

## Plot Schedule

Summary	Ref	Event	Plot Location			
<input type="text" value="Civil Service"/>	<input type="text"/>	<input type="text" value="2019 Spring Equinox"/>	<input type="text"/>			
Writer	NPC	Day	Ritual	Nation	Branch	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="War Scout"/>	

### War Scout

**Tom Hancocks : Friday, 18:30 to Friday, 19:00**

[Plot Wiki Entry](#)

**Conjunction: 75 people : Friday, 18:30 : 20 minutes : Pinehall Meadow, Stark, Sermersuaq**

[Encounter Data](#)

The fighting in the icy tundra of Sermersuaq this season has witnessed vast forces clash time and again to vie for control of the lost land of the Winterfolk. Even with a powerful spring enchantment slowing the loss of blood, revitalising broken warriors, and giving one last gasp of breath to the dying, the butcher's bill has been long and costly. Yet the war scouts bring hope too, word comes that a number of soldiers from the Imperial armies have been captured by Jarl Heimgar, whose Skjaldir and Ulvenwar forces surrounded units of the injured from the Tusks and the Bloodcloaks. Missives have been exchanged with the Jotun and they have made it clear that the captives can be freed and brought to the Grimmirs if the Empire sends warriors to clash with the Jarl's forces at Pinehall Meadow. Calling out the Jarl and challenging the orcs for the lives of the injured will be seen as an act of valour by the Jotun. If successful, some 50 troops will be freed and allowed to rejoin their armies in Sermersuaq.

Expect Jotun Ulvenwar and Skjaldir in the Jarl's party.

The Jarl's troops will fight until they realise they cannot win, or the Empire's forces break. They will look to avoid loss of life in such a small engagement and will likewise not prevent healers reaching the downed.

---

**Tom Hancocks : Friday, 19:00 to Friday, 19:30**

[Plot Wiki Entry](#)

**Conjunction: 75 people : Friday, 19:00 : 20 minutes : Thoki's Camp, Stark, Sermersuaq**

[Encounter Data](#)

The Jotun have left Atalaq, capital of the Suaq people. But they have left with a great many thralls, those who were given the Choice and chose to keep their lives and live in servitude to the Jotun. There are many that now perhaps regret the choice they made at sword point, only to so quickly see that liberation was close at hand. Missives from the front in Stark have informed the Civil Service of the location of several hundred thralls - formerly of Atalaq - that are camped under the banner of Thoki Hawkspear, a Ghodi from the Mandowla's Roar. A strike close to Thoki's Camp will draw out the Jotun and provide the war scouts a chance to free these Suaq and allow them to return behind Imperial lines. These civilians are likely to swear new oaths to the Wintermark egregores in the coming season, but it is expected that they would take new names and become Frayed, rather than return to their former lives.

Strike against the Jotun and draw them back towards the portal you arrived through. Keep them engaged and away from their camp. This will allow the war scouts to lead the thralls to safety and back to Atalaq.

---

## **Recapture\_the\_Beast\_from\_Beoraidh**

[Plot Wiki Entry](#)

**Kirsty Horne : Friday, 19:15 to Friday, 19:45**

[Encounter Data](#)

**Conjunction: 30 people : Friday, 19:15 : 20 minutes : Granite Isle, Optarion, Redoubt**

You only have patchy details here. Grendel wave rider skirmishers are the most likely foe. Mandowlas are monstrous creatures with sharp talons and can be ferocious if cornered!

The location is the Granite Isle

---

**Tom Hancocks : Friday, 19:45 to Friday, 20:15**

[Plot Wiki Entry](#)

**Conjunction: 30 people : Friday, 19:45 : 20 minutes : Valdez Cove, Fontargenta, Feroz**

[Encounter Data](#)

The Grendel's landfall in Feroz has been swift and brutal. But it is evident that these orcs are mainly mariners, pirates and marines from their navies, not the mercenaries normally encountered by the Empire. Only now are those hardened soldiers coming ashore and making preparations for the campaign season ahead. Reports to the prognosticators speak of two bands of troops from one of the Broken Shores' elite warrior moridun, the Kraken's Jaw beast masters. A ship has recently unloaded at Valdez Cove in Fontargenta. One war party has remained close to the cove to guard their vessel, while the other has headed inland, reaching the woods known locally as the Brazen Sands Forest. Both barbarian war bands are escorting powerful sand crabs, littoral creatures akin to gigantic humanoid lobsters. Encountered before by the Empire, these monstrous creatures have thick stony hides and powerful crushing claws. Two conjunctions to the region offer opportunities to eliminate these beasts before they can be committed to an attack in Feroz.

MOST LIKELY TO BE OF INTEREST TO THOSE WHO WANT TO FIGHT MONSTERS. LIKELY TO ATTRACK INTEREST FROM OTHER NATIONS.

Kraken's Jaw Monster handlers, they are defensive fighters that will protect their beast and attempt to keep it fighting.

Dire Astacid are giant lobster like monstrous creatures. They are strong and powerful, arrows and mighty strikes will have no effect. They are capable of shattering weapons with their powerful claws.

---

**Tom Hancocks : Friday, 20:15 to Friday, 20:45**

[Plot Wiki Entry](#)

**Conjunction: 30 people : Friday, 20:15 : 20 minutes : Brazen Sands Forest, Fontargenta, Feroz**

[Encounter Data](#)

The Grendel's landfall in Feroz has been swift and brutal. But it is evident that these orcs are mainly mariners, pirates and marines from their navies, not the mercenaries normally encountered by the Empire. Only now are those hardened soldiers coming ashore and making preparations for the campaign season ahead. Reports to the prognosticators speak of two bands of troops from one of

the Broken Shores' elite warrior moridun, the Kraken's Jaw beast masters. A ship has recently unloaded at Valdez Cove in Fontagenta. One war party has remained close to the cove to guard their vessel, while the other has headed inland, reaching the woods known locally as the Brazen Sands Forest. Both barbarian war bands are escorting powerful sand crabs, littoral creatures akin to gigantic humanoid lobsters. Encountered before by the Empire, these monstrous creatures have thick stony hides and powerful crushing claws. Two conjunctions to the region offer opportunities to eliminate these beasts before they can be committed to an attack in Feroz.

MOST LIKELY TO BE OF INTEREST TO THOSE WHO WANT TO FIGHT MONSTERS. LIKELY TO ATTRACK INTEREST FROM OTHER NATIONS.

Kraken's Jaw Monster handlers, they are defensive fighters that will protect their beast and attempt to keep it fighting.

Dire Astacid are giant lobster like monstrous creatures. They are strong and powerful, arrows and mighty strikes will have no effect. They are capable of shattering weapons with their powerful claws.

---

**Tom Hancocks : Friday, 20:30 to Friday, 21:00**

[Plot Wiki Entry](#)

**Conjunction: 75 people : Friday, 20:30 : 20 minutes : Ponta Delgordo, Cazar Straits, Feroz**

[Encounter Data](#)

A conjunction has been identified to Ponta Delgordo, a small harbour on one of the serene islands in the northern Catar Straits. Here a force of Grendel troops has come ashore, pillaged the houses and businesses of the village, then set up camp on the headlands to act as a garrison to prevent anyone leaving the isle. The villagers are petrified to leave their homes and have offered little resistance to the hardened mercenaries from the Broken Shore. Now the Grendel troops have bedded in they are content to drink and feast on the islands rich produce, breaking into cellars each day to secure provisions and sweet wines. A sudden and swift strike by the Heroes of Anvil will most certainly catch them unaware, either killing the force utterly, or scattering them across the island. If successful then it would allow brave Freeborn resistance fighters to reach the island to lead the villagers out of their homes and down to the harbour where they can evacuate in the fishing fleet to a refuge in Madruga.

THERE ARE NOT PEOPLE TO RESCUE.

Swiftly move to engage the enemy. The longer you take the more time they will have to ready weapons, set their defences and get ready to resist.

---

**Tom Hancocks : Friday, 21:00 to Friday, 21:30**

[Plot Wiki Entry](#)

**Conjunction: 75 people : Friday, 21:00 : 20 minutes : Lucksprings Road, Oranseri, Feroz**

[Encounter Data](#)

Ever since it was commissioned, the Temple of the Bull has been a contentious place. This season a small group of Highguard grey pilgrims visited Oran to protest the Asavean deities and denounce the blasphemy they saw in Feroz. The sect were seen preaching against the temple, agitating against the religious site; then the Grendel arrived... Not natives of the area, nor fully understanding of the situation as it unfolded, they took a wise decision and headed inland, along the Lucksprings Road towards distant Segura. They have not gone unnoticed however and are now in danger of being caught by a swift band of Grendel skirmishers that are sweeping the area.

Grendel raiders, expect mixed troops. Stone Born. Wave Riders. The pilgrims are far enough away that if the orcs can be defeated or broken then they can make good their escape. THERE ARE NO PEOPLE TO RESCUE!

---

## **Plot:Stanislav and the Terrible, Horrible, No Good, Very Bad Day**

[Plot Wiki Entry](#)

[Encounter Data](#)

**David Sheridan : Friday, 21:00 to Friday, 23:00**

**Etienne de Rolo, Priest of Arav the Judge**

You're here to present and negotiate the terms of the extradition treaty. The IC is a highly lawful society and codifying this relationship with their divided and fractious neighbour helps them to understand this part of it, and to feel safer with it.

Like your brother the Templar, **you're not here to discuss mercantile nonsense, trade or sanctions**. Dismiss attempts to bring this up with contempt; do you look like a merchant?

Here are your terms:

- That for actions which are punishable by criminal sanction on both sides of the Imperial/Suranni border (ie. where double criminality is present), the home nation have the legal right to request from the host nation the extradition of the perpetrator, and guarantees of co-operation as outlined below. Such crimes include: Treason, Murder, Theft, Arson, Assault, Banditry, Grand Deception (or Subverting the Agencies of the State), and attempting or aiding the above.
- That this request is not subject to Senatorial or Ducal ratification before it is enacted.
- That this extradition be performed by the militia of the host nation.
- That this extradition be performed in a timely fashion.
- That this process should end at an agreed site on the Feroz/Kalino border, when the prisoner is handed over to the lawful custody of the home nation.
- That the people with the right to raise a writ of extradition be any Duke or Duchess of the Confederacy, or the Throne of the Empire, or either side's Ambassador to the other.
- That a person or group must be named or described on a writ of extradition in sufficiently unambiguous language to ensure correct process.
- That for the sake of ensuring a swift and sure legal process, the writ must be raised within one year of the criminal crossing the border (not the original commission of the crime). It does not expire.
- That in the event that the criminal named on the writ cannot be found, or is discovered to be dead, or is killed while resisting extradition, the host nation inform the home nation promptly, and if it is possible to provide proof, that this will be done.
- That any member of the host nation found protecting the criminal be considered to be aiding and abetting their crimes.
- That the home nation hold preferential authority in the instance that the criminal has committed offences in both nations; this prevents a criminal from escaping execution for a murder by getting themselves incarcerated on the other side of the border.
- That no other person besides that or those named or described on the writ may be seized.
- That any personal property found to belong to the criminal or in their possession is forfeit to the home nation, not the host nation.

- That punishment will be carried out within the territory of the home nation, following due process.

You have some authorisation to negotiate the fine details, but these terms are pretty reasonable.

---

**Tom Hancocks : Friday, 21:30 to Friday, 22:00**

[Plot Wiki Entry](#)

**Conjunction: 75 people : Friday, 21:30 : 20 minutes : Green Coast, Fontargenta, Feroz**

[Encounter Data](#)

The great raid south into Mareave and the port of Beoraidh has been a great success but the raid has seen several mishaps. A ship involved in the raid, crewed by orc reavers of the First Legion, has been beset by calamity on their return voyage from the Broken Shore. Either by exposure to Rhianos' enchantments, poor sea craft or just plain old bad luck the vessel was separated during a squall and was thrown off-course. The crew eventually washed up weeks later, half starved and weakened from exposure, only to find they had been swept across the entire Bay of Catazar and were now in distant Feroz at the fore of the Grendel assault. A chance exists to strike against the mercenary forces at Green Coast, giving the Imperial Orc sailors time to reach safety, find food and join in the evacuation alongside the Freeborn in the area.

The Imperial Orc reavers are not directly threatened by the Grendel, nor will they be present on this skirmish IC. THEY DO NOT NEED TO RESCUE THE REAVERS. But they need to attack the Grendel so that the ImpOrcs can make it to safety.

Grendel marines. Likely several units. Stone born heavy infantry, Wave rider skirmishers.

---

**Gerwyn Wayne Walters : Friday, 21:30 to Friday, 23:00**

[Plot Wiki Entry](#)

**Conjunction: 7 people : Friday, 22:00 : 30 minutes : Bitter Harvest, The Bleaks, The Barrens**

[Encounter Data](#)

There is a Conjunction to Bitter Harvest, The Bleaks, The Barrens at 2200 on Friday night.

[Plot Line](#)

You do not know anything more about this IC (OC, please share the accessibility details if a player asks)

---

**Tom Hancocks : Saturday, 14:30 to Saturday, 15:00**

[Plot Wiki Entry](#)

**Conjunction: 75 people : Saturday, 14:30 : 20 minutes : Sullen Vale, Webwood, Ossium**

[Encounter Data](#)

With this eastern land now controlled by the Empire and assigned to the Varushkan people, the war scouts are preparing to leave and receive new assignments in other warzones. There are still vast areas of the territory that are unexplored and anything short of a Senate-supported [spy network] is unlikely to reveal the many dark and dangerous things in the deep forests.

New settlers, braving the harsh frontier lands have reached an area named as Sullen Vale in the Webwood. Here they plan to start new lives, grow prosperous from the bounty of the forests and the rich rocks beneath the ground. Yet it appears the stench of the Druj still lingers, one of the disturbing monoliths has been located here and as long as it remain a miasma of fear will permeate the area. Before they can settle a ritual team or group of priests will need to remove the malign power from the pillar. Doing so will hasten the settling of a new vale here, and ultimately work towards removing the Druj miasma that blankets all of Ossium.

The force is likely to be mainly Chikad skirmishers, with a number of Pakkad heavy troops in reserver. There might be heralds of Arhallogen in the area but this has not been confirmed.

The pillar is some distance into the woodland so swift progress will need to be made.

Chimes of Annulment or a strong consecration can be used to depower the pillar and remove the taint of the miasma

The entire area is subject to a Druj fear miasma. It has a permanant WEAKNESS effect. To avoid this they need to either: spend a hero point on arriving, be anointed to a virtue, overcome it using their changeling nature, have a magic item or ritual enchantment that allows them to overcome it.

---

**Tom Hancocks : Saturday, 15:00 to Saturday, 15:30**

[Plot Wiki Entry](#)

**Conjunction: 75 people : Saturday, 15:00 : 20 minutes : Dourfell Chase, Hope's Rest, The Barrens**

[Encounter Data](#)

There is a large force of Druj (Chikad and Pakkad, maybe some archers and mages) defending a stockade close to the ruins of Dourfell Keep, Hope's Rest in the Barrens. This place used to be home to the briar from the Freedom Heresy.

They will be a tough force to break open and the defences will make it easy for them to prevent the Empire bringing their numbers to bear.

Surrounding the fort and preventing them escaping might be a sensible approach, but they will fight like trapped rats. If they had an escape route left open then they might flee if the going gets too tough.

There is a small spring regio nearby.

IMPORTANT - the Archmage of Spring is likely to know much more about this. Direct people to Fabienne de Miel of House Vexille.

---

**Tom Hancocks : Saturday, 15:30 to Saturday, 16:00**

[Plot Wiki Entry](#)

**Conjunction: 75 people : Saturday, 15:30 : 20 minutes : Tractus Animo, Screed, Spiral**

[Encounter Data](#)

War scouts in Spiral and tracking the Druj advance have identified a party of Vikari mages operating alongside a larger force of Chikad warriors. Led by a young member of the Ghulai ritualist caste the warband are currently making their way north out of Screed via Tractus Animo having spent several days upon the Black Plateau. It is understood that they have with them several human slave artisans and arrived in the area with a heavy supply of crafting materials. The effect of the oppression in Spiral makes further information uncertain, but prognosticators have highlighted that intercepting the warband, defeating them, and discovering what the Vikari have undertaken - be it from the orcs themselves or their human slaves - is a prudent course of action.

Skirmish Chikad + human slaves/artisans

Vikari mages with strange weapons!!!

Find out what is up with the weapons and what they have been doing.

---

**Tom Hancocks : Saturday, 20:00 to Saturday, 20:30**

[Plot Wiki Entry](#)

**Conjunction: 75 people : Saturday, 20:00 : 20 minutes : Seguridade Plain, Anozeseri, Segura**

[Encounter Data](#)

The first conjunction opens to the Seguridade Plain in Anozeseri, a wide expanse of grassland that surrounds the approaches to the first of the great Towers of Anduz in the region. War scouts and those travelling the open plains in support of the Imperial Armies here have sent reports to Anvil that a raiding party is closing in on the area, evidently planning to strike against the small volunteer garrison and eliminate the protection they can provide to the traders passing through the area. Intercepting the Jotun force, either harrying them or eliminating them entirely will stop the immediate threat posed to trade in Segura that arrives from distant Faraden. Failure to stop the raiders will reduce trade income in Segura over the next season.

Fast moving Jotun. They will be fighting aggressively and seek to overwhelm and surround any opponents. Expect Skjaldir heavy infantry and Ulvenwar flanking units.

---

**Tom Hancocks : Saturday, 20:30 to Saturday, 21:00**

[Plot Wiki Entry](#)

**Conjunction: 60 people : Saturday, 20:30 : 20 minutes : Frostaxe's Camp, Suaq Fount, Sermersuaq**

[Encounter Data](#)

The solstices and the equinox are important times for all the people of the world, Imperial, foreigner, or barbarian. While some use the time to stage daring assaults on their enemies, others use it as a time for political gatherings, holy ceremonies or as a time to reflect on the past season. War scouts have tracked a Jotun warband that has headed into the far north of Sermersuaq in the region of Suaq Font. Led by the courageous, if headstrong, Jarl Vanda Frostaxe this band of hunters and glory seekers have come to track a mighty Artok rumoured to have left Sydanjaa in the depths of a mighty winter blizzard. Whilst the war scouts report no sightings of the creature, it is apparent that something attacked the barbarians, cutting even the hardest warriors down like autumn barley and leaving most of Vanda's host either dead, or seriously injured. A conjunction to Frostaxe's Camp allows for the

Empire to travel to Suaq Font and the camp of their broken enemies. There is no clear advice from the prognosticators on how best to proceed, and the decision on how to capitalise on the opportunity is for the heroes of the Empire to determine.

There is no sign of the monster that attacked the Jotun. Many of them are badly injured and only a small number of the barbarians are able to fight.

---

**Tom Hancocks : Saturday, 21:00 to Saturday, 21:30**

[Plot Wiki Entry](#)

**Conjunction: 75 people : Saturday, 21:00 : 20 minutes : Kabalai Campo, Anduzjasse, Segura**

[Encounter Data](#)

The Kabalai Campo is an area of grassland and gently rolling hills in Anduzjasse, close to the palace at the terminus of the Gloaming Road. Whilst the entire region is currently held by the Jotun, a few brave Faraden merchants still risk the route to reach the Empire. The past season has seen a number of caravans attacked by the greedy orcs of the Lasambrian Hills, ruining the livelihoods of many traders. A lone war scout out on the Campo has met a Faraden traveller at risk from a roving band of barbarians. The civil servant is with the merchant and their wares, and believes that they can both reach safety if the Jotun can be distracted or held for a short while. If the caravan can make it safely to Imperial territory then this act will result in a minor improvement in relations with the Faraden courts, as they recognise the Empire's commitment to protecting traders along the Gloaming Road.

Jotun - mix of troops, skjaldir, ulvenwar, raoljost. Likely to be fast moving and attempt to pin down any imperial force.