

Greetings,

It's a bit out of the ordinary for a war scout to send the same message to all the generals and senators and other notables of a nation I suppose, but this isn't really a military thing - just something I stumbled over when I was ranging deeper into The Barrens than most of the scouts - to see what those Barrens Orcs were up to further back into the territory, away from the Towers of Dawn. But that's to ramble and miss my point. I'm sending so many messages because it's a really time critical situation I have here.

Instead of military concerns I found Tashak. She's an Imperial Orc - well sort of, since she says she doesn't have an Egregore bond - she calls herself 'one of the self-exiled' and there's a lot of history around that. Her and her little band seem to have been out here fighting Druj, and then managed to infiltrate some of the Barrens command meetings - back last year as far as I can tell. They won't share information with me - they want to meet some of their old people and convince you to take them back into the Empire. They could walk of course - but Tashak's worried about another one, Jutta the spy. They're moving camp night by night to make sure their enemies don't get them - but they wanted to know if there was a way you could get Jutta out. I've told them there's a ritual that can do it these days.

Will you come? They've got a pretty strong perimeter guard, they know what they're doing all right and I don't see them getting you in to danger - it really is deep in and nowhere near anything that is going on in the Barrens at all. But it's only a small window - they move each night you see, not so long after dark falls.

So if there's a conjunction to the right place it'll need to be before sunset tonight. Will you check for it? Will you come and talk to Tashak? There's an old one with them who does still have a bond to the Egregore - so if you can make a portal open, at least that one'll be able to come back with you - convince the Empire to take them back in - even if you can't get the spy out.

I know it seems a lot of fuss for one small group - but there's something about this lot that tugs at the heart - it feels like they belong with the Empire and are carrying a whole bucket of the past on their shoulders. And with the war as it is, they're stuck without your help.

The place you want is called The High Place, in Hope's Rest, The Barrens

I'll send a message to one of the scouts in barracks at Anvil, have them come and find out if you're going to make it to save you the trouble of Winged Messenging me back.

Anwyn, of Red Wrecked River Striding, from The High Place, in Hope's Rest, The Barrens War Scout