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| **Northern Kingdoms Character Downtime Submission Form**  **Event 10** | |
| **Event** |  |
| **Player Name** |  |
| **Character Name** |  |
| **Email Address** |  |
| **End of Event Narrative** | |
| The Free Company's deployment to the Western Marches of Temeria has been a success. The turncoat Temerian magnate Vyacheslav has been slain in battle along with his Imperial mage advisor, and the province is now in open rebellion against the occupying forces. The Free Company soldiers successfully defended the village of Rozmochoni from the Nilfgaardian spearhead, saving the lives of the villagers as well as the mustering Northern forces. The Company's efforts have allowed their employer John Natalis to raise ten thousand volunteers to take up arms for the cause of the Free North.  The deployment was not without setbacks. Efforts to conceal the muster of the Northern army from the invading Redanians were unsuccessful. What's more the two nuns, Sister Tides and Sister Tranquility, were left wounded on the field of battle as the Free Company evacuated by portal. A distinctive mask and helmet were delivered to the camp by Imperial reinforcements, giving every sign that they are presently captives of Nilfgaard.  Not all of the action focused upon military matters. After tense negotiations the Witcher Matteo handed over an artefact of the Elder Blood to the Wild Hunt. In return three promises were extracted from the Aen Elle. Their magic will assist in mitigating the volcanic winter soon to grip the Continent, they will support and protect a new refuge for persecuted Aen Sidhe in the Blue Mountains, and they have vowed peace with the inhabitants of this World for a century.  The Company was also contacted by the renegade Mage Phillipa Eilhart. She revealed that it had been her agents who arranged the release of Natalis from Imperial captivity, and who had organised the patriotic Temerians funding his efforts to raise an army. She has invited the Mages of the Free Company to join her in rebuilding an organisation to preserve the practice of magic in the North with her, naturally, as its leader...  The Free Company now marches West into Cidaris alongside the Army of the Free North. Their objective is to link with Skeligen forces under King Svanrige and Cidarian forces returning from exile with their King Ethain - and then to smash the under-strength Imperial Army Group West. The journey is short in comparison to others the Company has made in the last few months, but now they march through hostile territory with a full army for the first time since the glory days of the Battle of Brenna. New volunteers and fresh mercenaries flock to the army as it travels, the march has urgency but the movement of so many newly recruited soldiers is not a swift business.  The next deployment will find the Free Company camped with the Army of the Free North in central Cidaris. Their objective will be to assist efforts to draw Imperial forces into a decisive field battle - and then with a mix of reconnaissance, deception, and sabotage to stack the odds in favour of the North. Victory in this battle would show the world that the Free North is more than a desperate dream, defeat could strangle that dream in its crib... | |
| **Desired Downtime Outcome** | |
| Please briefly summarise the desired outcome of your downtime narrative:  Week One:  Week Two: | |
| **Downtime Narrative** | |
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| **Assisting Characters Names (IC & OOC)** |  |
| **Resources used** | |
| Please state what resources you are using, where/who they are from and ensure these are referenced in the narrative. Resources not handed in at the end of a Northern Kingdoms event cannot be used. | |
| **Currency used** | |
| Please state how much of which currency is being used, where and who the currency has come from. Ensure these are referenced in the narrative. Currency not handed in at the end of a Northern Kingdoms even cannot be used. | |
| **Fate used** | |
| Please state how much Fate is being used, where and who the Fate has come from. Ensure this is referenced in the narrative. Fate not handed in at the end of a Northern Kingdoms even cannot be used. | |
| **Downtime Results** | |
| Referee use only: | |