

SALT BURNED

The twin battles of Elos have drawn the attention of Imperial forces in Redoubt this season. Through grit and determination, the defenders endured and drove both Grendel and the Children of Wrecks from the port. But with storms lashing the coasts of the territory, it is soon apparent that something was missing. The vigilant watch of the seas reveals it; a second raiding force of wreckers put ashore in southern Tomari, landing under the cover of heavy skies, and then quickly disappearing into the interior.

With brutal savagery, they descended on the Littilian Fast, a clifftop defence founded soon after Urizen joined the Empire. As news of the attack spread toward Visten, alarms were raised as raiders' ships were sighted off the coast, in the roiling waters near the Ribbon of Salt. This potent spring regio lies off the shore and is only accessible by boat, making it an obvious target for the Turn of the Gyre'; a Spring coven favoured by Siakha. The coven is planning to call on a boon of the Maelstrom to replicate their recent destructive castings at Siakha's Maw and upon the Freeborn Plain to inundate the town with an enhanced casting of Thunderous Deluge.

There is an opportunity on the Saturday of the solstice to intercept the raiders approaching the coast and prevent them from uniting with the coven. If the opportunity is not taken, or the raiders are victorious at Visten Head, then the port that lies at the feet of the town's three spires will be destroyed as the coven will unleash their destructive magic on the coast of Redoubt.

OBJECTIVE: PROTECT THE RIBBON OF SALT

- **Recover at least three timbers from the Astral Phoenix**
- **If the coven gains three or more timbers, they will destroy Visten and unleash a pair of powerful Spring rituals**
- **If the coven gains one or two timbers, they will cast their rituals but fail to destroy Visten**
- **If the Empire recovers all the timbers, their efforts will completely fail**

The Ribbon of Salt has long held the interest of scholars and mages from across Urizen. Over the centuries, many have theorised over the regio's origins, the nature of its connection to the Spring realm, and possible ways that the impressive waterspouts might be harnessed. Indagius of Visten studied the regio extensively during the reign of Emperor Frederick. Eventually, the stargazer acquired a ship, the Astral Phoenix, to search for similar Spring phenomena in the Bay and across the seven seas, but the day the ship set sail, it was swallowed in a magical storm, and all hands on board were lost. Only five timbers were ever recovered, washing ashore on the night the ship was lost.

Along with mana, tempest jade, and assorted ritual paraphernalia, the raiders have stolen the five timbers from the citadel. They are now taking all that remains of the Astral Phoenix out to sea to the waiting coven. The Gyre have proven themselves as powerful ritualists, but they lack the Grendel's logistical support, and have burned through most of their supplies. The raid is bringing them the necessary mana and tempest jade for the ritual, but importantly, the remains of the Astral Phoenix have sufficient significance to Siakha to replace the ilium required to draw on the eternal's dreadful boon. The more of the Astral Phoenix the Wreckers sacrifice to their insane god, the more power they will be granted.

If all five timbers are recovered, then the ritualists cannot perform any rituals and will be completely defeated. If they are able to take one or two timbers to the coven then they will sacrifice them to Siakha in return for the boons needed to cast powerful Spring curses on Redoubt, one for each timber. If they escape with three or more timbers, then they will be able to cast Thunderous Deluge, Foam and Spittle of the Furious Sea, and call on Siakha's aid to destroy Visten.

OBJECTIVE: ELIMINATE THE TRAITORS

- **Several notable turncoats have been identified among the Children of Wrecks at Visten**
- **They will need to be located and then killed during the battle**
- **Each traitor slain will safeguard their former nation from the depredation of the wreckers**

Observations by war scouts have identified five former Imperial citizens who have joined with the “free nation”. These five do not currently hold positions of power among the raiders, instead, they have been drawn to the Children of Wrecks following acts of violence and chaos in their pasts. They will be found among the hosts of the wreckers and should be notable for their distinctive national dress. Each of the nation’s egregores has made it clear that they have abandoned their oaths and are no longer considered Imperials. The magistrates have confirmed that the five individuals are guilty of treason under Imperial law, and as there is absolutely nothing to suggest that they would consent to being targeted by Cuckoo’s Egg, they can be legally killed by citizens of the Empire in battle.

If a traitor escapes the battle, then they will be able to help the Children’s plan raids against their former nations. Wreckers will find ways to loot and plunder the affected region in a territory of that nation, rendering it lawless, swelling the wreckers’ coffers, even as they drain the treasury.

The traitors have been identified as:

- Maurizia Spada di Sarvos; an Uccelini merchant who murdered her business partner
- Ezhabbenar of Hedrossan; a retired Highborn sailor who joined for the thrill of piracy and riches
- Tuomas of Pirenea; a stargazer that gained insights into Siakha’s boons in return for his coven’s blood
- Zavetta Voglavnova; a fallen Varushkan boyar who disappeared after abandoning her vale to wolves in return for personal power
- Ioan Bloodstride; a refugee from a lost striding in Liathaven who joined Siakha’s forces during the assault on Meade

BATTLEFIELD OPPORTUNITY: CAPTURE THE JAWS OF SELACHAN

- **A devotee of Siakha carries with them a relic of the Maelstrom**
- **Locate and wrest the Spring-touched maw from the bearer**
- **The relic is powerful and could be destroyed or used against the Wreckers**

A terrified trader freed from captivity has passed on rumour of the Jaws of Selchan borne by a group of cultists and understood to be of significance to the Mother of Wrecks. Described as a golden skeletal maw, filled with sharp teeth, the item invokes a powerful, vicious fury for the person carrying it and is held in great respect by those who fight alongside it.

Evidently an item of some magical potency, the most prudent course of action is for it to be located by Imperial forces and for a skilled diviner to determine the nature of the power that created it. As the item is a creation of Siakha, who is under the enmity of the Conclave, any Imperial citizen who recovers it should either destroy it with Words of Ending or pass it to the magistrates. It would be illegal to attempt to keep the item, regardless of whether the power was claimed or used against the wreckers.

BATTLEFIELD ENVIRONMENT: SALT IN THE AIR

- **Visten Head is under the effect of a powerful Spring magic**
- **All characters experience a feeling of rising bloodlust**

A powerful Spring aura will affect everyone who travels to the area of Visten Head. Unless they have a way to resist the power they will experience *“A metallic taste that fills your mouth and the air smells of salt; you feel a growing sense of destruction and bloodshed thumping around your body.”*