

Wyndyn Path (Liathaven)

Spring comes to the woods of Liathaven, yet the magic of the winter realm can be felt everywhere one treads. It has been several years since Wither the Seed was cast in the territory, and now the natural cycle has adjusted to the claws of magic; seeds sprout later, new buds are slower to burst forth, birds lay fewer eggs and newborn deer are seen less often. Instead in the region of Liath's Glen there is a subtle thrum in the air, connections are made as the war scouts ply their trade, military information is easily gathered, and through the forests ring the clang of industry. The heralds of Estavus are here at the behest of the Jotun godhi, working to clear sections of forest, mark out fields, and erect finely hewn stone foundations. Settlements are being built and farms are being ploughed.

Autumn constructs and heralds are not the only new arrivals at Wyndyn Path in Liaven's Glen. Dalton Royse, a Mourn beater, has fled the militia and magistrates back in Green March. War scouts have spied the criminal in the area, having met up with a bill unit acting under orders of Stephen of Sarcombe. The beater is a wanted criminal back home, but also represents a serious intelligence concern to the war effort in the western Empire. Taking Royse out will better secure the Mourn from Jotun attack, and deny Stephen another informant.

Objective: Thwart Dalton Royse

- **A beater threatens to betray Green March**
- **As long as Dalton survives, the region of Green March in the Mournwold will suffer the Under Threat quality**

Stephen of Sarcombe has recruited a new malcontent to assist in his bitter, drawn-out campaign of vengeance against the Empire. Dalton Royse, a beater from Pigby in Green March, has thrown in his lot with Stephen. Since returning to the village following the liberation of the Mourn, neighbours noted he spent his time out near High Courage, checking in on isolated hamlets, running messages for alderfolk, and keeping an eye out for the orcs returning. Hardly someone to describe as suspicious, rather quiet community man who might be "short of some boot leather". When the militia forced entry to his cottage it became apparent Royse has been supporting Stephen for over a year, using his time moving around to listen in on gossip and pass news to the traitor's spies. There is also evidence that the beater played a small part in preparations for the attacks on the Spider's Dream and the roads of Kahraman.

Royse has now fled to Liathaven to meet up with his associates and a unit of Stephen's supporters. He poses a significant threat to Green March, knowing the roads and villages of the region like the back of his hand and having insights into how the militia and indeed the Marcher armies might defend against a Jotun invasion. This means that until Dalton Royse is captured or killed Green March has gained the Under threat quality, aiding any future potential assault by the barbarians. Royse could be forced to surrender and brought back to Anvil for trial, or should the situation demand it he could be executed on the field as a traitor to the Empire and the Marches.

Objective: Destroy the Bronze Titan

- **If the Bronze Titan is not destroyed, the harvesters will remove the Forested quality from the region**
- **Estavus' heralds will improve natural resupply of up to 4 Jotun armies in Liathaven by 250**

The endless tracks of woodland that cover Liathaven, aside from the ashen waste of West Ranging, are not seen favourably by the western orcs. The forests, and the vallorn at their heart, are as much a foe to the Jotun as the Empire is. Yet beneath the trees is a prize much coveted by the orcs, the land and soil itself. If enough forest was cleared then the orcs would settle and farm the region, strengthening the Jotun's hold on the territory. To do so, it appears the godhi have reached out to the Autumn Realm and called on ancient bonds with Estavus.

The eternal has sent a workforce known as the Bronze Harvesters of Shikal to commence this endeavour at Wyndyn Path. Oily fumes and the clang of hammers effuse the air, subtly transforming the area with magic of crafting. From this locus of industry, metal-clad warriors and guardians of the City of Fire and Stone have begun patrolling the area, ready to defend the region whilst others set about clearing the forest with the aid of the Jotun.

To stop Estavus' forces, the Empire will need to defeat one of the eternal's Bronze Titans. The Titan is well protected by the Crucible Guard that accompany it. These heralds have been observed casting mending spells and even collaborating to cast enhanced versions of The Anvil of Estavus upon it. To complicate matters the potent Autumn magic that blankets the area is empowering the colossal Autumn construct, making it much easier to repair and maintain. To stop the creature, heroes will need to drive off its attendants, then lure it into a warded area - There Is No Welcome Here or Retreat to the White Caves - to weaken it before it can be finished off. The alternative would be to damage it enough to force it to begin repairs, allowing time for a coven to perform Words of Ending at magnitude 40 to destroy it.

If the Bronze Titan is not stopped, the Forgemistress' Harvesters will clear swathes of woodland. This will mean the region will lose the forested quality. The Jotun will be able to settle the region, building farms for their thralls and enhancing their control of the area. The timber cut down will go to feed the forges of the Prince of Shikal - in return, her heralds will help to resupply Jotun armies increasing the natural resupply of up to four Jotun armies in Lithaven who are not engaged in battle by 250.

Objective: Seek out the Feni

- **Wise Rangara claims there are five Feni trapped behind the Jotun lines**
- **If the Empire help the Feni to escape with their stolen mana crystals then Liath's Glen will be under threat from the Empire**

Much of the information on what is going on in Liath's Glen has come from Grandmother Winter. One of their heralds, a bird-headed creature called Black Feathers is eager for the Empire to try and rescue a small group of Feni who are trapped in the woods behind the Jotun lines. According to the Clever Spider's mouthpiece, the Feni were looting mana crystals from the rich sites that once supplied the Navarri vates who used to live here, when they were cut off. If they are discovered by the Jotun, they will be killed.

Black Feathers says that if the Empire help to rescue the Feni, and help them to escape with their bounty of mana crystals, then she will arrange for them to return the favour. Should the Empire attack Liath's Glen any time before Winter 387YE, then Feni scouts will assist the invading Imperial forces, helping them outmanoeuvre the Jotun forces. That would make claiming a beachhead here much easier - effectively the region would be under threat for the coming year.

The herald is notably coy about about the Feni's intentions and has point blank refused to explain why they were taking such risks or what they are planning to use the mana crystals for, but Imperial prognosticators believe it could be to fuel an attempt by the Feni to break the Winter curse, Wither the Seed, which is currently in place over Liathaven.