TEAM WAR

Skirmish 6 - Jotun - Watchers and hunters

WOODS

Stephen Kirkbride : Saturday, 15:00 to Saturday, 15:30 - No Flexibility Of Any Kind

Conjunction: 40 people : Saturday, 15:00 : 20 minutes : Kevan's Holt, Iron Stand, Skallahn

# Skirmish Ref Notes

There is a shield on this skirmish, the phys-rep of which will be recovered and taken to the WM egregore

Skirmish 7 - Jotun - The last village

WOODS

Stephen Kirkbride : Saturday, 15:30 to Saturday, 16:00 - No Flexibility Of Any Kind

Conjunction: 40 people : Saturday, 15:30 : 20 minutes : Paegga's Rest, Greenwall, Skallahn

# Skirmish Ref Notes

NOTHING TO NOTE

Skirmish 8 - Jotun - Dust on the wind

FIELD

Stephen Kirkbride : Saturday, 16:00 to Saturday, 16:30 - No Flexibility Of Any Kind

Conjunction: 45 people : Saturday, 16:00 : 20 minutes : Beatriz's Field, Bastasor, Reinos

Skirmish Ref Notes

16:00 - 40 people, 20 minutes, Beatriz's Field, Bastasor, Reinos

# Skirmish Ref Notes

NOTHING TO NOTE

Skirmish 9 - Scions - What follows in shadow

WOODS

Stephen Kirkbride : Saturday, 17:30 to Saturday, 18:00 - No Flexibility Of Any Kind

Conjunction: 50 people : Saturday, 17:30 : 20 minutes : Maiko's Copse, Skymark, Kallavesa

17:30 - 50 people, 20 minutes, Maiko's Copse, Skymark, Kallavesa

# Skirmish ref notes

Scions of the Sun

* Quick Insight = Creature of the Realms
* Thorough Insight = Creature of the Realms

Last Light of Oblivion

* Specific skirmish team members can spend 30 seconds calling on the Cold Sun to execute an unresisting character to consume the body in flame

Skirmish 10 - Scions - Old friends and new threats

WOODS

Stephen Kirkbride : Saturday, 18:00 to Saturday, 18:30 - No Flexibility Of Any Kind

Conjunction: 50 people : Saturday, 18:00 : 20 minutes : Gardens of House Cadence, Winterbourne, Astolat

18:00 - 50 people, 20 people, Gardens of House Cadence, Winterbourne, Astolat

# Skirmish ref notes

Scions of the Sun

* Quick Insight = Creature of the Realms
* Thorough Insight = Creature of the Realms

Last Light of Oblivion

* Specific skirmish team members can spend 30 seconds calling on the Cold Sun to execute an unresisting character to consume the body in flame

# Skirmish Team brief

Skirmish 11 - Scions - Neither beginning nor end

WOODS

Stephen Kirkbride : Saturday, 18:30 to Saturday, 19:00 - No Flexibility Of Any Kind

Conjunction: 50 people : Saturday, 18:30 : 20 minutes : the Verdant Grove, Goldglades, Miaren

18:30 - 50 people, 20 minutes, Verdant Grove, Goldglades, Miaren

# Skirmish ref notes

Scions of the Sun

* Quick Insight = Creature of the Realms
* Thorough Insight = Creature of the Realms

Last Light of Oblivion

* Specific skirmish team members can spend 30 seconds calling on the Cold Sun to execute an unresisting character to consume the body in flame

Skirmish 12 - Druj - Strangers and friends

FIELD

Stephen Kirkbride : Saturday, 20:30 to Saturday, 21:00 - No Flexibility Of Any Kind

Conjunction: 60 people : Saturday, 20:30 : 20 minutes : Thicket of Thorns, Nesustak Forest, Sarangrave

# Skirmish Ref Notes

20:30 - 60 people, 20 minutes, Thicket of Thorns, Nesustak Forest, Sarangrave

**Druj Miasma**

* This encounter takes place in Sarangrave and is affected by Druj miasma
* The miasma weakens anyone exposed to it who does not have the ability to overcome it
* The miasma weakens anyone exposed to it who does not have the ability to overcome it.

The easiest method to overcome the miasma is to receive an anointing, but particularly heroic individuals, or those in possession of certain enchantments or magic items may also be able to counteract the effect. In particular, those of the changeling lineage are able to fight the effects of the miasma, but at the expense of becoming extremely angry - which can cause problems all its own.

Skirmish 13 - Druj - Shadow's waiting

FIELD

Stephen Kirkbride : Saturday, 21:00 to Saturday, 21:30 - No Flexibility Of Any Kind

Conjunction: 55 people : Saturday, 21:00 : 20 minutes : Broken Clearing, Drownbark Forest, Ossium

21:00 - 60 people, 20 minutes, Broken Clearing, Drownbark Forest, Ossium

Skirmish 14 - Druj - Place of safety

FIELD

Stephen Kirkbride : Saturday, 21:30 to Saturday, 22:00 - No Flexibility Of Any Kind

Conjunction: 55 people : Saturday, 21:30 : 20 minutes : Silent Glade, Heart of Peytaht, The Barrens

21:30 - 60 people, 20 minutes, Silent Glade, Heart of Peytaht, The Barrens

# Skirmish Ref Notes

**Traumatic Wounds**

The only members of skirmish calling cleave or impale will be the surut heralds

Once people are through the gate ask anyone if they suffered a ruined limb

Anyone that had a ruined limb gets a Burning Bone traumatic wound

**Surut Heralds**

* Quick Insight - Creature of the Realms
* Thorough Insight - Creature of the Realms

**Watchful Miasma**

I will be at the gate for this to track of players who have it

This encounter takes place in the Heart of Peytaht and is under the effects of Watchful

Anyone in a Watchful area is affected by WEAKNESS unless they have received the blessing of the Great Forest

Anyone in a Watchful area is affected by a roleplaying effect: "You are certain that you are being watched and that you are unwelcome" unless they have some way to overcome it

Being under the eaves of Peytaht leaves a certainty of being watched that can be distracting to anyone who does not have the ability to overcome it. The easiest method to overcome the sense of being watched is to receive an anointing, but particularly heroic individuals, or those in possession of certain enchantments or magic items may also be able to counteract the effect. The other dangerous aspect of being deep in the Forest of Peytaht is that there is something in the air itself which is anathema to living creatures; weakening anyone exposed to it that has not received the blessing of the Great Forest.