

PLUNDERED GOLD

The invasion of Mitwold, the losses of Oddmire and Meade March, and the subsequent atrocities of Stephen of Sarcombe have cut many Marchers to the bone. *"You don't own it unless you can defend it"* is a popular saying all across the Marchers, and usually said with stubborn Pride. Right now it's tinged with more than a little regret. Still Marchers are Marchers and land is still land. Even with the killing of Jim Moor and the effect the heroic foot-the-baller's death has had on morale, there's still work to be done.

And no time to waste either. The Corazon have been through Meade, intent on theft and pillage. Not just Meade, they've been stripping what they can from village halls, monasteries, granaries and farmsteads. The town of Meade and settlements across Meade March into The Meadows have all suffered as anything that might have value is seized. As news comes of the Iron Confederacy's march into distant Chaveiro, the orc's larceny turns to urgency as they try to flee the territory with their ill-gotten gains as quickly as possible, eager to return to Reinos before the Surrani can give them a taste of their own medicine.

The Sentinel allows travel to Meade Meadow in Meade March on either the Saturday or the Sunday of the equinox.

OBJECTIVE: RETURN THE BOUNTY OF MEADE

- **Lasambrians are fleeing with a rune-bound chest filled with plunder**
- **If the treasures are returned to Meade the Field Marshal will receive 10 thrones to reward those who saved the wealth of Meade**
- **Success will prevent the riches being used to hire a war-band of Fjorknae orcs**

Orcs of the Corazon army are making their way through Meade Meadow after gathering a trove of looted valuables from Meade. The goods are the property of the people of Meade and by rights they must be returned to their owners if secured. To the Lasambrians however, the haul represents something even more precious, a way to try to relieve the pressure in the north and allow them to turn their face against the Iron Confederacy.

The recent assault upon Kierheim, and the vulnerability it exposed, has drawn the interests of the Jotun of the far west, the lands beyond the shores of Kalsea and over the Sea of Snow on the isle of Fjorknae. The Lasambrians have found a huge runebox and filled it with the stolen plunder. Now too heavy to carry, they have placed the great chest, atop a sled constructed in a similar manner to those of the Suaq icewalkers or natives of Tromsa in the cold north. They plan to drag it away and put it on a boat to send over the Sea of Snows to induce the orcs of Fjorknae to join the war on the mainland.

The sled is not easy to move, laden as it is with piles of loot, and shifting it will take a concerted effort. If the orcs are killed, or driven off, then it will be possible to replace them. The runebox is too strong to break open on the battlefield, so the sled will be essential to shift it. Even then it will take six unarmed individuals to move it. Should one of those labouring on the sled be struck down or unable to contribute, then the party will have to wait until a full six are able to work together on the task.

To recover the plunder from the orcs it will need to be dragged back to the Sentinel Gate, where the Marcher egregore and civil service will ensure they are returned to the grateful alders of Meade. If that happens, they will provide the Field Marshal with 10 thrones for them to reward the heroes who recovered their belongings. If the loot cannot be recovered, the Lasambrians will use it to tempt a large warband of Fjorknae orcs to join them on campaign next season.

OBJECTIVE: RECOVER THE TROPHY

- **The Wayford Wanderer's prized foot-the-ball trophy is in the possession of a Corazon jarl**
- **Returning the item to the Marcher egregore will boost the Drakes by 250 new volunteers**
- **A Wintermark maggot is offering 9 thrones for the trophy if it's put in an Ephesus Box**

In YE327 the then senator for Mitwold, Andy Beater, decided to host a spectacular foot-the-ball tournament at the Summer Solstice in Anvil. His critics carped it was just a distraction from all the troubles of the time. Regardless of the reasons for hosting it, the tournament was a big draw with the senator inviting other nations to field their own teams if they dared take the Marches on. That ambition barely survived due to pressing concerns with the Orc Rebellion, but in the end the tournament did go ahead. The senator presented the winners with a cheap trophy he'd got from a tinsmith in Meade.

Every now and again, some enthusiastic soul would get the same idea and they'd have another go at getting everyone to put a team together. At the end when the winner was declared, they'd reel out the Beater trophy and find someone important to give it to the winner. The last lot to win were the Wayford Wanderers... Jim said it was the proudest day of his life when the young Britta presented him with the battered Cup.

Some say Jim had the trophy on him when Stephen's mob grabbed him. Others reckon it was stolen from the Shephard's Alms, the Wanderer's favourite drinking hole. Regardless of how it went missing, it's now in the possession of Aitana Redondo, a fierce Lasambrian Jotun jarl from the hills of Corghosa in Reinos. He's been seen loudly crowing about it, using it to taunt every Beater he sees.

It's such a small thing... it's just a stupid trophy. But it's not *just* a trophy. It was Jim's trophy. And as they say in the Marches... "*Pride in small things...*"

If the Marchers get the Beater Cup back to the egregore, people will remember how that line ends. The Drakes won't need to go recruiting, there'll be folk queuing up to join. Before they set foot on campaign this season, there'll be two hundred and fifty fresh recruits already to give the Jotun more than a spot of rough music. And who knows, once the Beater Cup is back in Marcher hands, then someone might have another go at a big tournament, perhaps at the fancy new grandstand that Summersmith built?

Sadly not everyone has entirely bought into the spirit of the Beater Cup. There's a notorious maggot originally from Fisk, called Kibun Quick-Hands who deals in rare antiques. The fella has a buyer for the trophy and is looking to move it on. He's let it be known that if the Cup ends up in an Ephesus Box before the end of the year along with a Pallas rune then there's 9 thrones on offer to whoever sent it, no questions asked.

OBJECTIVE: CONTROL THE MEADE MEADOW SPRING

- **Spring magic has infused a spring, healing anyone touched by the waters while in the regio**
- **Two eternal are offering boons if the Empire will give them control of the spring regio**
- **Landskeepers could allot control of the spring to one eternal or the other or let neither of them have it**

As a result of the powerful magic that wracked Mitwold this season, one of the local springs that rises in Meade Meadow has become suffused with the healing magic of the Spring realm. All that an injured soldier needs is a few drops of the waters to be dropped on their forehead, while they are in the regio, for the magic to run its course. In the space of a few seconds all injuries or ruined limbs sustained by the individual will be healed. The waters lose their healing strength when taken from the Spring, so anyone who is wounded would have to go to the Spring, but control of it could prove decisive in any battle. The Lasambrian Jotun are also fully aware of the font and the benefits it offers, so they can be expected to try to control it for their own use if they can.

Such things are rare, but not unknown. The effects usually prove temporary, but sometimes they can be stabilised if an eternal is involved. This one seems to have drawn the attention of two such eternal who are vying for control of the regio. The Spider King and the Brother Harvest loathe each other; both are both keen to get their extend their influence in the mortal realm and use the waters for their own end.

A powerful ritual could be used to allot the regio to either of these two eternal.

- **The spring could be allotted to Brother Harvest by casting Vitality of Rushing Water at magnitude 25 on the regio**
- **The spring could be allotted to the Spider King by casting Unending Cascade of Blood's Fire at magnitude 25 on the regio**
- **The power could be nullified for the rest of the battle by casting Align the Celestial Net at magnitude 30**

Dedicating the fountainhead to either spring eternal won't change the immediate effects - the spring will continue to heal anyone who touches the waters while they are stood in the regio. However both beings are keen to claim the valuable regio and make use of the waters; if the regio is allotted to either eternal then they will offer a boon to the Marches next season.

Given there is a battle raging, the field marshal may consider the presence of the Spring to be a liability if it looks like the Jotun are going to make effective use of it. The power of the regio could be nullified by casting Align the Celestial Net to move the regio away from Spring. If that happens, then the unusual magical properties will be lost.