

TAME YOUR FEARS

The foray into Reinos has made swift and effective progress. The citizens of the territory are in turmoil as they seek to flee southwards to Cimeira, north to the fastness of Getshal, or west into the sanctuary of the mountain passes. Thanks to the foresight afforded to the generals by the Day realm, and the attentive actions of the Bloodcloak's grimnirs, there have been few losses among the expeditionary forces.

Reports from beaters in the Bounders and reavers amongst the Autumn Hammers have yielded useful knowledge about Bastasor and Grismont Township. With the current disposition of Imperial forces - having cut off the Arena of Virtue and secured access to the Crown of Bastasor - and the limited reach of the fortifications at Getshel and Yegarra's Proof, control of the region rests in securing the high walls of Grismont. Striking against the town's defenders before they can hastily fortify the settlement will quickly break Lasambrian control of the region.

An opportunity has been identified by the prognosticators that would allow for a conjunction to be used to reach the Grismont Road, currently beyond the extent of the Imperial advance. The Sentinel Gate could be used on either Saturday or Sunday to reach the area and confront the Jotun troops that are preparing to dig in and defend the town in the coming season.

OBJECTIVE: SECURE GRISMONT TOWNSHIP

- **Overcome the Jotun garrison, take the defences, and hold off retaliatory forces**
- **Defeating Jarl Vafri will give the Empire full control of Bastasor**
- **The loss of the township will deny the Lasambrians the means to resupply their armies**

Jarl Vafri commands a sizeable force to garrison the township. Originally sent by the High King of Narkyst to the west of Reinos following the defeat of the Fishers, the Jotun Vafri led her warriors east to keep an eye on the open border with Segura, arriving at the Winter Solstice. King Gudmundur Arason had good reason for a trusted hand watching Lasambrian territory, and the invasion now places her as one of the most senior subordinates in Reinos. Depending on how the campaign proceeds, the jarl's status is likely to rise, and victory will bring her the attention of the king.

The Jotun forces leading the defence of the town are engaged in building forward defences to deter an easy assault by the Empire. But an opportunity exists to engage Vafri, her kirkja elite, and the wider array of warriors under her control outside the township as they are engaged in preparations. Defeating the jarl, and breaking her warband, will remove any effective control the Jotun have in the region, effectively asserting Imperial control in the area. Furthermore, control of the vital settlement will prevent the three Lasambrian armies - the Corazón, the Naguerro, and the Escuta - from benefiting from natural resupply in the coming season, for as long as the Empire holds the region.

BATTLEFIELD OPPORTUNITY: DETAIN PASTOR XIMENA

- **Capture the orc elder during the battle**
- **Ensure the pastor comes to no harm before their release**
- **Capturing Ximena during the battle will demonstrate the Empire's respect for their enemies**
- **If Ximena dies, the Lasambrian's views of the Empire will worsen**

Shaman from the Autumn Hammers report that an important Lasambrian religious figure is in the vicinity of Grismont. Pastor Ximena Gift-Giver of the Corazon, is a renowned figure among the orcs of Reinos. It is believed they were among the first orcs reached by missionaries from the Empire. They are a keen exponent of the Virtues, preaching the benefits that brave and daring actions and hard-won accomplishments can bring. Ximena spread these teachings from the forests of Riberia to Cimeria in the far south, calling on those who would listen to follow in these new ways, and hear their ancestors urge them onwards. Over recent years, the preacher has gained a following of individuals who encourage the warriors onward in battle. It appears they have travelled to Grismont to lend aid where it is needed most.

The Empire has a chance to seize Ximena during the engagement outside the township and detain her. It is impossible that the orc would permit a casting of Cuckoo's Egg, but that would not stop her from being held during the battle. Seizing the priest would likely enrage and embolden the orcs who would fight all the harder for her return, a tactic that could be put to use for the Empire's advantage. Capturing her, but ensuring she comes to no further harm, would demonstrate not only the prowess of Imperial soldiers but their respect for the Empire's enemies, a trait valued among the Jotun of Narkyst and the Virtue-following Lasambrians. However, if Ximena were to die during her captivity, it would be seen as a serious insult and demonstrate the Empire's contempt for the Virtuous leaders of the Lasambrians.

BATTLEFIELD OPPORTUNITY: RESCUE NERGUI ENKHTSEG

- **Release the captured Faraden trader**
- **Locate the merchant and return them to Anvil**
- **Success will improve relations with Faraden trade houses**
- **The wealthy trader will reward the citizens who personally rescue them**

Scouts from the Bounders report that the Jotun commander recently intercepted a Faraden merchant named Enkhtseg who was heading south to the Iron Confederacy. Having successfully found their way through the high passes of the Lasambrian Hills, Enkhtseg found themselves caught up in the Empire's invasion of Reinos. Unable to head on, and unwilling to return, their caravan was spotted by Jotun forces heading up from the southern regions.

Understood to be a prosperous and experienced merchant, Enkhtseg leads trade missions at the direct behest of at least two of the High Lords, securing luxury goods and driving hard bargains. If freed from captivity and returned to Anvil via Cuckoo's Egg, then Enkhtseg will be most grateful for their deliverance. Rescuing this important figure will strengthen diplomatic ties with Faraden, which could help with negotiating future trading endeavours between the Empire and the powerful families of Faraden. It will also yield a valuable reward for whichever group of citizens personally rescues the wealthy merchant.

BATTLEFIELD OPPORTUNITY: JOIN THE BALANKAS RUSH

- **Seek riches in the Lasambrian Hills**
- **Sign a contract with Callidus' agents**
- **Military units can join up to seek riches**

During the season of campaigning in Riberia and Bastasor, Imperial forces came into frequent contact with heralds from the City of Chains. Most were aiding the Autumn Hammers in seizing valuable goods from the territory, but some were there with other goals. From these encounters, prognosticators have identified an opportunity for independent captains operating in Reinos this coming season to seek riches.

Agents of the Prince of the Argent Tontine tell of vast riches that can be found in the peaks of the Balankas. They speak of hidden troves of plunder from Faraden, Suranni, and Freeborn lands; of glittering caves and sparkling seams of rich minerals; of secret vaults lined with riches from all corners of the world and the realms beyond. Whilst it is easy to dismiss these as tales of fancy, there is strong evidence that there is wealth to be found in the Lasambrian Hills.

If the Empire ventures to Reinos, then independent captains of personal military forces can seek out heralds of Callidus and join in the endeavour dubbed the Balankas Rush. Caution is advised by the civil service however; for whilst Callidus is greedy and will naturally take his cut, directions to the hidden hoards requires the signing of a contract sealed using a Scrivener's Bloodmark, an agreement likely to be enforced by the Lictors. To complicate matters further, it is apparent that the many Lasambrians have already signed up with the City of Chains, eager to recover their own lost wealth, or seize on the chance to change their fortunes...