

Reinos Spy Network Report E3 2024

This physical report is an out-of-character briefing sheet, rather than an in-character report. We ask players not to share these briefings around until after the event at the earliest. It is intended to be used to create stories about what the characters involved have done since the Spring Equinox.

The total military strength of the scouts committed to Reinos totals nine hundred and sixty strength. The forces here are serving under Iñez i Azul-Mar i Erigo, Reagan i Guerra, Barachel of Adina's Charge, Azar I Romero I Erigo, Delfina Odalys i Monserrate i Erigo, Rodric Worldscribe, and Zachariah.

Overview

Reinos is one of two territories colloquially referred to as the Lasambrian Hills along with Arbonne to its south. While it ultimately owes its fealty to Gudmundr Arason, King of Narkyst and Jarl of Jarls, in practice the region is governed by the Hierro, the Corazon and the Escuta. Much of the west of the territory is dominated by a massive mountain range known to the locals as the Balankas. In the north and southeast these give way to fertile lowlands well-suited to farming and cattle ranching, which supply much of the territory's food. It borders Liathaven and an unknown Jotun territory, Arbonne and an unknown Suranni territory, Kahraman and Segura, and two unknown territories to the west.

Settlements within Reinos are clustered around the northern and southern borders, with the central regions being more sparsely populated and less strongly controlled. Most settlements are built within strong stone walls, and life outside of these semi-fortified towns is fraught with the risk of attacks by the dire beasts that reside in the central mountains.

Settlements

The largest settlement in Reinos is Grismont Township, around the headwaters of the Scorrero. Despite this it is small even by the standards of most Imperial settlements, being approximately the same size as Sybella in Bastion. Much of the township's population is seasonal and travels in to access Grismont's defining feature, a large central marketplace.

The Tiding is a small walled feasting hall built in the hills of Corghosa. This hall is under the control of a group of human yegarra known as "the Tiding". The hall's owner is Jarl Vigdis, an eccentric figure who fights under the banner of a magpie. The Tiding seem to be on good terms with their Lasambrian neighbours, especially the warriors of the Corazon. The two groups frequently cooperate to enact the heavy tolls from Faraden merchants.

Armies

There were no armies present in the territory of Reinos this season.