

OOO briefing for E4 2019:

On the way to Anvil whenever you sleep you have unfamiliar dreams. In these dreams you are Druj, marching under the banner of a rat with bloody, dripping fangs. Sometimes you are fighting battles; no, that isn't right. A battle implies a fairer fight than this, what you are doing is ambushing much weaker forces, slaughtering those who resist you and taking the others captive. Your poisoned blades strike true and you are strong, it feels good to be strong.

Your Het is a wizened, pale skinned orc who remains in your heartlands. You see him sometimes in your dreams and he is clever, but there are two siblings leading the warriors on raids now, the Blackrots. Sometimes you are led by Rek, sometimes Shesh, and you remember different faces at your side in these dreams, as though the clan has two separate warbands now.

There is a rivalry, when you return home, over how many captives are brought, who lead the better raid and who has done the greatest deeds. The rivalry is getting less friendly.

Roleplaying effect: You hear Druj ancestors more often, and more strongly than other ancestors. This will last the entire duration of the Autumn Equinox.

Additional for Ashborn Raur: The banner known as Chained No More feels... restless, you get the sense it wants to be carried somewhere. In your dreams of the Druj again and again you find yourself returning to a place called Poisonwood Glade. It is in the Drownbark Forest region of Ossium - now liberated from the Mallum and made part of the Varushkan nation. Consulting with the civil service reveals a conjunction to Poisonwood glade exists. It opens at 8:15 PM on Saturday of the Autumn Equinox for 1 hour and is large enough to take the whole Imperial Orc nation, should you wish to lead them there.