

Notes of the Vallorn - Spring 379

By Neb Firstdance

Introduction- So we are now on to the second notes of the Vallorn as before this is sort of list of news and stuff that we have found out about the darn thing since the last note, as well as current state of things..

Current State of the Vallorn

Miaren - Still Destroyed

Hercynia - Mostly Cold, but still there..... Currently Deer's Folly is the Heart of Hercynian Vallorn, but incursions have occurred in Old Ranging and Summersend.

Therunin - Mostly wet, with large amounts of monstrous insects being in vogue instead of the vine infested Husks that are in fashion with other Vallorns. The heart of the Therunin Vallorn is at Greenheart, but it also holds powerful sway in the ironically named Sweetglades.

Liathaven - Troubled and being poked.. It looks like some Orcs perhaps the Jotun are poking the Vallorn.. not a good time.. Especially as this Territory is completely lost to us, due to the treaty with the Jotun and walking the Trods now also involves dodging Jotun raiders. The Vallorn itself could be categorised as spikey.. don't poke it.. it will bite.. The Heart of the Vallorn in Liathaven is in Liath's Heart sitting like a proud puppy having unleashed its first fart.. the miasma around the Heart is cloying and dangerous, it also has its tendrils firmly entrenched in Westwood.

Brocéliande - No change, The Heart of the Vallorn in Brocéliande is in Terunael it has powerful tendrils in Black Boughs (where my home and the Broc is), Dark Ranging,

Green Weald and Vale's Lament. More worryingly it has recently driven the Druj out of Elerael whether they poked it too much or no it is squeaky butt time in Brocéliande

Skuld - And we have bad fucking news, a new Vallorn has been found in Otkodov, yup the Thule homeland. It was dormant but now the annoying thing is starting to wake up... as if we didn't have enough shit on our plates, the forest up there spreads across three regions, Kogur that borders Volodmartz, Stathas, and Hahlerm that borders Karsk. We know nothing of the size of the Vallorn here, but can near guarantee that the Thule will start poking it.

Whispering Dray

So there is a steading in Broceliande that disappeared a few years ago, every man woman and child vanished. The steading was settled by Brackensong and they attempted to investigate the disappearance. Last summit three of the Whispering Dray people turned up in Anvil. First one who seemed to be fairly high lineage Briar, and then another two extremely highly lineaged Briar, who attempted to kill the first. It turns out that they had gone to another place what this other place was, we don't know or even if it was on this world, but it turns out they have been attempting to enhance themselves and the messing or attempting to improve the trods... what this improvement is we don't know, but we do know that the whole steading was pulled into this other place, and only some were willing, hence the two trying to kill the third.

Dance of Navarr and Thorn

So this ritual was cast for the first time in centuries on Saturday night, the trods in Segura were repaired. Then on Sunday the Empire came together as one as we cast the

ritual again on the fields of Reikos. For the first time in history other nations joined the Navarr in the casting of this ritual, the whole reason the Navarr joined the Empire was aid in the destruction of the Vallorn and that Sunday on a lonely plain in Reikos the Empire as a whole took up that cause.

Academy Backed Historical Research into the Vallorn

The Academy has sponsored research into the History of the Vallorn, hopefully I will have more information on this for next summit.

Past Life Vision by Iulian Shatterspire, Spring Archmage

Iulian was chosen to receive a true Liao vision, the vision is of interest as it turns out he was Councillor Merenael of Emrys, a city of the Terunael Empire, in his vision letters he read and people he talked to mentioned the Great Work and also his coven entering the Dreamscape, to travel there physically, to escape the doom of Emrys, this should involve drinking of an elixir. Emrys itself is a city far to the north, perhaps it is Skuld as we now know there is a Vallorn there and the vision ended with a torrent of life that consumed all before it. This again adds credence to the theory that the Vallorn was purposely created and also adds links to the people of Whispering Dray.

Damaged Trods - Possible targets for the Dance: Karsk, Spiral, Mournwold, Liathaven, in that order.

Karsk - badly frayed and beginning to break down - the near constant back and forth of the last few years has made it very difficult to keep them operable. Unless Karsk remains in Imperial hands for a significant period, they will have deteriorated to the point where they will need to be repaired.

Liathaven - have almost entirely unravelled due to nearly thirty years of Jotun dominance; until they are restored to full strength, the power of the vallorn will not be depleted at all by the walking of the trods. Though worrying rumors have started from the Stridings there of Jotun actually walking the trods and perhaps draining the spring magic for their own ends.

Mournwold - severely deteriorated due to long-term barbarian dominance of those territories, and in need of repair.

Reikos - seriously damaged by the actions of Druj magicians, but with the casting of the Dance of Navarr and Thorn and the walking of those nascent trods in the recaptured areas of Reikos hopefully this damage will soon be reverted. These trods will also aid in the repairing of the scorching that the farm lands of Reikos suffered from the years of conflict.

Segura - severely deteriorated due to long-term barbarian dominance of those territories, these have had the Dance and Navarr and Thorn cast on them and with a season of the Navarr stridings and the Brass Coast walking them they should be gaining power and aid in the recovery of the farmlands of Segura.

Spiral - severely deteriorated due to long-term barbarian dominance of those territories, and in need of repair.

The Barrens - never having been Imperial territory, have never had a proper trod network - rumours exist of a few tenuous paths that may have been created or used by the Navarr in historical times, but there is little sign of them today.