

Sabadellano (Madruga)

The fighting has been fierce in Madruga this season. Whilst the Grendel have been pushed back it has come at a great cost in Imperial lives. The orcs of Attar and the Broken Shore still have a hold on the plains outside Siroc, just managing to hold off the armies of the Empire with guile and coordinated command. The war for Madruga is far from over and it is likely that more gruelling combat lies ahead for both sides.

The Empire has been received information from Sea-Wraith, the Grendel informant, that Governor Rahab is visiting the village of Sabadellano in the south of the Siroc Plains to address his soldiers. A conjunction has been identified on the Sunday of the solstice to the outskirts of the village. This unremarkable settlement holds little strategic value to either side in the conflict and lies many miles distant from the current front lines. It is however the area in which Governor Rahab, his entourage and a considerable force of mercenaries and elite moridun soldiers are gathered.

Objective: Eliminate Governor Rahab

- **Kill the Grendel governor of Feroz**
- **Killing the tyrannical overseer will lift spirits across the Brass Coast**
- **The boost to morale will reduce losses suffered by Freeborn armies by 250 each season**

According to Sea-Wraith Rahab is at Sabadellano, apparently relaxed and resting. Sea-Wraith claims he is camped outside the village's meagre stockade under the shade of a verdant wood, evidently much more jubilant and celebratory than in recent weeks. Something has changed with the orc and he is now, apparently far more genial than before, most likely due to the discovery of the Star of Attar.

It is not clear why Sea-Wraith is providing this information, but whatever their reasons, this is a one-time opportunity to eliminate the governor. Successfully killing the governor won't destabilise the situation in Feroz, he will be quickly replaced. However the orc is widely hated across the Brass Coast. He is believed to have given the Aseaveans permission to attack the Isle of Osseini, allowing them to butcher all who lived there and Feroz has suffered under his increasingly tyrannical rule.

Killing Rahab will bring a cheer to the Brass Coast in these trying times which will help the Freeborn armies stymie their current losses caused from insufficient supply. For the coming year, each army will only suffer the loss of 250, rather than 500 force each season (this can be reduced by a further 250 for each army if the Marchers continue to use the Breadbasket to support the Brass Coast).

Rahab is no soldier, so he will likely shirk from the fighting for the most part, leaving the tawdry business of combat to those beneath him. Even so, this will not be a simple proposition as the forces in the area are well supported and present in large numbers. Given the importance of Lord Rahab, the mercenaries under his pay will fight extra hard to ensure they are able to claim extra pay for protecting their ward.

Objective: Uncover the Asavean Plan

- **Take the Asavean orders from Iacq Indurain and the Guardians of the Black Bull**
- **If the Asavean orders are not retrieved, then they will launch an independent raid on the Empire this coming season**

A few days before the summit, the office of the Ambassador to Faraden receives a mysterious letter. The writer claims to have got wind of an Asavean plan to use their warships to attack an important Imperial target. Apparently orders have been sent out to the Asaveans, but only they know the actual target. The letter is signed "A friend of the Cupbearer". If this is a trap it is a very strange one. The Empire has allies in Faraden, but the Asaveans are there in force, so it's not improbable that a friend of the Empire has got wind of something and is looking to tip the Empire off.

Fortunately the battle offers the perfect opportunity to investigate further. There is a group of Asaveans present, Iacq Indurain, a high ranking Asavean captain and his Guardians of the Black Bull. He's here to liaise with Governor Rahab over the disposition of Asavean forces in support of the Grendel and their war with the Empire. If anyone has a copy of these orders, he will.

If the Empire can kill Indurain, recover the orders, and get them to the Military Council it will provide valuable intelligence and allow the Empire to mobilise enough defenders to thwart the attack.

Objective: Rescue Maistir Rígbarddán Dubh

- **Offer sanctuary to the Stone Born Dune Scuttlers' commander**
- **Imperial forces would need a banner with a spinning top and fishing hook to indicate it is safe to approach**
- **Should they be rescued, then his skills will help businesses in the territory diversify**

Rígbarddán is a relation of a recently arrived family in Apulian, having forsaken family ties and joined the moridun back in Attar ten years ago. Known to be a canny unit leader and tactical commander, his real forté is in logistics and business shipments. The family, and rising magnate Leann Dubh are keen to secure the return of the wayward relation, eager to turn his talents to bettering the economy of Apulus and the territory of Spiral.

The orc is understood to lead a unit of Stone Born known as the Dune Scuttlers, and is unaware of their relations shift in allegiance to the Empire. In order to convince Rígbarddán to betray the Grendel and travel to Spiral they will need some reassurance that Leann Dubh means true and they are not walking into an elaborate trap. The merchant prince of Appulian has informed the civil service that a white banner depicting a spinning top and fishing hook is an old childhood coded message that only the maistir would understand. If such a banner can be carried to battle, then there is a chance of yielding a defection. The League egregore has also made it clear that it is next to impossible that the orc could be accepted into the nation mid-battle. Instead, a casting of The Cuckoo's Egg will need to be performed to bring him to Anvil.

If Rígbarddán is evacuated and makes it safely to Anvil, then his business acumen will improve the logistics and transport of good in and out of Appulus for the next year. This will allow businesses in Spiral to diversify without charge until the start of the Summer Solstice 387YE.

Objective: Locate the Dùthcha-Éadrom

- **Find a fabled map carried by a Grendel merchant**
- **If the map is not recovered, then it will be found and claimed by Rahab (or one of the Salt Lords if Rahab is killed)**

There is a rumour that Rahab is in the area searching for the Dùthcha-Éadrom, a notorious map that purports to show the location of a valuable mithril mine somewhere on the Bay of Catazar. The Apulians confirm that rumour of the map has been circulating for some years now among the Grendel. According to the stories a group of Grendel soldiers came across the mine while fighting the Empire. They never told anyone where the mine was, but they made a map, the Dùthcha-Éadrom, hoping to find a way to exploit the mine when the war ended.

After that the stories vary. Some say the map was lost in a game of cards, others claim it was stolen, and some say that one of the group murdered the others hoping to keep the map for themselves. Officially no Salt Lord has ever acknowledged the existence of this map, but unofficially any of them would crawl over broken glass for a map that showed the location of a viable mithril mine.

Why anyone might imagine the map is here, now, in Sabadellano, is impossible to say. But it could be why Rahab is here. If this map is actually real, then it would be highly valuable for the Empire to try and recover it before Governor Rahab can get his hands on it. Finding a new source of mithril would be worth a small fortune - but stopping the Grendel from gaining could be just as vital.

Opportunity: Recover the Star of Attar

- **Recover the prized gem that Rahab has been seeking**
- **The gem is worth a small fortune, with offers from many interested parties**

Long ago the pristine diamond was a prized possession of Rahab's ancestors, before being stolen by an escaped slave or lost in a game of chance depending on the story. Long suspected of having been hidden in Feroz, it goes part way to explain the governor's path in life and ruthlessness in subjugating the territory.

According to Sea Wraith, Rahab has now recovered the Star and it is hidden away amongst his entourage, although only his closest servants are actually aware of the item, or its potential value. Whilst there is a small risk the servant carrying it could flee the battle should they realise what they are carrying, the most prudent approach will be a thorough search of the bodies of the fallen for any satchel or box carried by Rahab's attendants.

The Star of Attar could quite easily be traded via ritual magic with the eternal [[Ephesis]] at the Autumn Equinox, gaining a return that is deemed fair by the "Accounter". Alternatively, should it be recovered, the new owner could wait for other interested parties to come forward with offers.