

War Scout Briefings

MADRUGA

Golden Keys, Free Landing, Madruga – 18:30 Friday

Grendel pirates have been shipwrecked. Chance for players to wipe them out before they do any harm.

They have a dire astacid beast of war

Likely to be disorganised and uncoordinated as a military force.

Stone Born heavies, Kraken's Jaw monster handlers, Wave Rider skirmishers – hit and run attacks

SPIRAL

Letivius Station, Apulus, Spiral – 19:00 Friday

Grendel pirates have been shipwrecked. Chance for players to wipe them out before they can escape south to Mareave in Grendel lands

Holed up in a small way station/stronghold. Have looted weapons from battlefields.

Stone Born heavies, Kraken's Jaw monster handlers, Wave Rider skirmishers – hit and run attacks – so unlikely to be effective in a fort fight

The have a dire astacid beast of war

Likely to be disorganised and uncoordinated as a military force.

Black Plateau Miasma

All characters on a skirmish in Sprial will be under a permanent WEAKNESS and experience heightened negative emotions unless they:

- Expend a hero point upon entering the area
- Are subject to an anointing
- Overcome the oppression using their [cambion](#) lineage
- Are bonded to a magical item or have a ritual enchantment that mitigates effects like these

SERMERSUAQ

- **Thenga's Camp, East Floes – 20:30 Friday**
- **Hall of Crows – 21:00 Friday**

Jotun warriors guarding several small fortified camps. Reports from locals who sneak to these camps report a number of thralls that have been acting oddly in the past few weeks.

Not just a chance to kill the Jotun, also an opportunity to find out what is going on with the thralls

Skjaldir heavy infantry likely to hold gates; Ulvenwar likely to make flank attacks

SERMERSUAQ

- **Arroweye's Fast, East Floes – 15:00 Saturday**
- **Bearer's Rest – 15:30 Saturday**

Jotun warriors guarding several small fortified camps. Reports from locals who sneak to these camps report a number of thralls that have been acting oddly in the past few weeks.

Not just a chance to kill the Jotun, also an opportunity to find out what is going on with the thralls

Skjaldir heavy infantry likely to hold gates; Ulvenwar likely to make flank attacks

BROCELIANDE

- **Exile Trod, Elereal 17:30 Saturday**

Rescue several Urizen sentinels that have been trapped by husks who have a large amount of Spring Mana (Vital Honey).

Need to thin out the husk horde. This will help the defence of Broceliande in the coming season, contributing the strength of 10 military units.

Expect many Vallorn husks – VENOM Is a quick way to deal with them

There might also be more powerful creatures among their number as well as ettercap's at the command of Yaw'nagrah

Whilst these might have been simple engagements in other circumstances, the nature of the foe and the environment in which they will be fought makes them all especially deadly. Preparations to combat the [vallorn miasma](#), to procure vital blade venoms, and to source [bladeroot](#) for the treatment of those exposed to [green lung](#) will all likely prove useful. The Spring ritual [Vitality of Rushing Water](#) and the [Abraxus Stone](#) magical item will protect a warrior from the debilitating effects of the miasma.

BROCELIANDE

- **Deep Weaver Wood, Boar's Dell, 18:00 Saturday**

A giant Dire Canthon (think monstrous beetle) has been sighted in the depths. It is a monstrous creature so will take many blows to bring down. It is accompanied by several Dire Elytra, a smaller creature of similar provenance.

Expect many Vallorn husks – VENOM Is a quick way to deal with them

Ettercaps at the command of Yaw'nagrah have also been sighted – they are intelligent creatures that will use pack tactics

Whilst these might have been simple engagements in other circumstances, the nature of the foe and the environment in which they will be fought makes them all especially deadly. Preparations to combat the [vallorn miasma](#), to procure vital blade venoms, and to source [bladeroot](#) for the treatment of those exposed to [green lung](#) will all likely prove useful. The Spring ritual [Vitality of Rushing Water](#) and the [Abraxus Stone](#) magical item will protect a warrior from the debilitating effects of the miasma.

OSSIUM

- **Lomaa Spoils, Galath Fields – 20:00 Saturday, 60 people**

Mission to locate and then deactivate one of the Druj's Miasma pillars in the above region.

They need to use the "Chimes of Annulment" Day ritual to remove it, or cast an exorcism upon the pillar once they know the strength of the fear aura

The pillar is located in a stand of pine trees and has remained unguarded

Druj miasma

All characters on a skirmish in Ossium will be under a permanent WEAKNESS and experience a feeling of hopelessness and dread unless they:

- Expend a hero point upon entering the area
- Are subject to an anointing
- Overcome the supernatural dread using their [Changeling](#) lineage by becoming *extremely angry*
- Are bonded to a magical item or have a ritual enchantment that mitigates effects like these

HOLBERG

- **Semmerpine Shore, Misericorde – 20:30 Saturday, 60 people**

Locals have reported a potential Druj scouting party camped on the shore of the Semmerlak. They are travelling under cover of night and avoid making fires or taking actions that would draw attention to themselves.

Likely to be chikad skirmishes, potential for them to have blade venoms

Stealth, or a convincing distraction, is advised as the best approach to get close to the camp without being spotted

OSSIUM

- **Tanglethorn Glade, Near Weald – 21:00 Saturday, 60 people**

Mission to locate and then deactivate one of the Druj's Miasma pillars in the above region.

They need to use the "Chimes of Annulment" Day ritual to remove it, or cast an exorcism upon the pillar once they know the strength of the fear aura

The pillar is located in an open glade with a large presence of Druj chikkad skirmishers nearby. There is the potential that the sound of a fight will draw in reinforcements after a short time so be prepared!

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OSSIUM

- Korlack Marsh, Drownbark Forest, 21:30 Saturday, 60 people

The Druj are staging an attack against new settlers in Ossium. They have deployed a number of tortured souls – shades of tortured people, driven to madness by pain and spite – against the people of the area.

A force is needed to combat the Druj, and priests will be needed to insight and then exorcise the tortured souls

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