

Notes of the Vallorn - Winter 378

By Neb Firstdance

Introduction

So here starts my first notes of the vallorn a sort of list of news and stuff that we have found out about the darn thing since the last note, as well as current state of things, and well there is a bucket shit ton of stuff to yak about and well instead of just yakking about yakking about it. I'll just yak about it..

Current State of the Vallorn

Miaren - Destroyed (yay always think it's best to start with good news)

Hercynia - Mostly Cold, but still there..... Currently Deer's Folly is the Heart of Hercynian vallorn, but incursions have occurred in Old Ranging and Summersend.

Therunin - Mostly wet, with large amounts of monstrous insects being in vogue instead of the vine infested Husks that are in fashion with other Vallorns. The heart of the Therunin Vallorn is at Greenheart, but it also holds powerful sway in the ironically named Sweetglades.

Liathaven - Troubled and being poked.. It looks like some Orcs perhaps the Jotun are poking the Vallorn.. not a good time.. Especially as this Territory is completely lost to us, due to the treaty with the Jotun and walking the Trods now also involves dodging Jotun raiders. The Vallorn itself could be categorised as spikey.. don't poke it.. it will bite... The Heart of the Vallorn in Liathaven is in Liath's Heart sitting like a proud puppy having unleashed its first fart.. the miasma

around the Heart is cloying and dangerous, it also has its tendrils firmly entrenched in Westwood

Brocéliande - If there was a boil on the Empires ass that needed searing, but you were too afraid to burst it as the wave of puss would drown us all, that boil would be the Vallorn at Brocéliande, it controls most of the Territory, and we control a little bit.. well that little region as well as the Broc. The Heart of the Vallorn in Brocéliande is in Terunael it has powerful tendrils in Black Boughs (where my home and the Broc is), Dark Ranging, Green Weald and Vale's Lament. More worryingly it has recently driven the Druj out of Elerael whether they poked it too much or no it is squeaky butt time in Brocéliande

Vallorn Origins

Sooooooooooooo I had a long conversation Friday night of the last Summit with the Boss (Liaven) we was having a general stomp about Anvil and well I think this was just after we'd decided not to cast the ritual and it had gotten dark started to talk to me about the fall of Terunael.. he said the conjunction was affecting him in strange ways.. his thoughts were constantly being drawn to the events at the end of Terunael.. and what caused the Vallorn? Magical Rituals either work or don't.. if they don't work they cause massive explosions not weird and wonderful side effects... The thought that kept arising in his head is 'What is the Vallorn was not an accident.'

BOOM my head exploded with the possibilities.. why would they have done this.. is the history we know wholly correct? The known lore states that without warning the rituals around Terunael unwound catastrophically, creating or

summoning the Vallorn into the heart of their kingdom. But that seems now like a story.. if you look at the story itself.. how do ritual break and unwind.. what if the Terunael's people were as pragmatic as us Navarr, and they were losing the war against the Orc barbarians and in a final 'fuck you' they cast the rituals in a possible attempt to weaponise the Vallorn to attack the Orcs or even if we can't have it neither can you sort of thing....

Mari Linkforge

Mari and the brilliant ritualists of the Link Forge coven swam in the depths of Leviathan to ask a simple question..

Why is Miaren the only territory to be freed from the Vallorn?

Leviathan Told Us:

Two factors seem likely to be relevant in the liberation of Miaren. First, Miaren lies in the centre of the Empire. The Trods radiate out in all directions and as the Navarrí move along them they weaken the Vallorn, leeching out power.

Persistence alone is not enough.

It was more appealing to give hope to a homeless people by destroying the weak vallorn than to weaken the strongest within the Empire. It was a hard choice and such choices always have consequences.

Ritual performed by Linkforge Coven, Autumn YE 378.

Damaged Trods

As of the start of Winter 378YE, the Navarr know that the trods in Reikos have been seriously damaged by the actions

of Druj magicians. The trods in Spíral, Mournwold and Segura are likewise severely deteriorated due to long-term barbarian dominance of those territories, and in need of repair. The trods in Karsk are badly frayed and beginning to break down - the near constant back and forth of the last few years has made it very difficult to keep them operable. Unless Karsk remains in Imperial hands for a significant period, they will have deteriorated to the point where they will need to be repaired. Finally, and perhaps most worryingly, the trods in Liathaven have almost entirely unravelled due to nearly thirty years of Jotun dominance; until they are restored to full strength, the power of the vallorn will not be depleted at all by the walking of the trods.

The Barrens, never having been Imperial territory, have never had a proper trod network - rumours exist of a few tenuous paths that may have been created or used by the Navarr in historical times, but there is little sign of them today.

Notes of the Vallorn - Spring 379

By Neb Firstdance

Introduction- So we are now on to the second notes of the Vallorn as before this is sort of list of news and stuff that we have found out about the darn thing since the last note, as well as current state of things..

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Hercynia - Mostly Cold, but still there..... Currently Deer's Folly is the Heart of Hercynian Vallorn, but incursions have occurred in Old Ranging and Summersend.

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Liathaven - Troubled and being poked.. It looks like some Orcs perhaps the Jotun are poking the Vallorn.. not a good time.. Especially as this Territory is completely lost to us, due to the treaty with the Jotun and walking the Trods now also involves dodging Jotun raiders. The Vallorn itself could be categorised as spikey.. don't poke it.. it will bite.. The Heart of the Vallorn in Liathaven is in Liath's Heart sitting like a proud puppy having unleashed its first fart.. the miasma around the Heart is cloying and dangerous, it also has its tendrils firmly entrenched in Westwood.

Brocéliande - No change, The Heart of the Vallorn in Brocéliande is in Terunael it has powerful tendrils in Black Boughs (where my home and the Broc is), Dark Ranging,

Green Weald and Vale's Lament. More worryingly it has recently driven the Druj out of Elerael whether they poked it too much or no it is squeaky butt time in Brocéliande

Skuld - And we have bad fucking news, a new Vallorn has been found in Otkodov, yup the Thule homeland. It was dormant but now the annoying thing is starting to wake up... as if we didn't have enough shit on our plates, the forest up there spreads across three regions, Kogur that borders Volodmartz, Stathas, and Hahlerm that borders Karsk. We know nothing of the size of the Vallorn here, but can near guarantee that the Thule will start poking it.

Whispering Dray

So there is a steading in Broceliande that disappeared a few years ago, every man woman and child vanished. The steading was settled by Brackensong and they attempted to investigate the disappearance. Last summit three of the Whispering Dray people turned up in Anvil. First one who seemed to be fairly high lineage Briar, and then another two extremely highly lineaged Briar, who attempted to kill the first. It turns out that they had gone to another place what this other place was, we don't know or even if it was on this world, but it turns out they have been attempting to enhance themselves and the messing or attempting to improve the trods... what this improvement is we don't know, but we do know that the whole steading was pulled into this other place, and only some were willing, hence the two trying to kill the third.

Dance of Navarr and Thorn

So this ritual was cast for the first time in centuries on Saturday night, the trods in Segura were repaired. Then on Sunday the Empire came together as one as we cast the

ritual again on the fields of Reikos. For the first time in history other nations joined the Navarr in the casting of this ritual, the whole reason the Navarr joined the Empire was aid in the destruction of the Vallorn and that Sunday on a lonely plain in Reikos the Empire as a whole took up that cause.

Academy Backed Historical Research into the Vallorn

The Academy has sponsored research into the History of the Vallorn, hopefully I will have more information on this for next summit.

Past Life Vision by Iulian Shatterspire, Spring Archmage

Iulian was chosen to receive a true Liao vision, the vision is of interest as it turns out he was Councillor Merenael of Emrys, a city of the Terunael Empire, in his vision letters he read and people he talked to mentioned the Great Work and also his coven entering the Dreamscape, to travel there physically, to escape the doom of Emrys, this should involve drinking of an elixir. Emrys itself is a city far to the north, perhaps it is Skuld as we now know there is a Vallorn there and the vision ended with a torrent of life that consumed all before it. This again adds credence to the theory that the Vallorn was purposely created and also adds links to the people of Whispering Dray.

Damaged Trods - Possible targets for the Dance: Karsk, Spiral, Mournwold, Liathaven, in that order.

Karsk - badly frayed and beginning to break down - the near constant back and forth of the last few years has made it very difficult to keep them operable. Unless Karsk remains in Imperial hands for a significant period, they will have deteriorated to the point where they will need to be repaired.

Liathaven - have almost entirely unravelled due to nearly thirty years of Jotun dominance; until they are restored to full strength, the power of the vallorn will not be depleted at all by the walking of the trods. Though worrying rumors have started from the Stridings there of Jotun actually walking the trods and perhaps draining the spring magic for their own ends.

Mournwold - severely deteriorated due to long-term barbarian dominance of those territories, and in need of repair.

Reikos - seriously damaged by the actions of Druj magicians, but with the casting of the Dance of Navarr and Thorn and the walking of those nascent trods in the recaptured areas of Reikos hopefully this damage will soon be reverted. These trods will also aid in the repairing of the scorching that the farm lands of Reikos suffered from the years of conflict.

Segura - severely deteriorated due to long-term barbarian dominance of those territories, these have had the Dance and Navarr and Thorn cast on them and with a season of the Navarr stridings and the Brass Coast walking them they should be gaining power and aid in the recovery of the farmlands of Segura.

Spiral - severely deteriorated due to long-term barbarian dominance of those territories, and in need of repair.

The Barrens - never having been Imperial territory, have never had a proper trod network - rumours exist of a few tenuous paths that may have been created or used by the Navarr in historical times, but there is little sign of them today.

Notes of the Vallorn - Summer 379

By Neb Firstdance

Introduction - So on to the third of these things, what is new... what do we know and what should we be caring about...

Current State of the Vallorn

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Hercynia - Mostly Cold, but still there.... Currently Deer's Folly is the Heart of Hercynian Vallorn, but incursions have occurred in Old Ranging and Summersend.

Therunin - Mostly wet, with large amounts of monstrous insects being in vogue instead of the vine infested Husks that are in fashion with other Vallorns. The heart of the Therunin Vallorn is at Greenheart, but it also holds powerful sway in the ironically named Sweetglades.

Liathaven - Troubled, no longer being effectively depleted by the Trods as they are most unravelled.. not a good time.. Walking what little remains of the Trods here now also involves dodging the Jotun raiders. The Vallorn itself could be categorised as spikey.. don't poke it.. it will bite... The Heart of the Vallorn in Liathaven is in Liath's Heart sitting like a proud puppy having unleashed its first fart.. the miasma around the Heart is cloying and dangerous, it also has its tendrils firmly entrenched in Westwood.

Brocéliande - No change, The Heart of the Vallorn in Brocéliande is in Terunael it has powerful tendrils in Black Boughs (where my home and the Broc is), Dark Ranging, Green Weald and Vale's Lament. More worryingly it has

recently driven the Druj out of Elerael whether they poked it too much or no it is squeaky butt time in Brocéliande.

Skuld - And we have bad fucking news, a new Vallorn has been found in Otkodov, yup the Thule homeland. It was dormant but now the annoying thing is starting to wake up... as if we didn't have enough shit on our plates, the forest up there spreads across three regions, Kogur that borders Volodmartz, Stathas, and Hahlerm that borders Karsk. We know nothing of the size of the Vallorn here, but can near guarantee that the Thule will start poking it.

And finally more lovely fucking news we have 2 more Vallorns to the East of the Empire,.. well this is according to Llofir anyway, we still need to verify this info but we now have potentially seven of the fuckers to deal with..

Unity Cultists

This is bad shit... So starting at the beginning, the Druj contacted an Autumn eternal and bought a shit ton of Liao, they proceeded to feed this Liao to a Vallorn, this Vallorn has gotten a little self-aware...

Yes we have an intelligent Vallorn out there now, we think it is the Vallorn at Teruneal, this Vallorn took it into its head, or well mass of putrid pustules, that implanting itself into people and subverting them would be a good idea, yes these are the Unity Cultists, yes people subverted by the Vallorn and dedicated to the false virtue of Unity.. So when having a quick dip with Leviathan the question was asked why is the Vallorn doing this ...the answer was scary.... it wants to seed the empire with itself..... it wants to spread... and it is using the Unity cultists to do this, each of them is a walking Vallorn seed... killing the cultists is BAD not only do you implant the seed in the ground where the cultist was killed

but you also consign that cultist to walk the labyrinth forever as they were dedicated to a false virtue... a massive shit pot if you ask me..

So the only way to solve this issue is if you kill a Unity Cultist you have to cast turns the circle to rot the seed and the cultists body away.. .but this will fuck over the poor cultist's soul, as well they get mind fucked and well I guess that most don't want to be unity cultists, so I guess though this is untested we need a triple wammy of cast Ascetic Star of Atun, Surgery, and Exorcism to fully cure someone ... though we still have not had time to try this out. ... so long short.. don't kill them.....

So that sound scary don't it.. something to worry about for future... no its happening already we have lost StoneHaven Chapter, Casinea to this.. it is now a huge Vallorn Miasma with shitloads of husks and now, I guess other bad shit... I told the High Guard about this last Summit and ever vigilant General Cuth ordered Unconquered scouts from the Seventh Wave to investigate, after ascertaining the size of the threat they were ordered to circle the area and attack. The infestation was destroyed and the Vallorn has been cleared out, two strange pods have been sent to Anvil to investigate, the scout did take 90 casualties

Dance of Navarr and Thorn

So this ritual was cast on Sunday last summit. The Navarr cast the ritual again at the Imperial Regio and repaired the trods in Holberg.

Academy Backed Historical Research into the Vallorn

Didn't get any information about this as the Civil Servants to do research into this seem to be getting shirved... the Senate were given a cost to protect these valuable people but

decided it was not worth the cost. We have now lost more researchers and this has crippled the Empire's ability to research into its past... nice going senators...

Damaged Trods

- Possible targets for the Dance: Spiral, Mournwold, Liathaven, in that order.

As of the start of Winter 378YE, the trods in Reikos were seriously damaged by the actions of Druj magicians. Swift action by the Navarr allowed them to use a regio associated with the Sign of Tamar to repair the trods during a battle there. The trods in Segura and Holberg also suffered damage under barbarian orc occupation, but were recently repaired by the combined efforts of the Navarr nation. They are once again walked by stridings.

The trods in Spiral and the Mournwold are likewise severely deteriorated due to long-term barbarian dominance of those territories, and in need of repair.

Finally, and perhaps most worryingly, the trods in Liathaven have almost entirely unravelled due to nearly thirty years of Jotun dominance; until they are restored to full strength, the power of the vallorn in that territory will not be depleted at all by the walking of the trods.

The Barrens, never having been Imperial territory, have never had a proper trod network - rumours exist of a few tenuous paths that may have been created or used by the Navarr in historical times, but there is little sign of them today.

Notes of the Vallorn - Autumn 379

By Neb Firstdance

Introduction - Oooh we have number four... problem we have now it we are close to five and after that I'm going to lose count as forget I got a second hand...

Current State of the Vallorn (mostly unchanged from last Season, apart for Brocéliande, so skip this bit if you've read it before, if not knock yourself out)

Miaren - Still Destroyed

Hercynia - Mostly Cold, but still there..... Currently Deer's Folly is the Heart of Hercynian Vallorn, but incursions have occurred in Old Ranging and Summersend.

Therunin - Mostly wet, with large amounts of monstrous insects being in vogue instead of the vine infested Husks that are in fashion with other Vallorns. The heart of the Therunin Vallorn is at Greenheart, but it also holds powerful sway in the ironically named Sweetglades.

Liathaven - Troubled, no longer being effectively depleted by the Trods as they are mostly unravelled.. not a good time.. Walking what little remains of the Trods here now also involves dodging the Jotun raiders. The Vallorn itself could be categorised as spikey.. don't poke it.. it will bite... The Heart of the Vallorn in Liathaven is in Liath's Heart sitting like a proud puppy having unleashed its first fart.. the miasma around the Heart is cloying and dangerous, it also has its tendrils firmly entrenched in Westwood.

Brocéliande - (See later), The Heart of the Vallorn in Brocéliande is in Terunael it has powerful tendrils in Black

Boughs (where my home and the Broc is), Dark Ranging, Green Weald and Vale's Lament.

Skuld - Still up there in Otkodov, yup the Thule homeland, as far as we know... need to get more info about it. It was dormant but now the annoying thing is starting to wake up... as if we didn't have enough shit on our plates, the forest up there spreads across three regions, Kogur that borders Volodmartz, Stathas, and Hahlerm that borders Karsk. We know nothing of the size of the Vallorn here, but can near guarantee that the Thule will start poking it.

Other Vallorn - We have 2 more Vallorns to the East of the Empire,.. well this is according to Llofir anyway, we still need to verify this info but we now have potentially seven of the fuckers to deal with..

Broceliande

Ok so the Vallorn here is getting a little naughty, its a like an over tired child, doesn't know when to stop, with the extension of the Trod network it seems to be attempting to lash back at us, after the Summer Solstice, thick clouds of miasma spreads from Broceliande into Casinea, Astolat and Semmerholm, not only this but a shit ton of Ettercaps decided they wanted to go visiting their neighbours, unfortunately their visiting gifts are sometimes misconstrued as direct attacks and wanton destruction, oh sorry no there is no misunderstanding.... Anyway the awesome knights, guards and yeoman of the three territories stopped the influx and no more seem to be intent on a trip out Broceliande. In marginal good news the miasma isn't currently spreading to far out of Broceliande and soon dissipates.

The worrying aftermath of this Vallorn fart is the mutated growths in the territories farms and forests. Roughly a

quarter of their produce has grown twisted and weird. Orchards produce unnatural fruit; wheat fields have strange flowers and generally all forest and farms have weird shit growing in them affecting the production of resources. Strangely enough herb gardens are unaffected..

The underlining thing in all this is that the production of these Forests and Farms has been reduced by these growths and each has grown strange pomegranate like fruit, that go to seed very quickly and have been detected to contain Spring Magic, such that can be used in rituals. What these 'Seeds of the Forests' actually are and whether they are Vallorn corrupted is unsure, but it could be another attempt by the Vallorn in Broceliande to seed the Empire as we know it is attempting to do with the Unity Cultists.

I need to consult with the Arch Mage of Spring, and examine one of these Seeds to understand their threat or possibilities.

Unity Cultists

Still a big worry, hence me talking about them again, no new information about them, but still so we are one thousand percent clear killing Unity Cultists = BAD, it not only damns the cultists' souls but also implants a Vallorn seed in the place you killed them unless you get a Vate or Mage to cast Turns the Circle on the body. The only way to save the cultists souls is get a guide or priest to exercise the malign influence.

Academy Backed Historical Research into the Vallorn

No information about this as yet, but due to actions of the senate the Researchers are now properly protected and after three attempts on different researchers, one of the assassins has been captured, one assassin has been killed and one escaped... so we may have more out there.. It looks like it is

the Whisper Gallery, and that they gain egress into the Researchers homes via mirrors. I'll need to have a yak with the Arch Mage of Night, as the Minister of Historical Research, is unable to attend Anvil this Summit.

Damaged Trods

- Possible targets for the Dance: Spiral, Mournwold, Liathaven, in that order.

As of the start of Winter 378YE, the trods in Reikos were seriously damaged by the actions of Druj magicians. Swift action by the Navarr allowed them to use a regio associated with the Sign of Tamar to repair the trods during a battle there. The trods in Segura and Holberg also suffered damage under barbarian orc occupation, but were recently repaired by the combined efforts of the Navarr nation. They are once again walked by stridings.

The trods in Spiral and the Mournwold are likewise severely deteriorated due to long-term barbarian dominance of those territories, and in need of repair.

Finally, and perhaps most worryingly, the trods in Liathaven have almost entirely unravelled due to nearly thirty years of Jotun dominance; until they are restored to full strength, the power of the vallorn in that territory will not be depleted at all by the walking of the trods.

The Barrens, never having been Imperial territory, have never had a proper trod network - rumours exist of a few tenuous paths that may have been created or used by the Navarr in historical times, but there is little sign of them today.

Notes of the Vallorn - Winter 379

By Neb Firstdance

Introduction - so this is five and it is the first post Imperial Research notes so we have a lot to talk about, but as is traditional I'll start with the current state of the Vallorn

Current State of the Vallorn (mostly unchanged from last Season, apart for Liathaven, but I've cut it down as we have some new entries in)

Miaren - Still Destroyed

Hercynia - Mostly Cold, but still there.... Currently Deer's Folly is the Heart of Hercynian Vallorn, but incursions have occurred in Old Ranging and Summersend.

Therunin - Mostly wet, with large amounts of monstrous insects being in vogue instead of the vine infested Husks that are in fashion with other Vallorns. The heart of the Therunin Vallorn is at Greenheart, but it also holds powerful sway in the ironically named Sweetglades.

Liathaven - Troubled, no longer being effectively depleted by the Trods but as we have completely lost LIathaven now the only good news from that terrible news is that the Vsallorn seems to have quietened down a little... The Heart of the Vallorn in Liathaven is in Liath's Heart.. the miasma around the Heart is cloying and dangerous, it also has its tendrils firmly entrenched in Westwood.

Brocéliande - The Heart of the Vallorn in Brocéliande is in Terunael it has powerful tendrils in Black Boughs (where my home and the Broc is), Dark Ranging, Green Weald and Vale's Lament. The Ettercap problems seems to have died down and the mutated plant growths or 'Seeds of the Forests'

are just pure Spring Magic and thus a boon for any farm that grows them.

Skuld - Still up there in Otkodov, in the ruins of the Terunael city of Emrys, we still no nothing about this particular Vallorn the Thule are not discussing it. The forest up there spreads across three regions, Kogur that borders Volodmartz, Stathas, and Hahlerm that borders Karsk.

Béantal Dol in the Mallum, the Druj homeland. Recent discussions with the Druj have ascertained that this Vallorn is kept at bay by a ritual the Druj know called 'Hold Back the Tide'. We are looking into ways to craft this ritual ourselves.

A third rumour suggests there is a city south of Sarvos, drowned beneath the Bay of Catazaar, which is called "Feion Essa"

Vallorn Research

A quick overview of the research, obviously what I see as important.. I have copies being made and have some on me if anyone wants to read the full thing.

The vallorn began in the a sick, infectious wave of life that cracked and crumbled stone, shot great trees up through streets and buildings, and warped, twisted and destroyed most of the inhabitants of those cities, scattering the others to the wind.

"Rituals don't go wrong. They only do what they do - but they might do it in an unexpected way. Especially if you are overly impressed with your own cleverness." He expounded the theory that the vallorn was not the result of a magical accident, but a calculated attempt to achieve something very similar to what eventually resulted.

The vate Rhonwen put forward the theory that the vallorn energies were nothing more than a massive, hitherto unknown, regio of the spring realm. Her theory was extremely radical - she theorized further that the problem was the relationship between this magical energy - this super-regio - and the plants and animals that lived inside it. - That the vallorn was a force of spring magic, and that it was involved in a symbiotic relationship with the creatures and vegetation that inhabited it - has obvious bearings on the origin and nature of the vallorn.

Speculation exists as to whether this means it is an intrusion into the mortal realm from the realm of Spring itself, or merely the result of an extremely powerful expression of mortal magic. The vallorn spreads to fill all available territory, but like a ritual enchantment or curse tends not to extend beyond the borders of those territories without the assistance of outside forces.

Yaw'nagrah is known to grant boons of regio creation though currently we have no means to communicate with her as she's a huge forest.. Work is being undertaken by I think Rosamund Holt, a marcher lands keeper to create a communication method.. I need to chase this up..

Hold Back the Tide

Last summit I received an invitation from one of Lashonar's Heralds to a Caucus.. he wouldn't say with who, but I accepted. It was with the Druj Ghulai Greenmask, the extremely powerful Spring Ritualist. During the discussion he offered a trade, a Ritual text of the ritual they use to stymie the Vallorn in exchange for a Ritual text of the Dance of Navarr and Thorn.. Now I put this to the Navarr Brand's Council and they rejected the offer, but I also bring it to your attention.

Damaged Trods

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Notes of the Vallorn - Spring 380

By Neb Firstdance

Introduction - so this is six..its a bit short but not much has happened, well apart of the lullabies we had to sing at the Vallorn in Broceliande after that blinkin storm made it angry...

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Sweet Dreams

Ok not really dreams more a past life thing, but it seems like someone extremely lovely has had a past life vision of how they helped create the Vallorn.. now this is epically awesome as we can now start to get more information on how it was created and thus how to get rid..can't say much more until I've had a chance to yak with the person, they've asked me to be a bit not naming names sort of thing.. so got to respect all that ..

Hold back the tide

Got the arcane projection back looks like it's going to be pretty expensive mag 150 Spring ritual to stop the vallorn movement across a territory for a season.. I'm hoping the

actual Hold back the Tide will be cheaper if we ever get hold of it...

Damaged Trods

- Possible targets for the Dance: Spiral, Mournwold, Liathaven, in that order.

As of the start of Winter 378YE, the trods in Reikos were seriously damaged by the actions of Druj magicians. Swift action by the Navarr allowed them to use a regio associated with the Sign of Tamar to repair the trods during a battle there. The trods in Segura and Holberg also suffered damage under barbarian orc occupation, but were recently repaired by the combined efforts of the Navarr nation. They are once again walked by stridings.

The trods in Spiral and the Mournwold are likewise severely deteriorated due to long-term barbarian dominance of those territories, and in need of repair.

Finally, and perhaps most worryingly, the trods in Liathaven have almost entirely unravelled due to nearly thirty years of Jotun dominance; until they are restored to full strength, the power of the vallorn in that territory will not be depleted at all by the walking of the trods.

The Barrens, never having been Imperial territory, have never had a proper trod network - rumours exist of a few tenuous paths that may have been created or used by the Navarr in historical times, but there is little sign of them today.