

THE BARRENS SPY NETWORK

Asenath (Chiara MacCall : 899.1)

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The forces scouting Liathaven this season include Ethelwulf Argonning, Hdand Dunwulf, Herette, Kindra Edasdottir, Raeden, and Aldwyn Fjellrevening of Wintermark, and Sketchemi Justicast Mentyevik of Varushka.

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The human population of Dawnguard is completely under the thrall of the orc conquerors. The Druj are cruel, but there is no sign that they are going out of their way to torment the captured nobles and yeofolk. They are being put to work; most work in the fields, or are pressed into service building simple fortifications.

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There appear to be two Druj armies camped in and around Dawnguard – the Black Wind and the Tainted Basilisk. The Black Wind is made up of indigenous orcs who betrayed the other tribes and went back to the Druj. The two armies appear to be on the defensive, resupplying with a combination of mithril and weirwood and taking advantage of the opportunities to relax and recreation offered by the conquered territory. They seem to be going out of their way to be noticed, making no effort to conceal themselves. These two armies were part of a larger force that marched south from Semmerholm not long after the Winter Solstice. The rest of the force continued south-east into the Mallum.

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Magic

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The Druj are rebuilding – or have rebuilt - the Spires of Dusk, on the Plains of Teeth, using a combination of slaves brought out of the Mallum, subjugated yeofolk force-marched east out of Dawnguard, and enslaved local orcs. Scouts are unable to get close enough to determine how close to completion it is – it may possibly have already been completed by the start of the Spring Equinox - but regardless, it looks as if the construction is well underway.

Dourfell Keep - the fortified human settlement in Hope's Rest - is no more. Where it once stood there are now only charred fields, ruined walls, and a shallow lake that was not there during previous observation. The destruction does not seem to have been wholly natural – even a year or so later there are signs that the castle was destroyed by magic.

Magic

The Barrens is under a magical effect very similar to that which covered most of the Empire through 381YE. The night skies are empty of stars, except for the moon. Naga experience an urge to be secretive while in the territory. This magical shroud protects the territory from most magical scrying – only the most potent magic is likely to be able to pierce it.

Game Information

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THE BARRENS SPY NETWORK

Sketchemi Justicast Mentyevik (Matt Cook : 8533)

Aided by the Penumbra Watcher, Imperial forces have committed a total strength of nine-hundred and eighty to the spy network in the Barrens. This is sufficient to gain an overview of the territory, including the presence of military forces, but it is not enough to draw a (new) map, or determine precise details of armies, fortifications or bourse resources.

The forces scouting Liathaven this season include Ethelwulf Argonning, Hdand Dunwulf, Herette, Kindra Edasdottir, Raeden, and Aldwyn Fjellrevening of Wintermark, and Sketchemi Justicast Mentyevik of Varushka.

Basic Information

The entire territory is firmly controlled by the Druj. The majority of the population are orcs and seem to be focused in the east around the Bitter Strand, Saltmarsh, and the Plains of Teeth - a combination of surviving orc tribes collaborating with the Druj to various degrees, enslaved orcs, and Druj conquerors.

The human population of Dawnguard is completely under the thrall of the orc conquerors. The Druj are cruel, but there is no sign that they are going out of their way to torment the captured nobles and yeofolk. They are being put to work; most work in the fields, or are pressed into service building simple fortifications.

Several hundred have been marched out of Dawnguard, however. Some of them were taken to a labour camp in southern Murderdale where they were put to work harvesting weirwood alongside a number of enslaved indigenous orcs. Many of these yeofolk were freed during the Winter Solstice by a joint effort of apparently Dawnish heroes in conjunction with warriors from the Great Forest Orcs and their briar allies. The liberated slaves fled south through the Forest of Peytaht. The humans have mostly been delivered to Remember Exile, while the orc slaves have rejoined their families among the orcs of the Great Forest.

Other slaves were taken east to toil in the mithril mines on the coast of the Barren Sea, or to rebuild the Spires of Dusk. A number – almost entirely nobles – cannot be accounted for.

Any trouble is punished severely, however, usually by painful public execution. There are horrifying stories of nobles forced at spear-point to murder their own yeofolk which has quickly put an end to any open resistance to the Druj.

Worse, for every Druj killed by Imperial resistance fighters, a dozen yeofolk are condemned to a slow agonising death. Their tormented bodies are impaled on stakes in the fields outside Drycastle, and attempting to remove the dead for burial is itself a capital offense. There is a crop of new bodies surrounding Drycastle – yeofolk executed by the Druj in retaliation for the liberation of the weirwood logging camp. Perhaps a hundred and twenty people died in the week following the attack.

It is estimated that there are between ten and fifteen thousand civilians remaining in Dawnguard. They are spread out around the territory, but a significant number of noncombatants (including many children) have been brought to Drycastle under guard. They appear to be reasonably well treated (by Druj standards) but there are a significant number of guards around them. There is little doubt that they are being held as a way of ensuring compliance from their families, and perhaps even in the form of a “human shield” against Imperial assault.

Forces

There appear to be two Druj armies camped in and around Dawnguard – the Black Wind and the Tainted Basilisk. The Black Wind is made up of indigenous orcs who betrayed the other tribes and went back to the Druj. The two armies appear to be on the defensive, resupplying with a combination of mithril and weirwood and taking advantage of the opportunities to relax and recreation offered by the conquered territory. They seem to be going out of their way to be noticed, making no effort to conceal themselves. These two armies were part of a larger force that marched south from Semmerholm not long after the Winter Solstice. The rest of the force continued south-east into the Mallum.

There is also a second force in the Mallum, which is making itself much less obvious. Camped in the Bleaks and the Untrod Groves is a major force of Druj, taking precautions against being observed. It's not entirely clear how long they have been present, but there is some evidence they have only been in place for a month or so. There are at least three different banners – the White Lion (their banners paradoxically seem to depict some sort of ant), the Flame Beetle, and the Arrow Viper (banners seem to depict a winged snake). There is a grim anticipation about them. Numbers are impossible to confirm with any certainty but there might be as many as twenty thousand.

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THE BARRENS SPY NETWORK

Aldwyn Fjellrevening (Rick MacLennan : 8700)

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