

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

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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..

Current State of the Vallorn

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.

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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...

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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.

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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.

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