

# Rock Foot Wood (Bregasland)

The arrival of the Jotun in Gravenmarch, and their quick subjugation of the region, comes as a shock to many, but something that many folk mutter was “as certain as a puddle is wet”. Yet the Bregas are quick to respond as beaters spread news of the barbarians and a populace accustomed to recent conflict sharpen bill hooks and fletch ash shafts in preparation. A stubborn determination fills people’s minds, considering that all they need to do is slow the orc advance long enough for the Strong Reeds to come to their aid. Folk are certain that the army will come soon; after all, Amberlain P. Black swore an oath.

Gravenmarch plays an important role in the Pride of the people of Bregasland - it is where many folk got their start in the Marches. Near Rock Foot Wood are the remains of an old dolman, little more than two rocks standing close together now, though people still call it the Graven Door. This spot is where local Marchers and the egregores meet with those who want to join the nation who have been brought here by the Navarr. The Marcher egregore usually conducts a simple ceremony, it is traditional to sing a rousing song or two, they walk through the door symbolically leaving their old life behind and becoming a Marcher. It’s a small thing... and that’s why it’s so important.

The Graven Door is not in any danger - the Jotun know that it is a site of significance to local Marchers, and they’d never do anything to defile it. But it’s presence does offer the Empire an opportunity to dispel the sullen mood affecting Grey Fens and the rest of Bregasland. The threat to the Graven Door reminds more folk of what it means to be a Marcher. Pride in small things, loyalty to great ones. There is solidarity and kinship, that can be found even among those who stood close to the Fishers a few seasons ago. Despite the turmoil seen over the last two years people are quick to band together against this new enemy. The proximity of the Strong Reeds instills purpose to resist the Jotun and gives rise to the hope that this latest invasion will be shorter than the last.

## Object: Halt the Burhfæst!

- **Adamant has offered the Jotun the use of the Burhfæst, a level 2 fortification, for a year**
- **To prevent this, the Empire must destroy one of Adamant’s Mountain Bulwarks, a powerful guardian herald**
- **The creature must be incapacitated before it can be destroyed**
- **It can be destroyed with Rising Roots that Rend Stone or Inevitable Collapse into Ruin once incapacitated**

The Ice Fishers have been sent to consolidate the Jotun’s gains in Gravenmarch. One of their ghodi, Faraldi Blutesson, is a confidante of the King Under the Mountain and has secured a boom - the Burhfæst - from the eternal in this matter. In it’s day the Burhfæst was said to be the strongest fortification anywhere in the world. Now, not so much, fortunately. In ancient times Graven Rock the legendary fortification disappeared from the mortal world, apparently spirited away to the Summer realm. Adamant has agreed to return it, granting Blutesson the use of it for a year and a day. Built in the likeness of Olgafsdottirshal, it would see the Jotun in a strong position in Bregasland for a season, let alone a year.

To return the Burhfæst, Blutesson must escort one of Adamant’s Mountain Bulwarks to Graven Rock. Stopping the Summer Guardian will not be easy. There are summerborn champions that march beside the Mountain Bulwark who will try to protect it and heal it if needed. And the guardian is a dangerous threat by itself; giant fists of hardened granite can smash foes to the ground, splinter weapons and shields, or hurl soldiers through the air.

It can’t be executed, but it could be brought low with a powerful and destructive ritual - Rising Roots that Rend Stone or Inevitable Collapse into Ruin would both destroy it - but only when it is incapacitated. The rituals won’t harm the creature while it is still active. Imperial forces will need to incapacitate the monster and prevent the Jotun from healing it before they invoke the power of the ritual to destroy it.

## Objective: Hunt the Stag of Rains

- **Svynna of Ldansk is an eccentric ghodi who has took four Navarr as thralls**
- **If the Empire can capture the ghodi they may be able to negotiate for their release**

Svynna of Ldansk, the Stag of Rains, is a noted ghodi who comes to Graven Rock with the Ice Fishers under a white banner bearing the skull of a fearsome avian predator of the cold north. Understood to stand apart from many other Jotun, they are notorious for their strange beliefs, the most notable of which is the claim that humans can cross over the Howling Abyss. The ghodi claims it the Jotun's mission not to conquer the Empire but to bring the Empire to the ancestors. Svynna's wild ideas are tolerated by the Jotun, because they enjoy a powerful connection to the ancestors that makes them impressively effective on the battlefield.

During the attack on Graven, most of those local Navarr who didn't escape were killed, but it seems that four of them have survived. Bronwen Graven Stand, her husband, Logan Graven Stand, and their two children, Niamh and Dradan, both are Summer children who only passed their Test of Arms last year. It's not clear if Svynna saved them because of their age, or perhaps because they were Summer children. All that is known is that the ghodi prevented his fellow Jotun from killing them and then claimed them as thralls.

The four were last seen being taken into Liathaven by Svynna's retinue, presumably destined for a new life as thralla in Liavathan or further West in Hordalant. There is a chance during the battle to find Svynna and barter for the lives of the two youths and their parents. If the ghodi is captured then there is a chance they may agree to let them go as part of a ransom. However, the nature of who does the negotiating and what is ultimately agreed upon could be a particularly delicate matter.

## Objective: Celebrating the Pride of Bregasland

- **The Graven Door is a proud symbol of Marcher traditions**
- **An impressive show of Pride here will reverberate across Bregasland**
- **If the Pride of Bregasland is celebrated and the Strong Reeds are present in the territory it will remove the sullen quality**

There has been much talk of Loyalty in Bregasland in recent years. Of the need for Marcher folk to be loyal to the Empire, of Bregas' expectations of what loyalty the Empire owes them. But Pride is the other half of the most famous Marcher proverb of them all - Pride in small things, loyalty to great ones. The proverb references that people should take Pride in what they do and be loyal to their nation, rather than taking pride in their nation's achievements but being loyal to themselves.

If the Empire chooses this battle, there are several things they can do to demonstrate their Pride. Priests and devotees of Pride have a chance to work their words, deeds, and liao during the battle and before it. Priests can deliver sermons, dedicate new followers, anoint pilgrims, and hallow the weapons of heroes. Those who are dedicated to Pride - especially the Champion of Pride - all have a part to play in rousing the hearts and minds of everyone who strides through the Sentinel Gate. The ultimate expression of Pride would be a rousing song or two performed at the Graven Door.

A rousing demonstration of Pride by the Empire, Pride to be here fighting for Bregasland, Pride in their fellow Marchers, could have a big impact. It would shame those who were sour that the Empire's justice did not cut deep enough. It would remind them that in the Marchers people have Pride in small things - and show Loyalty to great ones. If that happens, if there is an emphatic show of Pride by the Empire, with the Marchers and their egregores here to witness it, then news of it will spread across the territory. Instilling a renewed sense of Pride in Bregasland and the Marches will cause the mood across the open fens and reed beds to shift. If the oathsworn Strong Reeds return to Bregasland then the sullen mood will be gone and the Pride of Bregasland will be restored.

## Battle environment: The Graven Door

- **The Graven Door has an unusual spontaneous aura of Pride**
- **The first time a character with a Pride anointing walks through between the pillars of the Graven Door they gain one temporary hero point**

There is an unusual spontaneous aura of Pride in the region around the Graven Door, the pair of standing stones near Rock Foot Wood. Any character will feel a resurgence of strength, commitment and determination when they walk between the stones for the first time that season. They feel a profound sense of the importance of this moment and the significance of the decisions they are taking.

Any character who is anointed to Pride will gain one temporary hero point the first time they walk through the Door. This hero point is always the first to be used and cannot be restored in any way. Walking through the door a second time has no effect.