

A BROKEN ROCK

Campaigning in Bregasland has been focused in the east of the territory this season. After heavy fighting the Imperial armies have liberated Graven March and pushed the Jotun back, but the fate of the territory still hangs in the balance. The Empire have yet to reach the vast fenland expanses of the Grey Fens where the orcs patrol the dispersed settlements, ensuring those who labour are kept in line, and keeping a watch out for signs of infiltration by the Strong Reeds.

On the edge of Drayham Mere is the found the Ullsmere Rock. A huge dolman, it has stood unmarked and unremarked for as long as anyone can remember. According to local legend it was erected centuries ago by visiting friars to ward the settlement from restless spirits. It clearly works well because there have never been any ghosts in the area that anyone can ever recall. As a result, sensible folk just leave the Rock be.

To date the Jotun had paid the Rock no more attention than the Bregas ever did, but that seems to have suddenly changed. Sunne Astar, a ghodi with a quixotic reputation, has gathered warriors from the Howling Night army and ordered them to drag the enormous stone all the way back to Vallorberg in Hordalant. The ghodi claims the stone is a relic of Ulven, and that the orc hero hurled it at a troll to kill the monster without being close enough to touch it.

Astar intends to take the stone back to Hordalant and place it in the Howling Night Kirkja sacred to Ulven in the belief that its power will inspire the army to new heights. It doesn't matter how unlikely any of Aster's story is, if the Jotun believe it, then there is good reason to think it might work. As if that weren't bad enough, it seems at least one legend about the Ullsmere Rock is true. Moving it, has broken the warding and restless shades, dubbed Grey Walkers by terrified locals, are already rising from the murky waters.

There is a conjunction of the Sentinel Gate that offers an opportunity to travel to Drayham Mere in the Grey Fens and put a stop to this.

OBJECTIVE: RECOVER THE ULLSMERE ROCK

- **Godhi Aster has sent the Howling Night warriors to steal the Ullsmere Rock**
- **With the warding broken, shades are rising from the marshes**
- **Killing ghodi Aster will prevent the Howling Night army improving their quality**
- **Restoring the stone to its rightful location will curtail the haunting**
- **Grey Fens will gain the haunted quality if the stone is not restored**

Sunne Astar, a ghodi who hears the voice of Ulven, has led a host of warriors to this remote village in the Grey Fens in search of the Ullsmere Rock. Astar believes the Rock was once a weapon, a relic of Ulven. They plan to drag it all the way back to Vallorborg in Hordalant. If the ghodi places the Rock in the kirkja to Ulven in Vallorborg then he will be able to improve the fighting spirit of the Howling Night army.

The Jotun have succeeded in pulling the stone out of the ground and have begun to drag it away from the area on a rudimentary sled. The Ullsmere Rock, is a massive block of hewn rock that is not possible to be moved without concerted effort. If the gohdi Sunne Aster is slain then it will put an end to the plan to upgrade the quality of the Howling Night army. If the Jotun are killed, or driven off, then citizens can return it to where it was originally placed. The sled is essential to shift the weighty cargo, and even then it will take six unarmed individuals to move it slowly back into position. 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.

Dragging the Rock back where it belong is half the battle. Once there, Marchers can use rough music to drive off the shades and restore the hearth magics that allow the Rock to ward the marshes. If the Ullsmere Rock is restored then the Grey Walkers will sink back into the waters of the Fens - if the stone is not returned then the dead will spread out across the bleak landscape and the Grey Fens will become Region_qualities#haunted.

BATTLE OPPORTUNITY: OPEN RELATIONS WITH HOUSE BRAWNNESS

- **Friar Bloughton came her to try to tackle the shades but has been capture by the Jotun**
- **Rescuing the friar offers a chance to extend an olive branch to House Brawnness**
- **If that happens, the nation could invite the household to come to Anvil to see if they can bury the hatchet**