

Skirmish 1: Druj Herald Escort

Conjunction: 80 people : Friday, 18:30 : 20 minutes : The Broken Glade, Farweald, The Barrens

You are the Bone Serpent clan. You are utter bastards who were pushed out of Ossium by the Empire.

You are escorting the Sleepless Night, an awful herald of Agramant. You are journeying back into Ossium to destroy what the Empire stole from you.

The Sleepless Nightmare needs to survive in order to destroy the "Palace of Orieb". You should try to defend them with your life.

Skirmish Outline

- Start inside the Fort
- Direction of travel is up into Top Wood, then back round to Shotgun Glade
- Vikari and Herald to withdraw from the player's advance
- Rest of the Druj form into small packs and begin to outflank the players
- Let them get drawn out, then collapse in on them to break their force

Skirmish 2: Druj A Snake in the Grass

Conjunction: 70 people : Friday, 19:00 : 20 minutes : Berena's Tree, Murderdale, The Barrens

The Screaming Wasp clan are moving towards the Eaves of Peytaht Their number includes a coven of apprentice ghulai who will enchant the workers once they reach the Eaves They are accompanied by the Scorched Liege, a herald of Surut

The Burnt Fist coven of apprentice ghulai associated with the Screaming Wasp clan are moving towards the Eaves of Peytaht to support the efforts of the Druj there to grab as much weirwood as possible. The master of the Burnt Fist is a master of the Spring realm and has sent them to place enchantments on those who work the the massive grove of weirwood trees.

There will be a stiff resistance from the Druj group; heavily armoured warriors protecting the coven and supported by the Scorched Liege. The scouts that were able to track them are unable to get any decent information on the creature beyond that it is a herald of Surut.

Skirmish Outline

- Players enter the field
- Druj rush players on discovery to force them back
- Ritualists find a space to begin to cast their ritual
- This will take 10 minutes
- Unleash ritual on players as soon as possible to force withdrawal

Ritualist Details

- MUST be 5x ritualists
- Under a permanent venom effect
- Lore 5
- Roleplay effect - hard to control their temper

Skirmish Plot 1: Vallorn Gifts in the forest

Conjunction: 25 people : Friday, 19:45 : 20 minutes : Kay's Lament, Terunael, Brocéliande

Gwendolyn Sixthstep uncovered the location of a potent boon in Brocéliande taking advantage of the protection of imperial heroes a band of vates delved into the forests of Brocéliande with the objective of studying the Vallorn. Unlike the Imperial heroes they unfortunately did not make it out between the trees. However their research did bear fruit

Monster objectives

- slay the interlopers

Monsters

- 2 Dryads
- Vallornspawn husks
- Vallornspawn vates (specifically navvari)

Skirmish 3: Jotun Kill the Scouts

Conjunction: 70 people : Friday, 20:00 : 20 minutes : Vahne's Field, Stark, Sermersuaq

The Jotun are trying to force the Imperials to retreat. You will continue to push, reinforced by Cathan Canae heralds, to try to splinter them and force them to go back through the gate.

On the field, likely start beyond the copse and move around towards the gate.

Skirmish Plot 2: Vallorn CtID Tallstag

Conjunction: 10 people : Friday, 20:15 : 20 minutes : Twisted Branch Stead, Liaven's Glen, Liathaven

Monster objectives

- Team Vallorn. - Skirmish Team
 - Await arrival and engage Imperials and Jotun
- Team Jotun - NPC Team
 - Engage Vallorn
 - Slay Monster
 - Fight or co-operate with Imperials
 - Recover Magic banner

Skirmish Outline

- Enter woods into dense smoke and advance encountering increasing threat from vallorn. mid gate introduces a jotun team with the same objective as the imperials
- The Jotun are confident and well prepared and probably carrying some form of magical preparation to protect them from the miasma.
- some of the husks should be orcs to represent the jarls dead companions

Monsters involved

- vallornspawn husks
- 2 dryads
- Bug monster
- 1 Jarl Marik The bloody banner
 - NPC 5 Jotun Warriors 1 Herald of Barien Special stuff Smoke Banner in the hands of the Jarl He also wears an amulet

Story of the Jarl Long ago there was a great Jotun Jarl named Marik. A member of the Ulvenwar he heard his ancestors ringing inside his head inciting him to greater and greater feats of heroism. He lead from the front striking down Imperial heroes who dared to stand before him he carved a bloody path.

He craved greater challenge and called wizards about himself to issue a challenge to Barien himself.

He called out "All my foes flee before my power. Test my prowess against those who would not flee in terror and give me a challenge worthy of me and my ancestors"

Barien obliged and issued his challenge to the confident warlord. "A beast lurks in the depths of Liathaven you are tasked with slaying it. Conquer it and yourself".

Brash and headstrong Marik moved to charge into the woodland. Before he did he was stopped by his oldest friend, His Ghodi. It is said they talked for hours with the discussion heating up until the echos of their disagreement could be heard for miles around. Eventually

it seemed that the wize ghodi capitulated and gave Marik a Small necklace and let his friend leave.

Marik hefted his great banner, gathered his warriors and charged into the dark and miasma riven deapths of Liathaven... he has not been seen since.

Skirmish 4: Jotun Rescue Merchants

Conjunction: 70 people : Friday, 20:30 : 20 minutes : Tollerton Green, Southmoor, Mournwold

Skirmish team coming from monster gate onto the field.

The person you're chasing is somewhere beyond the copse

The Imperials turning up is clearly an immediate danger so turn around and try to kill them. Some of them might make a run for the person you're chasing. Let them and intercept as they try to get past you. Most important thing is getting the stuff from the person you're chasing and getting out.

Skirmish 5: Jotun Favour for Barien

Conjunction: 70 people : Friday, 21:00 : 20 minutes : Siward's Folley, Tanikipari, Sermersuaq

Jarl Roneth and their warband are returning from Sermersuaq after completing a challenge from a Summer eternal.

- Aim for the copse
 - Might change depending on site.
- You will be surprised by the appearance of Imperials but gladly move to engage, after all this is a challenge.
- You will fight to the death, and expect the same from them
- If they try to retreat that's a bit cringe but oh well.

Skirmish Plot 3: Ghost Busting 3

Conjunction: 25 people : Friday, 21:15 : 20 minutes : Not sure, Iteri, Zenith

Since driving the druj from zenith the orcs are gone. What is left in their wake however is the remnants of once proud imperial warriors who have been twisted into tortured souls and grim specters who gather around them. While not a threat on the scale of an army these twisted creatures would be a scourge to any would be settlers picking up the pieces in zenith.

In the area there are Isaa and Bakah of High Chalcis, torn apart by the fighting in Reikos, reunited, wed, and joined the Valiant Pegasus to fight against the Druj. They were lost together during the final retreat from Zenith, believed slain, but now it seems a much more horrific fate. Now they are enslaved by the Druj they despised, their every moment an exquisite form of torture. One is a cataphract, the other an unconquered, and they will certainly fight together

Monster objectives

- Destroy life in general

Skirmish Outline

- Players enter the field to see tortured souls and wandering ghosts
- ghosts maintain their ability from life and are coordinated
- However they are fragile so will die and respawn repeatedly
- when all the key tortured souls are exorcised the ghosts will dissipate
 - inform monsters to gradually tell them to not come back

Exorcism Rank 1 will destroy a ghost and remove it from the skirmish

Monsters involved

- Isaa and Bakah of High Chalcis
- 3 tortured souls
- ghosts

Special stuff

- Isaa and Bakah
- Isaa, Highborne Cataphract
 - Heavy armour Preferably plated
 - 4 base
 - Dreadnought
 - Stay With Me
 - 5 Hero Points
- Bakah , Unconquered Lighter (maille)
 - 4 base
 - 5 Hero Points

- Stay With Me

Skirmish 6: Druj: Kill Garsnag Mudchurner

Conjunction: 70 people : Saturday, 15:00 : 20 minutes : Holt of the Mudchurner, Murderdale, The Barrens

This is a simple fight, start at midgate and move towards the fort at the same time as the Imperials.

You're trying to break them and make them flee.

If you can do that then you can go and slaughter a bunch of Dawnish.

Skirmish 7: Druj Ghost Busting 1

Conjunction: 30 people : Saturday, 15:30 : 20 minutes : Spire of the Everlasting Dusk, Iteri, Zenith

Since driving the druj from zenith most of the orcs are gone. What is left in their wake however is the remnants of once proud imperial warriors who have been twisted into tortured souls and grim specters who gather around them. While not a threat on the scale of an army these twisted creatures would be a scourge to any would be settlers picking up the pieces in zenith.

Here a number of souls have been spotted. Chief among which are cursed sentinels - Tibera and Gaiu of the Arch of the Sky were inseparable siblings in life who fell into the hands of the Druj when they conquered Proceris. Now, in death, they seem to be equally inseparable and in place of their profound loyalty to the nation of Urizen, they now seem to take twisted pleasure in slaughtering other sentinels - not that they allow their poise to slip and show that joy to anyone they do not intend to kill

Skirmish Outline

- Players enter the field to see tortured souls and wandering Druj
- forming around the souls skirmish the imperials
- fight to the end (you have nowhere else to go as you are cut off)

Named Tortured Souls

- Tibera And Gaiu
- Urizeni Sentinels
 - Siblings
 - Target Urizeni
 - embody Poise still
 - work together and fight as a pair

Skirmish Plot 5: Those Damn Beavers

Conjunction: 15 people : Saturday, 15:45 : 20 minutes : Lanit River, Nearweald, Ossium Dubik

Dire Beavers have started clearing an area to make a dam and lodge. Local villagers have been drowned by the rising waters, creating animated husks, that are flocking to the area.

Beavers and husks to respond to the player's arrival

Fight until dead

Skirmish 8: Druj: Murder Varag Soulflayer

Conjunction: 70 people : Saturday, 16:00 : 20 minutes : Soulflayer's Refuge, The Untrod Groves, The Barrens

Start in the fort. The "tortured souls" are captured Freedom heretics who are being slowly tortured and turned into future tortured souls that can be unleashed against Imperial armies in The Barrens.

Protect Varag Soulflayer

Defend the fort, try to make sure the players don't get through

When they get through a number of Druj holding up a gate so that Varag can try to escape at topgate.

Skirmish 9: Druj Ghost Busting 2

Conjunction: 30 people : Saturday, 16:30 : 20 minutes : Spire of Twisting Shadows, Iteri, Zenith

Druj units are stationed in defence of two linked miasma pillars. Tortured souls drift between the two pillars beating the imperials back and disrupting the attempts to nullify them

After the failure of the Imperial heroes to destroy the miasma pillars in Lustri during the Autumn Equinox the Druj were able to cast a small shroud over the area. A small unit of sentinels serving in the Citadel Guard were able to once again uncover the location and have reported back with more details. The pair of linked miasma pillars remain and have been reinforced by the arrival of the tortured soul of Aureli Major who patrols the area around the pillars. In life Aureli Major was a respected battle mage and talented practitioner of Winter magic. Deadly with staff and spell, in their reign of terror they have made a point of targeting healers and other support magicians.

Aureli Major is accompanied by the loose rabble drawn from across the arkad. The scouts have also indicated that at least two more tortured souls are present here. Heroes attempting the skirmish should consult with the High Exorcist or the Master of the School of Exorcism to ensure that they have made the right preparations to deal with these monsters. Given that this represents a direct threat to the citizens of Zenith, the responsibility for this conjunction lies with whoever is appointed as the Senator for Zenith at the upcoming summit.

Named Souls

Aureli Major

4 hits

Battle Mage

12 Mana

Shatter

Weakness

Paralise

Can call IMPALE for 2 Mana

Skirmish 10: Lasambrian Mines? Mine!

Conjunction: 85 people : Saturday, 17:30 : 20 minutes : Isabella's Track, Serra Briante, Kahraman

Although the armies of the Lasambrians retreated west before the armies of the Empire a small warband has once again ventured into Kahraman, this time from the north. Journeying from Liaven's Glen and coming through the mountains the warband led by Duarte who extols the virtue of Prosperity and names themselves as "Hessar's Voice". Duarte's warband are preparing an ambush for the caravans that come down from the Great Mine of Briante that transport the wagonloads of mithril from the mine.

Skirmish Outline

Monsters start mid woods and spread scouts forward to watch for approaching imperials
using paths in the woods maneuver ambush to spring on imperials
commit at the weakest points of the imperials line and attempt to push back the imperials

Split into 2/3 teams and maneuver together

Skirmish 11: Lasambrian Operation Sealclubbing

Conjunction: 85 people : Saturday, 18:00 : 20 minutes : The Cold Path of Kaisa, Skymark, Kallavesa

A force of Lasambrians have been spotted just a days walk from Rest. Ricola , a Kallavesi who was able to get close enough to overhear them reports that they have come to Kallavesa looking to kill a group of hylje due to their belief that the presence of the hylje (and their refusal to accept virtue) threatens the souls of Wintermark. The group is led by Sofio who extols the virtue of Vigilance and names themselves as "Hessar's Voice".

Sofio's warband is moving towards one of the groups of hylje in Lake Rikkivesi and are planning to slaughter the entire settlement. If the warband is not stopped then the Mediator of Hyljehal will see the amount of mana crystals available to purchase drastically reduced.

The Lasambrian force is primarily made up of spear users and archers. Given that these raiders directly threatens the safety of the hylje, and the continuing good relationship between them and the people of Wintermark, it is the responsibility of the Mediator of Hyljehal, currently Raal Dunn, to drive the raiding party out of Kallavesa.

Skirmish Outline

- Moving swiftly from the top of the woods spread out and sweep down quickly in force
- skirmish back as imperials engage
- 2/3 units working in discrete blocks

Skirmish 12: Jotun - Deliver Supplies

Conjunction: 65 people : Friday, 20:00 : 20 minutes : The Scraggy Bole, Grey Fens, Bregasland

Starting on the far right side of the field from looking at the gate. Move towards the Imperials once they are through. You are a patrol looking for Imperial troops who are actively attacking Jotun and Fishers. If they were just Bregaslanders they would be allowed to pass. But they came through the gate so they'd best be going through it again.

Try to make clear that you won't be taking thralls if anyone falls.

Skirmish 13: Jotun - Rescue an apprentice

**Conjunction: 65 people : Saturday, 20:00 : minutes : Dry Marsh, North Fens, Bregasland
npc will be actively hiding.**

Jotun to start midgate coming towards the centre of the field. Taking down Imperials is more important than capturing the NPC. Use the top of the copse as an anchoring point. If it's majority Navarr (and it possibly will be) then try to hurt them.

Make clear you're not to take any thralls if anyone goes down.

Skirmish 14: Jotun - Kill that traitor

Conjunction: 65 people : Saturday, 21:00 : 20 minutes : Friar Tommy's Grave, Southmoor, Mournwold

Monster gate is the exit point for the Little Robin, someone who has some very important information about the Mournwold.

Little Robin is more important than any one of your lives, if they make it out alive then the Jotun have a better chance at invading Mournwold for the foreseeable future.

Start on field opposite midgate and move down towards the sentinel gate with an aim to swing down to monstergate.

Fight the players and make them flee. Make clear that you are not being stopped from taking thralls here.