

WHAT DREAMS MUST COME

The magic of the Citadel Guard unleashed, the fury of Spring unleashed, the storm's rain unleashed. Urizeni mages have sent vast workings of magical power at the walls of the Beacon of Iskrid. Unimaginable forces lashing at the white granite bastion, tearing masonry and roofing tiles from the structure. Yet, for all the great efforts during the season of campaigning, the fortress still towers above the squalid city surrounding it. Somehow it is clinging on by the slenderest of threads.

The correct magic was cast, the powers of spring were called forth from the furious stormlashed realm as intended; the covens of the army and those that aided them did all that was required. But in the end it was just not quite enough, and the full might of the arcane undertaking fell agonisingly short of what was needed to overcome the bastion. It is a grim outcome, but when something like this happens, fate has a way of helping out, and so it proves this time.

The ghulai, the Druj magicians, have been engaged in a magic of their own. Desperate to prevent the Empire from advancing the ghulai of the Vileshrikes have prepared a trap for the Empire. They hope to force open the regio across Beladrarsh, and both Upper and Lower Saarnat, to permit Ungholt, the Delirium King, to stalk the land. This eternal's fiendish touch brings terror and madness, a curse that spreads through the land, turning civilised people into savage monsters. A monstrous act by the Druj in scorching the earth, a plan to turn their own subjects into a bulwark of dread that will devastate the Empire's armies as they try to attack the region. If they succeed, these regions will become terror-stricken.

There is a chance to stop them. The ghulai's curse relies on a set of hastily erected shackles, erected inside the shroud at Dripping Tor. Here in a vast clearing in the forest, the Rivenglade, are three pillars of wood and billowing cloth. Glimpsed from afar, they are ancient, decrepit things, dank and miserable as many of the Druj's own buildings are. The fabrics at their tops add a singular splash of colour, bright and vivid as if warning of danger. Each pillar is bound up with magic, built from aged weirwood planks and driven through with mithril nails.

Despite their dilapidated appearance, power courses through them, the unmistakable power of the Night realm weaving around and into the structures. Combined together, the three pillars are acting to pull together the magic of obfuscation, transformation, and emotion into something pernicious and terrible. Perhaps this is why the Druj ghulai did not enchant their armies this season, occupied as they were preparing to unleash this terrible curse.

There is a conjunction to Rivenglade that will enable the heroes of Anvil to travel to the Dripping Tor on the Sunday of the Autumn Equinox. A single chance to stop the Druj from unleashing the servants of the Delirium King on their own people.

OBJECTIVE: SAVE THE DRUJ FROM THE DELIRIUM KING

- **The Vileshrike ghulai are preparing to unleash the Delirium King on three regions adjacent to the Dripping Tor**
- **If they are not stopped then Lower Sarnath, Upper Sarnath and Beladrarsh will become terror-stricken**
- **Zakalwe offers his aid in stopping the curse before it can take effect**
- **Destroy the Night Shackles to prevent the Reign of the Delirium King afflicting the regions**

The ghulai of the vileshrikes have raised three Night Shackles, strange weirwood pillars, shrouded with Night magic. They have spent the season pouring magical energy into the pillars, and they intend to unleash the curse shortly after the equinox. If they are not stopped, then the curse, the Reign of the Delirium King, will be unleashed on Lower Sarnath, Upper Sarnath and Beladrarsh. This night magic curse will inflict the depredations of Ungholt on the occupants of these regions; a wave of terror will spread over the land as mortals who sleep will find their dreams invaded by their worst fears. The fear will break minds like a hurricane tearing down the weakest trees in the forest. Those who succumb will no longer tell friend from foe, lashing out at anything that comes close.

The curse will ravage the populace of the three regions, and it might be tempting to leave the Druj to it, were it not for the dangers that the ritual will create. Beladrash in particular is home to half a dozen subject septs who are forced to toil for the Druj. Thousands of orcs will be affected, some of whom are Druj in name only. Worse, the ghulai are prepared to take this terrible step because they intend to forge a weapon from the broken minds of their own people. Driven furious with fear, the inhabitants will attack any army that tries to seize the regions or move through them. The Vileshrike plan to sacrifice their subjects to create a poisoned weapon to hurl at the Empire.

The Master Strategist loathes the Delirium King and is eager to help the Empire put a stop to this terrible plan. The eternal's heralds have provided rune-marked keys, cunningly wrought devices that can be used to pierce the shrouds that surrounds each shackle. Each one employs a set of simple runic pieces - the runes of Night combined with the two mystic runes. Magicans can use the key to discern the nature of the shroud, and pierce it.

To use a key, magicians will need to select four of the runes, place them on the board and then perform Piercing Light of Revelation to activate them. The ritual will reveal information how many runes are correct and how many are in the correct place. The ritual can be repeated as often as needed, but each casting will take time. To succeed, the right sequence of four runes must be determined for that pillar, with each rune in the correct location. Sharp minds and clear thoughts will be needed to guide the divinations, along with capable ritualists and plentiful supplies to power the rituals.

Once the shroud has been pierced the shackle will collapse and the night magic ensnared around it will dissipate, removing the threat of the Delirium King's curse from falling on the associate region.

THE SHACKLE OF SORROW

- **Breaking the Shackle of Sorrow will prevent Lower Saarnath from becoming terror-stricken**

If the Shackle of Sorrow is destroyed, it will prevent the Reign of the Delirium King from falling on Lower Saarnath. The Empire has just spent the season conquering Lower Saarnath. The region is a beachhead that could be used to attack Upper Saarnath and Beladrash. If the orcs who live here are fed to the Night Terror, they will become a threat to every army based here or moving through the region.

THE SHACKLE OF MISERY

- **Breaking the Shackle of Misery will prevent Upper Saarnath from becoming terror-stricken**

Upper Saarnath is strategically vital as the gateway to Ûrinth, the centre of the Salt Flats and one of the few remaining Druj strongholds from which they rule what's left of their empire. The woods are desolate but not uninhabited, and barely half the orcs who live in the dense forests are true Druj. The Empire managed to rescue the Great Forest Orcs from the Grove of Woe, but there are still countless more subjects and slaves who are forced to labour in the great forests to feed the Druj war machine.

THE SHACKLE OF ANGUISH

- **Breaking the Shackle of Anguish will prevent Beladrash becoming terror-stricken**

Beladrash is ruled over by the Skinweavers, and could be considered less strategically vital than the other two regions. However, it is home to no less than seven septs who are forced to serve the Druj here - if the Last Voice You Ever Hear is given a free reign to terrorise the dreams of the people who live here, then thousands will die. The Empire has often struggled to convince the septs of the Mallum to favour them over the Druj, but saving the Beladrash septs from the Druj could be a powerful diplomatic victory.

OPPORTUNITY: DESTROY THE BEACON OF ISKRID

- **Urizeni magicians who are associated with the Citadel Guard could harness the energies of a Shackle to complete the destruction of the Beacon of Iskrid**
- **An Urizeni coven can perform Rising Roots that Rend Stone after a shackle has been broken to destroy the fortification**

The Beacon of Iskrid, teeters on the edge of destruction - one more surge of magical energy and it will come crashing to the ground. If the Empire can pry even a single shackle loose, then the magical energy it releases could be directed into the Citadel Guard's Transcendent Claw. That would be enough to overwhelm and destroy the Beacon. The fortification would be destroyed and its garrison scattered.

Completing the Transcendent Claw will not be easy. It needs an Urizen Spring coven, one with a connection to the other magicians of the Citadel Guard. They will need to perform Thunderous Deluge on one of the three Shackles, after the shroud has been pierced. If that happens, the magicians will be able to join their efforts with the magicians in the Guard, and add their own efforts to those of their compatriots. It doesn't need to be much - one last push and the walls of the fortification will come down.

The ritual can be performed by any Urizeni ritual group with members who roleplay that they are part of the Citadel Guard, either actively serving with it, or as one of the many magicians who support it.

BATTLEFIELD THREAT: COMBAT THE SERVANTS OF DELIRIUM

- **Heralds of the Night realm stalk the area**
- **They lend their aid to the Druj defending Sanath**

The forces of the Druj are accompanied at Rivenglade by the Night heralds referred to as the Servants of Delirium. Clad in shadows and darkness, these creatures are not mighty champions but instead act as heralds of madness and despair. Blade strikes that weaken those they encounter and a terrifying urge to flee their approach are good enough reasons to be wary of them. More so, given the heralds have some inexplicable link to the shackles in the area and the hidden halls of the Dripping Tor. They are likely to target mages that work to decipher the shackles once they realise what the Empire intends.

ENVIRONMENT: MIASMA OF DESPAIR

- **The entire battlefield is affected by an oppressive Druj miasma**
- **The miasma causes WEAKNESS unless you have a way to overcome it**

The entire area at Rivenglade, is under the effect of the Druj miasma, a pall of potent fear that blankets the lands the Druj claim dominion over. Anyone entering the area will need to protect themselves from the clawing dread or succumb to a weakening terror that creeps into their mind.

The primary effect of the miasma is that it weakens anyone exposed to it who does not have the ability to overcome it. The easiest method to overcome the miasma is to receive an anointing, but particularly heroic individuals, or those in possession of certain enchantments or magic items may also be able to counteract the effect. In particular, those of the changeling lineage are able to fight the effects of the miasma, only by becoming extremely angry - which can cause problems all its own.

TERROR-STRICKEN

- **Armies attacking a terror stricken region generate 20% fewer victory points**
- **Armies fighting or moving through a terror stricken region suffers 10% in casualties**
- **A tenth of the civilian population will die every season**

The inhabitants of a region that is terror-stricken are assailed by supernatural fear and dread. Those who try to sleep may find their rest plagued with nightmares. They will turn on any they see and try to attack and kill them. The mind-numbing terror pushes everyone it touches to the breaking point, to the point where violence is never far from the surface.

Inevitably people will die as a result of this terrible curse, some will simply never waken from their terror-filled nightmares, others will be overcome with rage and driven to violence against friends and family. Even those who are able to withstand the terror risk being killed by those who succumb. The civilian population will be decimated every season, and any army fighting in a terror stricken or moving through it suffers 10% of its force in casualties. This will be calculated at the end of the season, after all casualties from that season's campaign have been calculated. Druj armies that aren't protected from the madness, will only suffer these if they are forced to defend one of these regions.