

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.