

LIATHAVEN SPY NETWORK

Summer Solstice 832YE

Imperial forces have committed a total strength of two thousand, one hundred and eighty to the spy network in the Liathaven. This is sufficient to gain an overview of the territory, including the presence of military forces, and determine precise details of armies, fortifications and bourse resources.

The forces scouting the territory this season include Brendan, Barachel of Adina's Charge, Xalvadora i Riqueza, Scota, Merionnen the Relentless, Kaspar Yakovich von Holberg, Vito Guerra, Odhran, Ieuan Fallow Deer, Danza Pathfinder, Llew Tarw, Gwirionedd, Maarit, Marco, Geraint Broad-Backed, Rodric Worldscribe, Squirrels aka, Mikiah Ruis Farkas, Daine, Teyrnnon and D'Eon.

Basic

The Jotun appear to have almost completely withdrawn from Liathaven, there are isolated groups holding out, but nothing of any military significance. The withdrawal has been meticulous and careful with the thralls in particular being escorted to safety under armed guard. What little remains are smaller bands, lead by a few champions and members of the Jotun kirkja and even they are slowly pulling back, systematically destroying the eerie totems they have maintained along the margins of the vallorn since they first arrived here.

The true threat remains the vallorn. Permeated by strange lights and sounds, the noxious miasma that fills Westwood and Liath's Heart has now halted its spread, somehow linked to the defeat of the husks. However the population of vallornspawn husks remains worryingly high - two years of vicious fighting between the Jotun and the Navarr no doubt, have provided a steady flow of fallen warriors and civilians alike to animate. For the moment the vallorn looks like its attempts to expand into West Ranging have ended, and it is slowly returning to a quiet slumber.

The trods in Liathaven remain in a parlous state. Scouts here report that they are on the verge of total collapse - partly because the surging vitality of the vallorn is producing significantly more magical pressure than in the last several decades. In fact they are so bad that by all rights they should have collapsed already... and yet they haven't. Something, somewhere is keeping them intact - albeit only just.

Forces

There are no conventional forces anywhere in Liathaven. There are a handful of Jotun stragglers here and there but they seem to have abandoned the territory completely after their forces were broken in the Mournewold. There doesn't seem to be a catalyst for that retreat particularly - but the evidence seems to suggest that the Jotun have never had much interest in the territory - the Mourne was always the prize and the forests of Liavathen were just a route to that.

There are still some isolated Navarr steadings - despite everything - but their numbers are a fraction of their former strength. Many of those who survived have joined the Black Thorns and are long gone from here now. Those who survive do so only barely, clinging to life as best they can against the depredations of the vallorn.

The Vallorn remains the true threat here, just as it always ways. Scouts estimate that Imperial armies would need to commit at least 20,000 soldiers to the attack to make headway against

this threat as it currently stands and that number could rise further if it were pushed back to Liath's Heart. In the Miaren campaign the vallorn concentrated its strength as it lost ground - only when the last husk was cut down and the beating heart of the vallorn was destroyed did it succumb.

At present the Vallorn has been forced back out of West Ranging - the land here is still nominally under the control of the Jotun, although the empire made significant advances here recently. The Vallorn currently shows no sign of resuming the attempt to expand into the region, having gone largely dormant once more. Provided the trods continue to be walked, provided that the malign intelligence suspected of being active here does not resume it's interference, then there is good reason to hope it will remain dormant for the foreseeable future.

Fortifications

There are no fortifications in Liavathan. There were once many small fortified steadings that ringed the vallorn heart, helping to hold back the tide of Spring, but when the defenders were butchered by the Jotun most of those settlements were abandoned and the majority have now been reclaimed by the slowly advancing forest.

Magic

Something is definitely happening in Liavathen, though the signs are subtle. The trods should have fallen into disrepair, but they have not. They are in a terrible state, by rights they should have collapsed completely, but they have not. They continue to operate - albeit just. But one vate who examines one of the trods using detect magic claims that rather than drawing energy away from the heart of the vallorn in Liathaven, these trods are now drawing energy *toward* it. Not much, it is a tiny flow of magic, barely perceptible, but it is there. Someone, somehow, has found a way to turn the river on its head and make it flow upstream.

The nature of that someone is less clear, but here too there is some evidence. The scouts report that they are definitely not the only people in Liavathen, there are travelers passing through the area. The trods show signs of activity and use, lone individuals and small groups for the most part. All making their way to Liavathen. It is impossible to tell where they are going once they get here however, for the trails lead deep into vallorn territory where they seem to mysteriously vanish.

It is impossible to work out who these people are. Some of the scouts working for Barachel claim to have run into a pair of Navarr one night - but it was dark and he couldn't be entirely sure. The pair fled the encounter - but it was dark and nobody got a good view of the other. Given the fact that there are isolated Navarr steadings here still, they were likely from one of those, although the scout swears blind that they had a furtive look about them. There was a full moon that night, but even so it was pretty dark in the forest, so make of that what you will.

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.

