|  |  |
| --- | --- |
| **Northern Kingdoms Character Downtime Submission Form Event 9** | |
| **Event** | **Event 9 “Reclamation”** |
| **Player Name** |  |
| **Character Name** |  |
| **Email Address** |  |
| **End of Event Narrative** | |
| The Free Company has recaptured Undvik from Imperial control, as well as seeing off an invasion of Ard Skellige by Nilfgaardian troops and their local allies. The exile of Clan Tordarroch is at an end and they can finally return to rebuild their homes and honour the graves of their kin.  The Battle of Undvik has been bloody and exhausting; for two of the Free Company's units the war is over, only four of the remaining eight are still combat effective - and some of them just barely so. Efforts to recruit and rearm will be necessary if they are to campaign again.  The Free Company succeeded in closing the Tear in Reality above Mount Hjerttinden with the help of Feiniel, a stranded rider of the Wild Hunt. In return they helped him to use the Tear to send a message home. The threat of reality unraveling like a frayed sleeve, or of the Tear blossoming into a second Conjunction, has been averted.  The Free Company spends the first week regrouping on Undvik, looting the Imperial camp and mopping up stragglers as the rest of Clan Tordarroch travel over to the island. At the week's end comes news that spurs them into action. From the Continent comes word that the Redanians have finally crossed the Pontar in the west. They have invaded northern Temeria in force, supported by river ferries and companies of troops in the livery of Novigrad. The Redanian spearheads are driving the Imperials back, sacking towns as they go and leaving the river valley awash with blood. There is soon an announcement relayed from Captain Pangrat; The Company's next deployment is to western Temeria, to an undisclosed location where Constable Natalis is preparing to issue a call to arms to gather an army for the Free North.  The worst of the wounded are transported to the houses of healing under the care of Clan Heymaey on Hindarsfjall. Then the rest of the Company set sail north. The ships take a wide course out towards Kovir until they have passed beyond sight of the peninsula at Bremmervoord. After that they loop back south-east to eventually make landfall by night, guided by hooded lanterns into a smugglers' cove west of Gors Velen. From there guides with the three lilies on their livery lead the Company south into the western marches of Temeria.  There they are to meet with the Constable and heed the call to arms… | |
| **Desired Downtime Outcome** | |
| Please briefly summarise the desired outcome of your downtime narrative:  Week One:  Week Two: | |
| **Downtime Narrative** | |
|  | |
| **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: | |