# Skirmish 1: Rescue Koskinen (Jotun)

Tom Hancocks : Friday, 18:30 to Friday, 19:00 - No Flexibility Of Any Kind

Conjunction: 75 people : Friday, 18:30 : 20 minutes : White Plume Rocks, Stark, Sermersuaq

War Scout

Jotun, mix of troops

Need to rescue the hylje prisoner, possible need to negotiate or quickly heal them if dropped

In dense woodland

Wind of Fortune

In recent years, the hylje have proved themselves to be dependable allies of Wintermark. Most of the seal-shifters are a peaceful people by nature and they dislike the warlike Jotun. They prefer to avoid open battle but they have provided invaluable help on more than one occasion, most recently when they helped the Imperial military units who took part in the raid on Skallahn escape back to Imperial lines.

Now one of their number has paid the price for that aid. Koskinen, a hylje scout helping to lead Wintermark heroes out of Greenwall and back through Jotun lines, has been captured by the orcs. Somehow the Jotun have discovered that the prisoner is the son of a Palliko, a respected leader among the hylje, and sent word to them that Koskinen will be held as hostage by the Jotun for two years to ensure that the hylje stay out of the war. Provided the hylje play no further role in the conflict in Sermersuaq, Koskinen will be released. Otherwise he will be executed.

Unless Koskinen be rescued, the hylje will withdraw back to their hidden homes and avoid any further involvement in the retaking of Sermersuaq. The aid the hylje have provided thus far has been sporadic but useful and has definitely saved Imperial lives. They know the hostage is being held at White Plume Rocks in Stark and have asked the Mediator of Hylejhal to try to arrange a rescue for him if at all possible.

Success and failure: If Koskinen is rescued from the Jotun and escorted to a safe place from which they can make their way back to the people, the hylje will continue to offer aid to the people of Wintermark in Sermersuaq. If Koskinen cannot be rescued, or is killed by the Jotun, then the hylje will not be prepared to risk further reprisals and will offer further aid until the Jotun have been completely driven out of the territory.

# Skirmish 2: Retrieve Spear of Bounty (Jotun)

Tom Hancocks : Friday, 19:00 to Friday, 19:30 - No Flexibility Of Any Kind

Conjunction: 75 people : Friday, 19:00 : 20 minutes : Spirax Wood, Suaq Wastes, Sermersuaq

Conjunction (Old Bones)

Mixed Jotun warparty

Camped in a rudimentary stockade - that will give them a distinct advantage

Not of a size that ritual magic will have much use

A Jotun party have recovered a spear from the The Grave of the Giants which they intend to gift to Hayaak

Hayaak will reward the Jotun with his help if the spear is returned to him

Heralds of Jaheris have sent word of what is occurring to the Empire. They have asked the Weigher of Worth to arrange a group to intercept the group and recover the spear

A group of Jotun champions, led by the ghodi, Allok Surefoot have made the dangerous journey to the the The Grave of the Giants, a great ice-cavern lies by the edge of the waters of Nutjuitoq in Tsirku. They are pursuing a quest set for them by the Brother of Lions, a journey to claim the Spear of Bounty, an ancient relic of the Jotun that was lost in battle with a terrible sea monster a century ago. Hayaak let the ghodi know that the spear had washed ashore at the Grave of the Giants and charged him to recover it. He has promised to support the Jotun in their war against the Empire if the ghodi can return with the weapon.

Such support could give the Jotun an edge in their battle to keep control of Stark and Tanikipari. Cathan Canae's aid has been invaluable to the Jotun, with her giants taking the field against the Empire. There is some evidence to suggest that Hayaak is a much-diminished figure in recent years, so it seems unlikely he could provide the kind of aid that the Queen of Ice and Darkness can offer, but it still represents a significant threat.

All this information arrives courtesy of one of the Hawk Lord's chief rivals, Jaheris, the Unicorn Price, Lord of the Forests of Arden. His heralds profess to favour the Empire over the "churlish" Jotun. Certainly, they make no secret of their hatred for the Brother of Lions and are eager to see Hayaak's plan thwarted. They claim that the Spear of Bounty is an ancient Jotun spear, an item with great worth, and asked the Weigher of Worth of the Imperial Orcs to arrange a group to intercept and recover the Spear before the ghodi and his champions can reach the safety of Jotun lines. The group are apparently camped in Spirax woods, a small wooden area a few days south of Nutjuitoq.

Success and failure: If the Empire is able to capture the spear, they will cause the ghodi's quest to fail and deny the support of Hayaak to the Jotun. The Empire will also have claimed a valuable item of worth apparently connected to both a Jotun hero and the Brother of Lions. If they do not manage to recover the spear, Hayaak will offer his aid to the Jotun in the coming season most likely in the form of an enchantment for one of their armies.

# Skirmish 3: The Missing Warlock (Jotun)

Tom Hancocks : Friday, 19:30 to Friday, 20:00 - No Flexibility Of Any Kind

Conjunction: 75 people : Friday, 19:30 : 20 minutes : Flat Hills, Stark, Sermersuaq

Conjunction (The Missing Warlock)

Mixed Jotun warband

Thule warlock - needs to be returned to Anvil so they can be returned to the Thule

There is limited information about this conjunction

OOC the Thule have lied to the Empire and just want the warlock killed. A player will know this information so just roleplay out discovering this information

One of the Thule warlocks has become trapped behind enemy lines

The Thule need the Empire to retrieve the warlock, otherwise they will be unable to enchant their armies this season

They have asked the Ambassador to Otkodov to ensure he is recovered

Enchanted with powerful ritual magic, the Thule armies have been effective allies in the campaign to drive the Jotun out of Sermersuaq. There is little love between the two orc nations and even less trust, and that has not been helped by the antics of one particular army, the Shard of Winter. With explicit orders to loot enemy settlements, they have reaved and enslaved their way across Sermersuaq even as they drove the Jotun back.

Now it seems that one of theirs has been caught behind enemy lines. An advance raiding party has apparently forged too far ahead of the Imperial-Thule lines, been cut-off, and been captured by the Jotun. The Dragons would accept the loss of twenty or so of their foot-soldiers, but the group apparently includes an important figure - a Thule warlock called Hustavok, the White Raven.

Rak Who-Speaks-For-The-Dragons-Undivided has let the Empire know that the Thule will be unable to enchant their armies in Sermersuaq this season unless Hustavok is recovered. The Thule do not have the means to reach the White Raven themselves, but they know the Sentinel Gate would allow the Empire to make the attempt. They have asked the Ambassador to Otkodov to arrange to recapture Hustavok and either bring him back through the Sentinel Gate or kill him to ensure the Jotun are not able to force him to reveal Thule secrets.

Hustavok is not an Imperial citizen, so he cannot be brought back via the Sentinel Gate unless he consents to have a ritual such as The Cuckoo's Egg cast on him first. The prognosticators have confirmed there is a large conjunction that leads to the Flat Hills in Stark, the last known location of Hustavok and his party, though of course they have not let the Thule know that.

Success and Failure: Rescuing or killing Hustavok before he can reveal Thule secrets will ensure the Thule are able to enchant their armies in Sermersuaq this season. If Hustavok is not rescued and remains in Jotun hands, the Thule will not be able to enchant any armies - although they will still be able to maintain the Rivers of Life in Sermersuaq as they have done for the past several years.

# Skirmish 4: Heart of Oaths (Yegarra)

Tom Hancocks : Friday, 20:30 to Friday, 21:00 - No Flexibility Of Any Kind

Conjunction: 60 people : Friday, 20:30 : 20 minutes : Rushing Mere, Grey Fens, Bregasland

Limited Information

You and the Civil Service know next to nothing about this encounter at 20:30

It is understood that details are being provided to the Archmage of Day

The enemy is understood to be Jotun yegarra aligned with the Fishers, claimants to the rulership of Breagasland - they will likely be equipped and fight in a similar manner as many Marchers

# Skirmish 5: Save Greywater (Yegarra)

Tom Hancocks : Friday, 21:00 to Friday, 21:30 - No Flexibility Of Any Kind

Conjunction: 60 people : Friday, 21:00 : 20 minutes : Greywater Estate, Ottermire, Bregasland

Summary

IMPORTANT CORRECTION - this opportunity is against Jotun Yegarra, most of the enemy will be Fishers and their supporters

Jotun Yegarra (Fishers) - very similar to Marcher war capabilities

Several Jotun Ulfur (hunter/stalker/assassins)

Disrupt the enemy and eliminate the Ulfur

House Greywater (NOT ON THE ENCOUNTER) are poachers, and they hate the very lawful Matilda Fisher. She is planning to make an example of them, as has sent a unit of Jotun to execute them. They are planning to flee to the marshes where they will lie low and run a guerilla campaign against Matilda and her Jotun allies.

But they need time to get their stuff, and flee. The Imperial heroes need to stop the jotun warparty crossing the field. They need to kill the Ulfur if possible, but at the very least they need to make the Jotun withdraw. If a large contingent of Jotun get off the other side of the field, they will execute Margary Greywater and then her house will fold and any chance for resistance will be lost.

A Little Time (Conjunction)

House Greywater intend to resist the Jotun occupation of the Grey Fens and Ottermire

The Jotun are sending forces to wipe them out, the Greywaters need time to gather their belongings and flee to the deepest parts of the Grey Fens

They have sent a message addressed to the General of the Strong Reeds asking if there is anything she can do to buy them time

House Greywater have a chequered reputation in the Marches, even by the standards of Bregasland. Poacher is a dangerous word to bandy around... but it's commonly said of the Greywaters that "they don't own a lot of land of their own, but they sure know a lot about other peoples..." What can't be denied is that they're skilful archers and they know the Bregasland marshes like the back of their hand. They also just happen to hate Mathilda Fisher. Apparently, some old, old grudge exists between the Greywaters and the Fishers involving a basket of stolen eels. They're not taking the Jotun conquest of Bregasland lying down - they plan to resist and they've not been quiet about it either.

Such resistance won't be tolerated by Matilda Fisher and she has dispatched a force of Ulfur, the Jotun kirkja often sent to execute those the orcs believe have lost their honour. They intend to make an example of the Greywaters. It is clear the House are not strong enough to stand directly against them.

The steward of the House, Margary Greywater, has written a letter addressed to the General of the Strong Reeds asking for help. The House are desperately gathering their belongings and their allies; they intend to copy the example of the Strong Reeds and slip away into the depths of the Grey Fens. From there they will mount a guerrilla campaign against Fisher and her orc allies, using the cover of the marshes to make it impossible for the Jotun to bring them to heel. It's a good plan, but they need time. They desperately need the Empire to intercept the Ulfur and kill them.

There is a conjunction of the Sentinel Gate to the Greywater estate in Ottermire on the first day of the summit. Given the circumstances, this must represent the best chance to intercept the Ulfur and defeat them or drive them off. If the Imperial heroes can manage that, then the Greywaters will have time to gather their forces and slip away to the Grey Fens. From there they will be able to mount an insurgency against the Jotun.

Success and failure: Defeating or driving the Ulfur away will allow the Greywaters to finish gathering supplies and allies, and establish their guerrilla camps. This will create a network of support for the Strong Reeds - whenever they take the Lay Low order in Bregasland while the Greywaters remain free to help them, they will prevent any enemy army from being able to resupply, but will be able to benefit from both natural and emergency resupply themselves even if there are hostile forces present. Furthermore as long as the Greywaters continue to harass the Jotun, Grey Fens will gain the allied insurgents quality - similar to the under threat quality but benefitting the Empire - which means the Grey Fens will count as being a beach head even if the entire territory is in Jotun hands).

If the Ulfur are able to drive off the Imperial heroes however, they will be able to reach the Greywaters before they can flee. The majority will be executed, and the example will ensure that while other households in the conquered parts of Bregasland may hate the Jotun, they will be loathe to take up arms against them.

# Skirmish 6: Stolen History (Druj)

Tom Hancocks : Saturday, 14:30 to Saturday, 15:00 - No Flexibility Of Any Kind

Conjunction: 50 people : Saturday, 14:30 : 20 minutes : Golden Cascade, Proceris, Zenith

Summary

Recover the stolen Amulet of Truth

Killing Khelver and as many of his minions as possible is good.

Khelver is said to be 7ft tall which is probably an exagguration

Khelver is unique among the Druj, he's bold and fearless and smart. Him and his troops turn up now and again and cause the Empire a lot of trouble because he's capable of strategies other Druj can't even think of. Fortunately he tends to lead a small band of Druj, which limits the harm he can inflict. If the Druj put Khelver in charge of their army, they'd be unstoppable.

Years ago his group looted the Tabernacle Museum in Casinea. That's when he first came to the notice of the Empire, before that he was just a.n.other Druj.

He stole the Amulet of Truth, a sacred Highborn artifact and boy would they like it back. Getting it back will provide an important boost to Highborn morale (see below for details).

Conjunction (Stolen History)

Khelver, one of the Druj champions and a veteran of the war in Casinea has been spotted in Proceris

Years ago, Khelver stole a priceless Highborn relic, the Amulet of Truth, from the Tabernacle museum in Reikos

The Curator of the White City Museum has been asked to seize this opportunity to recover this piece of Highborn history

The Druj Miasma is in place throughout the area

Khelver is something of a legend among the Druj. Stories claim he is seven foot tall and so powerful he can stare down a Buruk Tepel. While all of that is clearly fanciful, he is notorious not only amongst the Druj but also with more than a few of the Highborn survivors of the Druj campaign in Reikos. It was Khelver who led the attack on the Tabernacle museum in Reikos where he personally slew Reuben of Tabernacle, the last curator of the museum. As his reward Khelver claimed the Amulet of Truth, an ancient necklace that as bequeathed to the Museum by the heirs of Ruth and was worn by the curators since the museum was founded.

The Museum was destroyed by the Druj, and even the remains are long gone now,. The ruins were swallowed up by Llofir's magic and replaced with fresh new growth. The White City Museum was established after the attack on Tabernacle to serve as a repository for items recovered from the ruins by heroic Imperial action.

Imperial prognosticators have discovered a conjunction to the ruins of the Golden Cascade, the last known location of Khelver and his warband. Determined not to let a chance to recover the Amulet of Truth slip away, the survivors of Tabernacle have asked the Curator of the White City Museum to arrange for a group of Imperial Heroes to use the conjunction to hunt down and kill Khelver, and it at all possible, recover the Amulet. Regaining the lost amulet will not be easy. By all accounts Khelver is as strong enough to cleave a warrior in two with every blow of his sword. Regardless the survivors believe the Curator is the best person to wear the necklace, to honour Reuben and the others who fell to Khelver's cruelty, and to continue the traditions of the Tabernacle museum.

Success and failure: If Khelver were killed and the Amulet of Truth recovered it would be a huge boost to the morale of the Highborn armies campaigning in Zenith, reinforcing the success of the Virtuous Crusades they have pursued these last two seasons. If Khelver is slain, then news of the victory coupled with the virtuous example of the Highborn will mean that both the Granite Pillar and the Seventh Wave will gain the unbreakable quality regardless of whether the mandate described in To ride the earth is upheld, and each army will retain that protection from disbanding until they are destroyed or they leave Zenith. If the Amulet of Truth is recovered and made an official part of the regalia of office for the Curator of the White City Museum it would also permanently increase the benefits provided by the sinecure by one liao and 2 votes each season to reflect the improve prominence and importance of the Museum.

If Khelver is not dealt with, he and his warband will move again and there is no guarantee there will be a future opportunity to confront them during the Zenith campaign.

# Skirmish 7: Stolen Knowledge (Druj)

Tom Hancocks : Saturday, 15:00 to Saturday, 15:30 - No Flexibility Of Any Kind

Conjunction: 50 people : Saturday, 15:00 : 20 minutes : Sleetstorm Pass, Lustri, Zenith

Summary

Vikari in service of Cintra Blackstaff have looted a magic text from the Spire of Sleet

There is a chance to recover it, if the heroes can intercept the looters and recover the text

The Druj Miasma is in place throughout the area

Conjunction (Stolen Knowledge)

The minions of Cintra Blackstaff have looted a valuable magical text from the Spire of Sleet in Proceris

There is a chance to recover the text before Cintra Blackstaff is able to get their hands on it

The Grandmaster of the Unfettered Mind is charged with ensuring that the Empire must stay at the apex of magical knowledge

The Druj Miasma is in place throughout the area

The Spire of Sleet is often considered to be cursed, caught as it is in an ever-circling wall of winds that pummel the area with frozen rain, snow and sleet. The impossible climate is an unavoidable, if unpleasant, consequence of the unique Spring regio that is found here. Those who studied at the Spire suffered the miserable conditions for a chance to master powerful Spring magics. The spire was abandoned when Proceris fell to the Druj and has been largely unoccupied since then.

Recently a band of vikari in service of a ghulai from the Sarangrave called Cintra Blackstaff have been observed searching the abandoned spire looking for something. The war scouts report they have appear to have located the magical text they were clearly looking for and are now bearing it back to the Palace of the Sleepers in Kroll. They have identified a conjunction to Sleetstorm Pass, a wooded valley in south-western Lustri that the Druj will be passing through on their way back to the Sarangrave. This creates an opportunity to intercept the group and attempt to recover the stolen magical text before it falls into the hands of Blackstaff and is presumably gone for good.

The Conclave order of the Unfettered Mind are dedicated to expanding the body of magical lore practised through the Empire and ensuring that the Empire stays ahead of its rivals. As a result, the Grandmaster of the Order has been asked to arrange for a group of Imperial heroes to successfully intercept the Druj and recover the text so that a decision can be taken on what to do with it next.

Success and failure: Recovering the magical text the vikari are carrying will deny it to the Druj, and depending on what exactly it is they have stolen from the ruins of the Spire of Sleet, may prove valuable or interesting to Imperial magicians.

# Skirmish 8: Kick against the pricks (Druj)

Tom Hancocks : Saturday, 15:30 to Saturday, 16:00 - No Flexibility Of Any Kind

Conjunction: 50 people : Saturday, 15:30 : 20 minutes : Dead Stone Woods, Bloodwater Marsh, Sarangrave

Summary

The Druj have caught an orc, a member of the Bloodwater Spears and are torturing him to death

If the Druj are torturing him then he may know something useful - or freeing him may help

Rescue him - or if he is dead - find out what he knows (Voice of the Dead)

Kick Against The Pricks (Conjunction)

Imperial Spies in the Sarangrave have observed the Druj capture one of the Bloodwater Spears

It may be too late to save the orc who is being tortured to death, but this is an opportunity to find out more about the Sarangrave

The Senator for Temeschwar was the one who raised the motion sending spies and prognosticators into the Sarangrave

The Imperial Senate authorized a Senate motion proposed by the Senator for Temeschwar instructing the prognosticators office to look at ways to use the spy network in the Sarangrave to try and foment an uprising. One of the potential targets they identified was the Bloodwater Spears, a sept of orcs that live on the banks of the Feverwater and who suffer under the tyranny of the Druj.

At the last moment, as the summit approaches, word arrives from Imperial spies that a large band of Druj have captured one of the Bloodwater Spears and are in the process of torturing the orc to death. It's not clear why, whether the orc has information they want, or whether it is simply the Druj taking their sport where they can. Whatever the reason, this is an opportunity to intervene in the Sarangrave, find out more about what is happening there, and potentially gain useful allies.

This potential is confirmed by the existence of a large conjunction to Dead Stone Woods, a large area of woodland near the banks of the Feverwater which is where the orc prisoner was being held. Given their obvious interest in this area, the civil service suggest that if the Senator for Temeschwar can arrange a group of heroes to intercept the Druj then they may be able to steal a march in the territory. The civil service suggest that the group include a skilled negotiator in case the prisoner can be rescued before the orc is killed and a magician who can cast voice for the dead in case they don't arrive in time.

Success and failure: Identifying and rescuing the Bloodwater Spear orc will provide an opportunity to gain information about the situation in Sarangrave, and potentially offer advantages to diplomacy with that sept of orcs. If the Druj succeed in torturing their prisoner to death the Empire may still be able to gain information, but the opportunity for diplomacy will be lost.

# Skirmish 10: Sour Honey (Druj)

Tom Hancocks : Saturday, 17:30 to Saturday, 18:00 - No Flexibility Of Any Kind

Conjunction: 60 people : Saturday, 17:30 : 20 minutes : the Bone Hives, Echofell, Ossium

Summary

The players will need to get in good defensive positions near the hives. The hives aren't vulnerable to arrows, they need to be smashed up.

The monsters need 30 seconds of uninterrupted roleplaying to destroy one. Once destroyed it should be pushed over if possible.

The insects in the hives are unpleasant and eat human flesh if angered. Warn the heroes not to get too close to the hives or they will be attacked.

Conjunction (Sour Honey)

The Druj forces are advancing on the Bone hives, intent on destroying them

The newly elected Keeper of the Bone Hives will need to try and arrange for Imperial heroes to stop them

The Druj have returned to Ossium in force, seeking to reclaim their former home from the Varushkans. With only the garrison of the Tower of the Scorpion and their Thule allies to stop them, they have advanced rapidly. Now the scouts have identified a significant force of Druj heading for the Bone Hives. As far as they can tell the group intends to kill any of the workers they can capture and destroy the hives - a strategy they have employed with ruthless intent in Zenith and other parts of Urizen. The newly appointed Keeper of the Bone Hives will need to gather a force of warriors to help intercept the Druj before they can destroy the resource.

It will not be especially difficult for the Druj to destroy the individual hives. They will likely only have to spend thirty uninterrupted seconds smashing up each one of the tall structures to destroy it. If the Imperial heroes can defeat them before they manage that, then they will save the Bone Hives. There are four hives in total, the Druj would need to destroy them all to damage the site beyond all repair.

The hives contain a breed of particularly unpleasant buzzing insects. These noxious creatures will be hostile to anyone in the area when a hive is attacked - human or orc. Heroes attempting to keep the Druj from the Hives are warned that when swarming these insects can eat through living flesh with terrifying, lethal speed. A good supply of Marrowort is likely to be essential to ensure that everyone makes it back to Anvil to receive proper treatment.

Success and failure: The Druj will need to destroy all four hives to completely destroy the Bone Hives; if even one of them remains then it will be possible for the orcs who work there to carefully cultivate new hives using the remaining insects. However, each hive that is destroyed will prevent any production from the Bone Hives for a season. For example, if three hives are destroyed, there will be no production from the Bone Hives until after the Spring Equinox 385YE.

# Skirmish 11: Troubled Waters (Druj)

Tom Hancocks : Saturday, 18:00 to Saturday, 18:30 - No Flexibility Of Any Kind

Conjunction: 60 people : Saturday, 18:00 : 20 minutes : Circle of Falling Trees, The Bleaks, The Barrens

Summary

A Druj ritual team is moving into a position to use a ritual to destroy a key bridge

The empire must intercept them and kill enough ritualists that they cannot complete the ritual

The Druj have sent 16 ghulai, they need at least 8 to do the ritual. Less than that they'll have to abandon it

The Empire would benefit from finding the Circle of Falling Trees before the Druj do

IT IS NOT ENOUGH TO DELAY the Druj - they need to hunt down and kill at least 8 ghulai

Conjunction (Troubled Waters)

The driven Golden Axe have been pushing forwards contesting control of the Barrens with the Druj far ahead of their supply lines

The Druj have fallen back, attempting to strand the vanguard on the far side of the Singing River, hoping to wipe them out

The orc plan relies on a ritual team destroying a key bridge that crosses the river, trapping the soldiers in enemy territory

The General of the Golden Axe is responsible for the Imperial army they command

The Golden Axe have embraced the legacy of the Vard and look to conquer what land they can in the Barrens. Driven as they are, they have been able to seize the advantage from the Druj by pushing far ahead of their supply lines to maximise the territorial gains of the Empire. Now though, the Druj have found a way to make them pay for the risks they have been taking.

The Druj defenders have fallen back across the Singing River, a fast flowing torrent that flows out of Hope's Rest down to the Barren Sea. The vanguard of the Golden Axe have pursued them but have run into surprisingly stiff resistance on the other side of the river. Now the Druj are looking to spring their trap by destroying the only bridge that crosses the Singing River for miles in either direction. With the bridge gone, the vanguard will be trapped on the other side of the river. Out of position, they will be easy pickings for the Druj and face certain death.

There is a powerful Spring regio in the area, called the Circle of Falling Trees. The Druj are bringing a dozen ritualists into position to perform the magic needed to destroy the bridge. They plan to make use of the astronomantic conjunction to bring the river into flood so swiftly that the bridge is swept away. They will have guards with them of course, but there is a conjunction to the area, which means the Empire has a chance to stop them. If they can kill enough of the enemy ritualists, then they won't be able to perform the ritual and the soldiers will be able to fall back in good order.

Success and failure: If the ritual team is defeated - if fewer than ten of the ritualists are left alive - the Golden Axe troops will be able to make it back to Imperial lines without further trouble. If ten or more of the Druj ritualists escape however then they will destroy the bridge, trapping the Varushkans on the wrong side of the river. If that happens, approximately three hundred Varushkans from the Golden Axe will be killed in the next few days (before the army can leave the territory).

# Skirmish 12: From the Forest (Druj)

Tom Hancocks : Saturday, 20:00 to Saturday, 20:30 - No Flexibility Of Any Kind

Conjunction: 60 people : Saturday, 20:00 : 20 minutes : Lupine Arbour, The Bleaks, The Barrens

Summary

The Druj have released a horrible Spring abomination from the Spring Realm

The creature has infected many Druj who are now "controlled" by the monster

The monster spreads it's power and influence by laying eggs into a mortal creature, which then control it's mind

Conjunction (From the Forest)

Druj ghulai have released a horror from the Spring Realm to attack Imperial forces

Countless Imperial lives will be lost before the creature can be stopped

It is the responsibility of the Knight Protector of Spring to ensure such threats are dealt with

Deep in the thickly wooded Bleaks is an area of forest called the Lupine Arbour. According to Dawnish legend, it was once home to a vile beast, some kind of terrible wolf (or possibly pack of them, the stories are unclear). The creature was defeated by Ser Guinieve, a glorious Dawnish questing knight who was pursuing a Test of Ardour to marry her lover, the enchantress, Elayne du Riviere. Guinieve could not kill the beast however, but she was able to drive it back into the Spring realm, banishing it from this world forever.

Now the creature may be back. A band of Druj ghulai seem to have found a way to release it, so that it is once more roaming the Lupine Arbour, attacking anything it can find. The prognosticators believe that if it is not stopped then it will roam further and further afield until it encounters one or more of the Dawnish armies currently stationed in the Barrens. When that happens, hundreds of Imperial lives are likely to be lost before the creature can be stopped - which is undoubtedly exactly what the Druj had in mind when they sprung this trap.

It is the legal responsibility of the Knight Protector of Spring to be first to stand against any threat that might issue forth from the realm. As such they are expected to arrange a group of heroes to track the monster to its lair and defeat it. Scouts report that the heroes should be careful, there are apparently Druj forces still in the area, although they are allegedly behaving "very oddly".

Success and failure: Defeating the horror roaming the Lupine Arbour, or driving it back to the Spring realm, will neutralise the Druj trap. If the beast is not dealt with, then it is estimated that it will inflict three hundred casualties on the Dawnish armies over the next few days (before the armies have a chance to move).

# Skirmish 13: A Poisoned Chalice (Druj)

Tom Hancocks : Saturday, 20:30 to Saturday, 21:00 - No Flexibility Of Any Kind

Conjunction: 60 people : Saturday, 20:30 : 20 minutes : Red Plains, The Carmine Fields, The Barrens

Summary

The Druj have left poisoned treasure for the raiders of the Wolves of War to find, causing them to sicken and start to die.

The heroes need to find a bucket of treasure and bring it back to Anvil. They should avoid touching the tresure at all costs.

Hopefully the heroes at the hospital will be able to identify a cure, if so they should tell the Herald of the Council what it is, so that they can ensure the sick Imperials are healed/

Conjunction (A Poisoned Chalice)

The Druj have arranged a trap for the Wolves of War, they are bearing a poisoned treasure towards the camp

If the treasure is not destroyed then the Wolves of War will suffer scores of casualties and be unable to issue the plunder under for over a year

The General of the Wolves of War is responsible for the Imperial army they command

Scores of mercenary wagon raiders have been plundering the Barrens on the orders of the General of the Wolves of War. These elite troops often range far ahead of the main force, with orders to seize any wealth the enemy are holding. Unfortunately this means that some of them have fallen pray to a cunning Druj trap. The orcs of the Mallum have been deliberately leaving treasures for the wagon raiders to loot - treasures trapped with some kind of curse. Many of the wagon raiders hired to fight in the Barrens have fallen ill after returning with treasure they have taken from the Druj. Their condition is critical but the physicks supporting the Wolves of War are at a loss for how to treat them.

The war scouts have identified a large conjunction to the Red Plains in the Carmine Fields in the Barrens. Many wagon raiders near this area have been affected, and the prognosticators believe that there is a group of Druj bearing some of the cursed treasure. If the Empire can find the Druj, and take the treasure from them without triggering the trap, they can bring it back to Anvil where it can be examined by the best magicians and physicks in the Empire. Hopefully they can find a cure for whatever is ailing the mercenaries.

Success and failure: If the Empire can't recover the cursed gold, or they recover it but can't find a way to break the bane, then it seems certain that many of the wagon raiders hired by the Wolves of War will die. The army will lose the equivalent of two hundred and fifty strength. Furthermore it will take time for the wagon raiders numbers to replenish and as a result no general of the Wolves of War will be able to issue the plunder order before 386YE Winter.

# Skirmish 14: A Sudden Flood (Druj)

Tom Hancocks : Saturday, 21:00 to Saturday, 21:30 - No Flexibility Of Any Kind

Conjunction: 70 people : Saturday, 21:00 : 20 minutes : Saltmaw, Bitter Strand, The Barrens

Summary

The players need to reach the regio, the Saltmaw, and perform the arcane projection. Simples!

They could do a different ritual - if they want!

You have the arcane projection - Dark Clouds Gather - to give to the Spring Archmage

A Sudden Flood (Conjunction)

There is an opportunity to seize a Spring ritual site near the Fangs to call on the power of the recent conjunction to flood the mines

The area is heavily defended, but success would prevent the Druj from gaining any mithril from the mines for the next six months

The occupants of Spiral Castle have created an arcane projection and asked the Archmage of Spring to arrange a group to travel to the Fangs to use it

On orders from the General, scouts from the Gryphon's Pride have pushed into the Bitter Strand to assess the level of Druj resistance there and see if there was a chance for the Dawnish armies to gloriously conquer yet more territory. In the end they stopped just short of taking the fight to the Druj there, but the scouts did identify an opportunity to strike against the Druj and weaken their forces here in the Barrens.

The Fangs are a series of nearly a dozen massive rocky columns that rise out of the coastal waters of the Bitter Sea. The pillars contain rich seams of mithril that are mined by the slaves forced to work there by the Druj. The whole operation is crude and poorly developed with rickety rope and wood bridges linking each of the Fangs to each other or back to the mainland. The heavily exposed nature of the works leaves the entire operation vulnerable to the threat of flooding. All it needs is a little push...

The magicians of Spiral Castle propose a plan to take advantage of the astronomantic conjunction to do exactly that. They have created an arcane projection using Spring magic that they have dubbed "Dark Clouds Gather". This is a magnitude 24 Spring ritual which would call on the power of the conjunction to bring storms and floods, raising devastating typhoons, water spouts, and crushing waves from the Barren Sea and ravage not only the Fangs but also the fens of Satlmarsh. The Druj rely on the eastern marshes to raise one of their magical fortifications - if the ritual is performed then most of the Saltmarsh will disappear beneath the hungry waves making it impossible to raise the Dripping Echoes of the Fen there for some time.

From talking to some former slaves of the Druj liberated by Imperial heroes in the Summer of 383YE, Dawnish witches have located a strong Spring regio near the Fangs called the Saltmaw. It is guarded by the Druj, but their numbers are stretched and a determined group could drive them off for long enough to perform a ritual (or maybe two). Spiral Castle have asked the Archmage of Spring to try to gather a team of sufficient enchanters and war witches to perform the ritual and enough glorious knights to get them to the ritual site and keep them safe while the magic is cast. Of course the Archmage might try and attempt a second ritual - or even decide that a different ritual might be a better goal. Spiral Castle are content to leave such decision to the Archmage, confident that they will know best how to take advantage of the opportunity offered by access to the Spring regio.

Success and failure: If the regio is used to perform the arcane projection, the coast will be pounded by the angry sea making it impossible to gain any mithril from the Fangs for at least two seasons - and possibly longer depending on whether the Druj are prepared to divert resources to deal with the damage caused to bridges, settlements, and roads by the magical storms. It will inflict even more damage on Saltmarsh. The region would lose the "marsh" quality and instead gain the "coastal" quality - as great stretches of the fens disappear underwater. This will prevent the Druj from using ritual magic to raise a magical fortification there for the next year before enough of the flood waters finally drain back into the Barren sea. If the arcane projection is not used, it will become useless: it draws its power the current astronomantic conjunction.