

Skirmish 1: Jotun vs Kahraman

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

Conjunction: 60 people : Friday, 18:30 : 20 minutes : Talaeiros, Gambit, Kahraman

Players will take the field and then need to find areas in the woods to hide for a few minutes as a force of Lasambrians approaches. Radio Plot Contact when players are in place.

Players will take the field and then need to find areas in the woods to hide for a few minutes as a force of Lasambrians approaches. Radio Plot Contact when players are in place.

Skirmish will enter from MidGate

Monsters will have a Freeborn NPC with them they need to bring back to Anvil.

The NPC can thank the players and then make their excuses to leave ASAP. They have nothing of value to share with the players.

Skirmish 2: Jotun vs Sermersuaq

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

Conjunction: 60 people : Friday, 19:00 : 20 minutes : Avointaivas, Stark, Sermersuaq

Players are going to engage Jotun in the woods, around tractor path.

One of the orcs is carrying a magic item the players want to recover.

Skirmish 3: Druj vs Zenith - poison raid

Oliver Faulkner : Friday, 20:00 to Friday, 20:30 - No Flexibility Of Any Kind

Conjunction: 60 people : Friday, 20:00 : 20 minutes : Tower of the Fall, Occursion, Zenith

Players are going to assault a Druj outpost, overwhelm the defenders and loot the piles of herbs, potions and poisons in the camp.

Players are going to assault a Druj outpost, overwhelm the defenders and loot the piles of herbs, potions and poisons in the camp.

Temporary stockade built on field at the top of the copse

- likely lots of venom/weakness calls from Skirmish
- several Kallad torturers (sack masks) will try and capture players, ask them to drink a potion in return for being healed/released, cards are self-refing

Suggested to players that they might be able to blow holes in the fortification to make ingress easier - Plot Contact to advise and help remove barricades

Druj Miasma

This encounter is located in an area effected by the Druj's fear miasma. The entire location is under this effect. All Imperial Heroes will be under a permanent WEAKNESS unless they:

- spend a hero point upon entering the area
- use their changeling lineage to overcome the effect
- are bonded to a magical item that mitigates the effect
- are the target of a ritual enchantment that mitigates the effect
- are anointed

Tortured Souls

- Require Quick Insight - "Other, Rank 1 Exorcism"
- Require a Rank 1 Exorcism to destroy, otherwise they can respawn
- SOUL CURSE traumas to hand out to those struck by the creatures

Skirmish 4: Druj vs Zenith - Iteri pillar

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

Conjunction: 60 people : Friday, 20:30 : 20 minutes : Pallasian Steps, Iteri, Zenith

Druj Miasma

This encounter is located in an area effected by the Druj's fear miasma. The entire location is under this effect. All Imperial Heroes will be under a permanent WEAKNESS unless they:

- spend a hero point upon entering the area
- use their changeling lineage to overcome the effect
- are bonded to a magical item that mitigates the effect
- are the target of a ritual enchantment that mitigates the effect
- are anointed

Pillars

- There is one pillar
- Chimnes of Annulment takes 5 minutes to cast to drop a pillar's power
- Dreadful Ending is a Winter arcane projection that will DESTROY a pillar (knock it over), this gets round the 1 minute rule
- A Level 15 Consecration (after Insight) will also drop a pillar's power

Tortured Souls

- Require Quick Insight - "Other, Rank 1 Exorcism"
- Require a Rank 1 Exorcism to destroy, otherwise they can respawn
- SOUL CURSE traumas to hand out to those struck by the creatures

Skirmish 5: Druj/Agramant vs Zenith

Oliver Faulkner : Friday, 21:00 to Friday, 21:30 - No Flexibility Of Any Kind

Conjunction: 60 people : Friday, 21:00 : 20 minutes : Rift in the Veil, Lustri, Zenith

Druj Miasma

This encounter is located in an area effected by the Druj's fear miasma. The entire location is under this effect. All Imperial Heroes will be under a permanent WEAKNESS unless they:

- spend a hero point upon entering the area
- use their changeling lineage to overcome the effect
- are bonded to a magical item that mitigates the effect
- are the target of a ritual enchantment that mitigates the effect
- are anointed

Tortured Souls

- Require Quick Insight - "Other, Rank 1 Exorcism"
- Require a Rank 1 Exorcism to destroy, otherwise they can respawn
- SOUL CURSE traumas to hand out to those struck by the creatures

Endless Stalker

- Big monster the players have to kill
- Monstrous Creature
- Insight - "Creature of the Realms" - is a form of herald (for There is No Welcome Here)
- Lots of hits, will call CLEAVE or REPEL as appropriate

Skirmish 6: Druj vs Ossium

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

Conjunction: 60 people : Saturday, 15:00 : 20 minutes : Petka's Path, Drownbark Forest, Ossium

NO Druj Miasma on this skirmish

Players are going to engage the Druj, aiming to cripple their fighting strength and force them into retreat.

Skirmish 7: Druj vs Barrens

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

Conjunction: 60 people : Saturday, 15:30 : 20 minutes : Aurelius Estate, Dawnguard, The Barrens

NO DRUJ MIASMA

Players are going to the Barrens to cast a ritual and enlist the aid of Sorin.

They will need to drive the Druj off a winter regio, cast a ritual and then leave.

Druj will harry the players but not risk too much in trying to attempt to protect the ritual.

Ritual is an Arcane Projection - Wolves of Winter or The Shattered Call. PLEASE ENSURE DETAILS ARE TAKEN SO THE RITUAL CAN BE LOGGED.

Skirmish 8: Druj vs Zenith - Lustri Pillars

Tom Hancocks : Saturday, 16:30 to Saturday, 17:00 - No Flexibility Of Any Kind

Conjunction: 60 people : Saturday, 16:30 : 20 minutes : Spire of Twisting Shadow, Lustri, Zenith

Druj Miasma

This encounter is located in an area effected by the Druj's fear miasma. The entire location is under this effect. All Imperial Heroes will be under a permanent WEAKNESS unless they:

- spend a hero point upon entering the area
- use their changeling lineage to overcome the effect
- are bonded to a magical item that mitigates the effect
- are the target of a ritual enchantment that mitigates the effect
- are anointed

Pillars

- There are two pillars, they both need to be depowered within 1 minute of each other
- Chimnes of Annulment takes 5 minutes to cast to drop a pillar's power
- Dreadful Ending is a Winter arcane projection that will DESTROY a pillar (knock it over), this gets round the 1 minute rule
- A Level 15 Consecration (after Insight) will also drop a pillar's power

Skirmish 9: Druj vs Zenith - Proceris Pillars

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

Conjunction: 70 people : Saturday, 17:00 : 20 minutes : Plantation of Tall Ferns, Proceris, Zenith

Druj Miasma

This encounter is located in an area effected by the Druj's fear miasma. The entire location is under this effect. All Imperial Heroes will be under a permanent WEAKNESS unless they:

- spend a hero point upon entering the area
- use their changeling lineage to overcome the effect
- are bonded to a magical item that mitigates the effect
- are the target of a ritual enchantment that mitigates the effect
- are anointed

Pillars

- There are three pillars, they both need to be depowered within 1 minute of each other
- Chimnes of Annulment takes 5 minutes to cast to drop a pillar's power
- Dreadful Ending is a Winter arcane projection that will DESTROY a pillar (knock it over), this gets round the 1 minute rule
- A Level 15 Consecration (after Insight) will also drop a pillar's power

Marshlings

- 15 hits each, destroyed by WEAKNESS
- Can HEAL and RESTORE LIMB on another marshling in 15 seconds
- Single use of PARALYSIS

Skirmish 10: Druj vs Sarangrave - Vallorn investigation

Oliver Faulkner : Saturday, 17:30 to Saturday, 18:00 - No Flexibility Of Any Kind

Conjunction: 60 people : Saturday, 17:30 : 20 minutes : Karliss, Whisperwood, Sarangrave

Druj Miasma

This encounter is located in an area effected by the Druj's fear miasma. The entire location is under this effect. All Imperial Heroes will be under a permanent WEAKNESS unless they:

- spend a hero point upon entering the area
- use their changeling lineage to overcome the effect
- are bonded to a magical item that mitigates the effect
- are the target of a ritual enchantment that mitigates the effect
- are anointed

Players are attempting to recover two Navarri vates the Druj have captured. They have no specific information the Druj wanted, but were tortured regardless.

Skirmish 11: Druj vs Zenith - Occursion Pillar

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

Conjunction: 60 people : Saturday, 18:00 : 20 minutes : Field of Celestial Mist, Occursion, Zenith

Druj Miasma

This encounter is located in an area effected by the Druj's fear miasma. The entire location is under this effect. All Imperial Heroes will be under a permanent WEAKNESS unless they:

- spend a hero point upon entering the area
- use their changeling lineage to overcome the effect
- are bonded to a magical item that mitigates the effect
- are the target of a ritual enchantment that mitigates the effect
- are anointed

Pillars

- There is one pillar
- Chimnes of Annulment takes 5 minutes to cast to drop a pillar's power
- Dreadful Ending is a Winter arcane projection that will DESTROY a pillar (knock it over), this gets round the 1 minute rule
- A Level 15 Consecration (after Insight) will also drop a pillar's power

Poison Smoke

- Green smoke in a censer
- If close to/inhaled it causes a VENOM effect
- Expectation is that this will be self reffing
- It isn't an area of effect like a MASS call

Skirmish 12: Jotun vs Bregasland

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

Conjunction: 60 people : Saturday, 20:00 : 20 minutes : Jayne's Top Copse, Grey Fens, Bregasland

Stealth attack

The Marchers will attack a Jotun stockade after sunset

Likely to be a hard fight to ref as it will be dark and forces will be spread out

1/3 force will arrive after 10 minutes have passed

Skirmish 13: Jotun vs Sermersuaq

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

Conjunction: 60 people : Saturday, 20:30 : 20 minutes : Flat Hills, Stark, Sermersuaq

- Mixed Jotun and Brass Titan are chasing a WM raider into Sermersuaq
- Fight around the field fort under the floodlights

Brass Titan

- Lots of hits
- Monstrous Creature
- Can call CLEAVE or REPEL as appropriate

Skirmish 14: Jotun vs Sermersuaq

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

Conjunction: 60 people : Saturday, 21:00 : 20 minutes : Kilpailuala Bay, Tanikipari, Sermersuaq

- Simple fight of Jotun vs Wintermark
- expected to be in the area around the field fort