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Meeting Notes

Segura

Morrow

Sermersuaq

Ossium

- * Segura - Jotun/Lasambrian - Cathan Canae/Ice Giant? Try out Jotun light raiders for
- ** 4th Lasambrian tribe? Is already one of the Jotun armies. Howling Night. Cathan Canae
- ** Open plain - early campaign Y2/3 Iron Plains - angry Lasambria ghosts
- ** Orcs are unopposed - don't slow them down
- ** Priest stuff???
- ** Sobral Grasses/Yellows - Zemress settlers under threat - provide reinforcements
- ** Sobral town - main or side goal to protect some Islanders
- ** Raid continue - farms/business at half production
- ** Graeme - battle outcome limits them to a cautious advance
- *** unable to take Overwhelming or Balanced Attack
- ** Lasambrians offering a peace deal... could be taken
- ** Take battle to limit raiding or fast capture of territories

- * Morrow - Druj - idea to rescue Urizeni who are close to being captured by Druj/Kaela dust thing
- ** Soft push
- ** Battle for the Citadel Guard
- ** Close to taking it
- ** Phaleron, Sadogua, Kaela support
- ** LOTS OF HERALDS
- ** Any Imperial magician to get extra mana if they want - lantern rune
- ** Day boon on the battle
- ** Heralds with Purify
- ** Magical locations???
- ** FOCUS on military battle to save the Citadel Guard
- ** Faction to give Ossium to Urizen to save the Urizen army! Denies this

* Ossium - Druj - push on further? Save the Golden Axe? Needs to resonate with nasty nature of Ossium

** Pushed too far

** Chance to screw over Urizen by denying Morrow

** Druj are fucked

** put another region up for grabs

** Breaking the back of the Druj forces

** Kill leader of Amber Scorpions/Bone Snake

** Chase on armies

** Traitor comes to CS

** Ustaloq - leaders with the Druj, approaching the MC, can provide information to

** INTEL up for grabs that will give local

** Battle of the Hot Gates

** Take regio for 1VP instead of 11VP

** NPC for MC or battle

** Need to make it a legitimate offer

** Thule to vouch for the person

** Region in south centre, Near Weald, above Barrens/Farweald

* Sermersuaq - Jotun - hero mission to be heroes? Last stand? Attack fort, then defend

** Very heroic head to head WM v Jotun, other armies capture ground

** WM have been fighting honourably

** Queen of North to say forces will meet below Atalaq

** If defeated they will withdraw from the town, thus saving the town and giving the beachhead

** If Jotun win the Empire will not advance further in Sealtoq

** Kill off NPC - chosen champion - Kyrac Gerdasdóttir

** War Rhino palanquin for Kyrac

** Lay out terms of engagement

** Queen is angry due to meeting stone destruction

** Meet Kyrac the night before the battle - skirmish to meet?

** Connell and Tom in mask

** Queen's champion - godi advisor from the King/Queen

** Jarl of Keirheim

** Charli/Mark

** Liz Duggan

Sam or Graeme or Tom on player's side - can brief on outcome of that meeting

Feni

Pissing about Hercynia, can have a mission to go get stuff back or something

Kaela

rescue mission in Morrow, piles of dust, or Zenith, under miasma

Navarr PC - Friday run in from the fort, any Navarr that want to? AN ACTUAL FIGHT - combat/running 20 min wait on gate for rest of the field, Traumatic Wounds, Yaw'nagrah heralds

GRENDEL

Last region of Spiral in Grendel hands "technically"

No forces there

Grendel Scouts

Town Apulus in Imperial hands

DRUJ

Spider Wood

Freedom Briars helping people raid north Zenith

JOTUN

Suaq runners vs Jotun messengers

Skarsind or Hercynia

Strike fast against patrols

VALLORN

North and South fronts

Escape in 1 on Friday

Big Fight in other region

2 skirmishes to weaken Vallorn or take out Yaw'nagrah heralds

Elerael - Highguard and Llofir

Spreading his influence or assist in the area

Secondary objective

Wendigo

Steve K plot

Hungry Key - Kat

Cast ritual of summon Wendigo Herald

But in Marchers

Not in Mournwold - other Feni area (Mitwold/Upwold)

Ossium

Generals,

The region of Nearweald, understood to border Farweald in the Barrens, is covered in dense and tangled forests. This terrain is well suited to the Druj's methods of war, allowing them to strike, then fade away from the flanks of advancing armies. It also means their Ghulai casters can use the Spring Realm's power to create fortified positions among the boughs. Even with the might of Varushka and Dawn tearing through Ossium, the battles for Nearweald could still cost the Empire greatly.

A group of war scouts exploring the region were approached by a small band of Druj two weeks ago. Under a flag of truce the barbarians approached and laid out a proposal to the Empire. Their clan, NAME IN HERE, locals to territory who fell from the favour of the Buruk Tepel, wish to strike back at their overlords and reclaim their lost power. They recognise the strength of the Imperial armies and that the Empire now claims their lands, but see this change in rulership as one they can benefit from. They offer the war scouts their knowledge and understanding of the Nearweald, and present an offer to guide forces from the west through the tangled woodland to ambush and outflank the Druj armies.

A conjunction to reach the Splinterthorn Woods is available to travel on either the Saturday or Sunday of the solstice. The Military Council is offered the following guidance on objectives to pursue as part of this opportunity:

- Primary objective - Meet the war scouts and orc rebels in the depths of Splinterthorn
- Secondary objective - Bring the Druj to battle, and hold in the Splinterthorn until one hour has past
- Secondary objective - Find and destroy a miasma pillar known to be in the forest
- Tertiary objective - Provide equipment and supplies to the war scouts

Divinations and estimations based on details passed from the Druj dissidents suggests the following outcomes can be expected:

- Not taking the opportunity or failing to succeed in the primary objective will have no impact on the current campaign in Ossium
- Failing to pin down the Druj for the full hour before quitting the field will prevent the war scouts evading any Druj forces, preventing them assisting in the coming season
- Successfully holding the Druj and ensuring the scout party leave the area will allow armies advancing into the region to make use of the hidden paths and short cuts through the depths of the forest. This swift outflanking maneuver by the Empire will force the Druj to withdraw Nearweald. The entire region can at this point be brought under Imperial control with a majority over Druj forces equivalent to 1000 fighting strength.

Morrow

Generals,

WHAT THE DRUJ ARE DOING

The region of Nearweald, understood to border Farweald in the Barrens, is covered in dense and tangled forests. This terrain is well suited to the Druj's tactics, allowing them to strike and fade away against the flanks of advancing armies, as well as call on the strength of the Spring Realm to create fortified positions among the boughs.

WHAT THE SITUATION IS

CONJUNCTION

OBJECTIVES

OUTCOMES

SEGURA

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Sunday Battle

Water carriers

- Assist in collecting and sharing water to the monsterring players
- Dress in basic LRP kit - avoid combat, remain IC throughout

Monsterring as Jotun

Jotun warriors fighting before the walls of the Suaq city of Atalaq

- Wear RED base layers, furs or leathers if you have them
- Wear as much HEAVY armour as you are able
- NO bows or crossbows

Dawn, Highguard, Urizen - Skjaldir

- Weapon and shield
- Spear or polearm

Navarr - Ulvenwar

- Great weapon
- Paired weapons

Low-combat

- Orc healers
- Orc artisans
- Human thralls

Non-mask roles

- We have a limited number of roles for Summer Heralds
- No masks, but require makeup
- ARRIVE BEFORE 10AM