

## Skirmish 12

2000 – 65 players, 20 minutes

- **House Greywater has asked for support from the Marchers who attend Anvil**
- **House Greywater needs 10 thrones and 40 drams of herbs to continue supporting the Strong Reeds**
- **The *General of the Strong Reeds* is responsible for delivering the resources**

The patrols answering to Mathilda Fisher are tightening their grasp on [Bregasland](#). Those households who continue to refuse to recognise Fisher as Steward of Bregasland are coming under ever more pressure. The [Strong Reeds](#) do what they can, they continue to keep the spirits up of the groups who remain staunchly Imperial. Some of the inhabitants in villages that were previously relied on to support House Greywater and the Strong Reeds are claiming they're no longer able to offer support. Others have steadily increased the rates for the produce they are selling to the Strong Reeds. Fighting a guerrilla war in this manner is expensive.

*Margary Greywater*, steward of the household, has asked for aid from those Marchers who attend Anvil. There is a small copse in the south of [Grey Fens](#) where some of the Greywater's hunting parties used to leave notes for each other. If the Marchers are able to journey there and leave 10 thrones and 40 drams of herbs then they will remain able to support themselves, and the Strong Reeds. If no resources are left there then they will have to think long and hard about whether they can continue to oppose the Mathilda Fisher. There are patrols in the area made up of a combined force of [Raoljost](#), [Ulvenwar](#), and [Skjaldir](#). Given that this directly impacts the safety of the soldiers of the [Strong Reeds](#) the responsibility for this conjunction lies with whoever is appointed as the [General](#) of the Strong Reeds at the upcoming summit.

Starting on the far right side of the field from looking at the gate. Move towards the Imperials once they are through. You are a patrol looking for Imperial troops who are actively attacking Jotun and Fishers. If they were just Bregaslanders they would be allowed to pass. But they came through the gate so they'd best be going through it again. Try to make clear that you won't be taking thralls if anyone falls.

## Skirmish 13

20:30, 65 players

- **The Jotun are in pursuit of one of the apprentices of Mott of Fisher's Rock**
- **If they are caught then Mott's hiding place will be uncovered and they will be killed**
- **The *Blackroot Broker* is responsible for saving the apprentice**

The patrols of Mathilda Fisher are tightening their grasp on [Bregasland](#). There are some though who do not want the help of the Strong Reeds, or House Greywater, and look elsewhere in the Empire for support. [Mott of Fisher's Rock](#) has asked for the aid of the Navarr in saving one of their apprentices from a Jotun patrol.

*Tall George* was expected to arrive back to the tumbledown farmhouse over a week ago and apparently the reclusive [merrow](#) fears the worse. Mott of Fisher's Rock is hiding deep within the marshes but fears that if *Tall George* is captured then they could lead a patrol to her hideaway.

The pursuers are made up of a combined force of [Raoljost](#), [Ulvenwar](#), and [Skjaldir](#). Given that this is a direct plea from Mott to the [Blackroot Broker](#), currently **Twyll Eternal**, it is their responsibility to rescue *Tall George* and kill any Jotun following them.

- npc will be actively hiding.

Jotun to start midgate coming towards the centre of the field. Taking down Imperials is more important than capturing the NPC. Use the top of the copse as an anchoring point. If it's majority Navarr (and it possibly will be) then try to hurt them.

Make clear you're not to take any thralls if anyone goes down.

## Skirmish 14

21:00

- Little Robin is a sympathiser to Stephen of Sarcombe and is attempting to travel to Liathaven
- If they make it to the border then they will pass on information to the Jotun
- The Senator for Mournwold is responsible for stopping Little Robin from reaching Liathaven

Not all the folks who live in the Mourn are worried about the Jotun having retaken Liathaven. A small number, who sympathise with Stephen of Sarcombe, are actively working to see the Jotun return. One miner from Southmoor, Little Robin Erskine, has gone one step further and is making their way to the border with Liathaven.

Little Robin is nearing the border of Liathaven and has met up with a force of Jotun who appeared to be expecting them. Little Robin is apparently quite influential amongst some of the miners of the Mourn and has maintained a network of close friends and confidantes across Southmoor. If the miner is able to make it across the border then the Jotun will be able to use the information offered by Little Robin to reclaim the region much easier: effectively the region of Southmoor will gain the under-threat quality. If Little Robin is stopped however then the rest of House Erskine will work alongside the miners of the Mourn to provide an opportunity which will be presented before the Spring Equinox 385YE.

The escorts of Little Robin are made up of a combined force of Raoljost, Ulvenwar, and Skjaldir. Given that this represents an attack on the infrastructure of the territory of Mournwold it is the responsibility of the Senator of Mournwold: Alan Sheppard to stop Little Robin from reaching Liathaven.

- Monster gate is the exit point for the Little Robin, someone who has some **very** important information about the Mournwold.
- Little Robin is more important than any one of your lives, if they make it out alive then the Jotun have a better chance at invading Mournwold for the foreseeable future.
- Start on field opposite midgate and move down towards the sentinel gate with an aim to swing down to monstergate.
- Fight the players and make them flee. Make clear that you are not being stopped from taking thralls here.