a permanent VENOM effect in the area. Traumatic wounds associated with the Vallorn might also arise.

Skirmish 13: Druj in Zenith

Tom Hancocks : Saturday, 20:00 to Saturday, 20:30 - No Flexibility Of Any Kind

Conjunction: 70 people : Saturday, 20:00 : 20 minutes : Lutum Descent, Clypion, Zenith

Winter husks, raised from dead Druj orcs.

Husks are fragile, the corpses are dead after all. A successful cleaving strike or mortal blow will destroy one in a single hit. Be aware that even a felled husk can be dangerous, after a while they can rise again.

Locate a regio in the area, protect it from the husks, whilst allowing a ritual team to cast the Align the Celestial Net night ritual.

Ensure a plan is devised for leaving the area as the husks will keep approaching the area, even after the regio has been manipulated.

Skirmish 14: Druj in Ulnak

Tom Hancocks : Saturday, 20:30 to Saturday, 21:00 - No Flexibility Of Any Kind

Conjunction: 70 people : Saturday, 20:30 : 20 minutes : Beetle Tree, Oerwealt, Forest of Ulnak

Mixed Druj

Imperial soldiers retreating from the Forest of Ulnak are wandering into a trap set by the Druj. Players need to catch the Druj at their own game, assault the orcs, and slay them. The soldiers will be able to reach Ossium if the orcs are killed, and they will send information to the Imperial Spymaster relating to the Forest of Ulnak and the creation of a new spy network.

Skirmish 15: Druj in Zenith

Tom Hancocks : Saturday, 21:00 to Saturday, 21:30 - No Flexibility Of Any Kind

Conjunction: 70 people : Saturday, 21:00 : 20 minutes : Kyrinian Spring, Clypion, Zenith

Winter husks, raised from dead Druj orcs.

Husks are fragile, the corpses are dead after all. A successful cleaving strike or mortal blow will destroy one in a single hit. Be aware that even a felled husk can be dangerous, after a while they can rise again.

Locate a regio in the area, establish a perimeter to protect it from the husks, stake out a warded space around the regio, then cast the Hold Back Frozen Hunger winter ritual.

Ensure a plan is devised for leaving the area as the husks will keep approaching the area, even after the regio has been manipulated.