

MOURNWOLD GARRISON, AUTUMN EQUINOX 379YE

The fortified garrison in the Mournwold settlement of Overton allows military units to be assigned to the Overton garrison to both protect the town and its environs, and gather information about Jotun operations in the Mournwold in a manner similar to a spy network.

During the preceding season, William Guildenstern, Alusair Farstrider, and Edward Isambard; Rykana, Gralka, and Saru of the Imperial Ores; and Rhisiart Tarw of the Navarr assign a total of seven-hundred-and-eighty force to the garrison. This is sufficient to provide protection to the residents of Overton, but insufficient to gather any significant information.

Protection from Jotun raids

The Jotun make no attempts to raid Overton during the Summer season. There are some reports of a small group perched atop a hill in Southmoor, just observing the town. Rather than orcs, however, this group appears to be made up of humans. They withdraw as soon as they spot anyone coming out to greet – or challenge – them.

The population of the town are obviously concerned and apprehensive about the coming war – they know that the Jotun are likely to see conquering Overton as a primary consideration – but the constant presence of Imperial captains here has kept morale strong.

Your troops are unable to discover anything significant about the majority of the Mournwold, but they can confirm that Overton, and the Greensward region, remain in Imperial hands. This includes the Imperial Bourse resource known as the Singing Caves, and Greensward Monastery whose Abbott remains a staunch supporter of the garrison.

Game Information

You are welcome to use this information as you see fit – but this document is out-of-character and should not be shown to other characters during the event. Instead please use it as the basis of your roleplaying regarding the events described.