

LIATHAVEN SPY NETWORK

Owyn (Matthew Keymer : CID 474.1)

The spy network in Liathaven allows Imperial troops to gather information about the Jotun-conquered territory. It requires at least five hundred force be assigned to gather information. Over the last season, a total of seven hundred and eighty effective fighting force was assigned to support the spy network. The forces at large in Liathaven include those loyal to: the Navarr Owyn, Lleu Tarw, and Dynion Stormpine; the Varushkan Maarit; the League captains Magdalena Alagna di Sarvos and Kaspar Yakoich von Holberg; and the Dawnish Lord Merbrid the Stork.

Jotun and Vallorn

The Jotun appear to have almost completely withdrawn from Liathaven. There is no significant, organised force of warriors here. The thralls have already been evacuated from northern Liathaven. There are several smaller bands, lead by a few champions and members of the Jotun kirkja. For the most part, they seem to be withdrawing west back into Jotun territory. As they retreat, the smaller bands are systematically destroying the eerie totems they have maintained along the margins of the vallorn for the last thirty years.

A much more pressing danger in Liathaven is the crushing pressure of the vallorn. Infused with an eerie vibrancy, the misty miasma that fills Westwood and Liath's Heart is spreading north and south - indeed to the north it spills over into southern Bregasland with unpredictable consequences. The population of vallornspawn husks appears to have increased dramatically - two years of vicious fighting between the Jotun and the Navarr no doubt. The danger is further exacerbated by the a combination of the destruction of the steadings by the orcs and, ironically, the evacuation of the southern forests by the Navarr keen to join the Black Thorns.

West Ranging

At the moment the vallorn looks like it will expend its energy expanding into West Ranging, before returning to its fitful slumber. While there are vallorn-spawn, peculiar plants, and beasts elsewhere it is here that the vallorn's presence seems thickest. If it is left unopposed, it will have ingested West Ranging completely by the Spring Equinox. If this happens, it will be as difficult to uproot the vallorn as it would be to remove it from Westwood or Liath's Heart. It seems likely this will be the extent of its growth, but with the vallorn there are few certainties.

if West Ranging is consumed, one of the side effects will be the destruction of the northern anchor for the Paths of Lan Thúven - effectively destroying that powerful magical corridor.

A very rough estimate suggests that it would take at least three full-strength Imperial armies to stand a chance of holding the vallorn back, and even then they would need significant assistance to prevail.

Westwood

The vallorn is full of energy at the moment, but that energy is focused on expanding into West Ranging. If the vallorn can be stopped, it may be possible to go further and push into the Westwood. This will require a combination of armed force and magical assistance; both soldiers and heroic action will be needed. One thing that will make this more difficult will be the need to establish a beachhead in Liathaven in either Western Scout or West Ranging. If this is not achieved quickly, it will be "significantly" more difficult for Imperial armies to assault Westwood.

The trods

The trods in Liathaven are in a dreadful state. The Navarr scouts here report that they are on the verge of total collapse - partly because the surging vitality of the Vallorn is producing significantly more magical pressure than in the last several decades. The already tattered trods cannot cope with the swell of power, and if they are not strengthened will certainly rupture in the next few weeks cutting the Liathaven Vallorn off from the trod network.

While this could be remedied once Liathaven is back in Imperial hands, it will make it much harder to clear the Vallorn from the Westwood. The consensus is clear - if there is a way to do it the Dance of Navarr and Thorn needs to be performed at a regio in Liathaven as soon as possible.

The territory

The previous Navarr population has been completely decimated. Scattered by the wrath of the Jotun, those who did not join the Black Thorns were forced to flee their homes by the Jotun. It is possible that some will want to return now that the Jotun appear to be abandoning the territory, but it will be difficult and expensive to re-establish a Navarr presence here and could take years.

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LIATHAVEN SPY NETWORK

Maarit (Sarah Loughlin : CID 536.1)

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LIATHAVEN SPY NETWORK

Magdalena Alagna Di Sarvos (Melissa Trender : CID 6210.1)

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Lleu Tarw (Chris Melvin : CID 6359.3)

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LIATHAVEN SPY NETWORK

Kaspar Yakovich von Holberg (Matt Byrne : CID 420.1)

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LIATHAVEN SPY NETWORK

Lord Merbrid the Stork (Connor Fitzgerald : CID 7537.1)

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Dynion Stormpine (Rob Harley : CID 8611.1)

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A very rough estimate suggests that it would take at least three full-strength Imperial armies to stand a chance of holding the vallorn back, and even then they would need significant assistance to prevail.

Westwood

The vallorn is full of energy at the moment, but that energy is focused on expanding into West Ranging. If the vallorn can be stopped, it may be possible to go further and push into the Westwood. This will require a combination of armed force and magical assistance; both soldiers and heroic action will be needed. One thing that will make this more difficult will be the need to establish a beachhead in Liathaven in either Western Scout or West Ranging. If this is not achieved quickly, it will be "significantly" more difficult for Imperial armies to assault Westwood.

The trods

The trods in Liathaven are in a dreadful state. The Navarr scouts here report that they are on the verge of total collapse - partly because the surging vitality of the Vallorn is producing significantly more magical pressure than in the last several decades. The already tattered trods cannot cope with the swell of power, and if they are not strengthened will certainly rupture in the next few weeks cutting the Liathaven Vallorn off from the trod network.

While this could be remedied once Liathaven is back in Imperial hands, it will make it much harder to clear the Vallorn from the Westwood. The consensus is clear - if there is a way to do it the Dance of Navarr and Thorn needs to be performed at a regio in Liathaven as soon as possible.

The territory

The previous Navarr population has been completely decimated. Scattered by the wrath of the Jotun, those who did not join the Black Thorns were forced to flee their homes by the Jotun. It is possible that some will want to return now that the Jotun appear to be abandoning the territory, but it will be difficult and expensive to re-establish a Navarr presence here and could take years.

In most places the armed camps the Jotun had established in Liathaven have been gutted over the last season - they clearly had no intention of leaving their light fortifications behind for the Empire. There were never many orc thralls dwelling in Liathaven, but those that did live here appear to be withdrawing west with their Jotun masters.

Game Information

You are welcome to use this information as you see fit – but this document is out-of-character and should not be shown to other characters during the event. Instead please use it as the basis of your roleplaying regarding the events described.

The effective fighting strength of the Vallorn expansion is around 15,000 equivalent, and Imperial forces would need at least one victory point to stop it consuming West Ranging. If they also wanted to establish a beachhead in West Ranging, they would need a significantly larger force.

