

Generals of the Mark,

Two conjunctions have been identified in the East Floes, at Iqaluit Rise and Pangnirtung Station, where large numbers of husks have been tracked. War scouts and Suaq trackers have spotted a number of living merrow among the undead hordes, seemingly ignored by the clawing cadavers. Whilst their origins, allegiance, and motives are unknown, it is speculated that these individuals are in some way controlling the hordes.

It has been speculated that these two forces can be easily engaged and dealt with through conventional means, good close order discipline and coordinated attacks to drop and decapitate husks will be highly effective against the dead. However, priority should be given to dispatching the merrow mages that walk with the husks. Breaking the strength of these two hordes should effectively end the threat they currently pose in East Floes and the in the wider wastes of Sermersuaq. Failure to destroy the majority of the husks or the tritons leading them will likely cause minor disruption in the coming season, especially given the advances of the Jotun and any planned Imperial response.

Generals of the Navarr and Marches,

As you are aware, two conjunctions exist to the far reaches of West Ranging, Liathaven. Opportunities to travel to Silent Stand and Far Steading will allow heroes to reach two Spring regio close to each portal. War Scouts operating alongside the Quiet Step and the Bounders believe these are the two remaining regio of this realm active in West Ranging. Whilst offering ritualists active to a powerful locus of Spring Magic, they are also acting as nexus of the Vallorn Miasma, with the woods around them unnaturally heavy with spores and active with fecund life. Anyone journeying through the portal should expect to be exposed to the venomous airborne spores of the Vallorn. Precautions such as Abraxus Stones and the rituals Tenacity of Jotra or Hunger of the Draughir, will help slow the effect of the Miasma, but not prevent it. Healers are advised to be ready to treat everyone returning and to be vigilant for signs of Green Lung.

A large number of Vallornspawn Husks have been seen in the area, the dead of recent engagements between the Navarr and Jotun in Liathaven. The Navarr know well how to engage and overcome these shambling hordes, and efforts should be made to ensure everyone travelling through the portals are aware of how to do so. In addition, there are sightings of strange humanoid and insect hybrid creatures that communicate in a strange series of shouts and gestures, whilst scavenging the arms and equipment of the battlefield. It is believed these are strange experiments of magic and surgery created under instruction of the eternal Yaw'nagrah; perhaps an attempt to exert her influence within the boundaries of the Empire, whilst under emnity from the Conclave.

Scouts report a number of dire beetles in the area that have fallen back to the refuge offered by the woods around the regio. These creatures have been exposed to the Vallorn over many years and have grown to the size of ogres. The pervasive presence of the miasma and Spring magic in the area have rendered them near impossible to fell by arrows, powerful strikes or keen edged weapons. As they are not dead corpses infested by fungal tendrils, they are also not vulnerable to the usual magical venom

spell that affects Vallorn husks. Caution should be taken as their powerful claws are capable of ripping through light leathers and finely crafted mage armour, or smashing apart spears. The only way to defeat them is to take them down through strength in numbers and careful coordination.

Heralds of Surut have spoken to the Civil Service and provided guidance on what their master wishes to achieve in West Ranging. It is wished that the General of the Quiet Step acts as a conduit for Surut's power, allowing this member of the Thrice-Cursed Court to direct their smouldering ruin at these regio. To do so, the General, must be present at each regio and act as the focal point of a short rite calling on Surut. This will enable Surut's power to be unleashed and spread out from the regio into the surrounding forest. It is advised that once this rite is complete those who have ventured through the portal return as swiftly as possible; as the fire of Winter takes hold anyone caught there will certainly be killed in the inferno.

Successfully destroying both regio will allow Imperial forces to gain a beachhead in West Ranging. Destroying a single regio will not secure a beachhead, but will aid any future push towards gaining one.