

Axiems Plot Update (by Christopher) 6-15-14

Axiems is run by a family of dwarves called the Sentries Family. They are led by the mother of the family (a direct member of the Royal Family), Lesil Sentries. She is a Necromancer and Assassin (among other things) and the city has always had a very shady and covert style of operation. Remaining neutral during times of war, Axiems has stayed alive because when Dagdeath invades and clearly has the advantage, they do not resist but instead simply switch sides, aiding Dagdeath as necessary (though within limits) and Dagdeath has honored this agreement as it seems to be in their best interest not to kill the leaders of the city who are quite resourceful and willing to give aid to Dagdeath when required. Currently, Dagdeath is edging in towards Axiems and making moves at an invasion. If this happens, the city will defend itself as long as they feel they have a chance. If it clear they will lose, they will surrender and the city will instantly begin to work for Dagdeath. This would be an ugly situation for the heroes who would be less likely to be treated with amnesty, as there are no agreements protecting them. Thus, most have decided to focus on keeping Dagdeath from ever getting that close.

This would be easier but for Dagdeath's covert operations. Axiems has a large number of thieves and assassins working in the government and these groups have their own systems for dealing with spies. It is unclear what this means for the heroes, but it seems that the war with Dagdeath must be fought not just on the battlefield, but also, within the city, keeping the thieves and assassins guilds from shifting within and thus undermining the city before the battle even starts. This is a far more tricky thing to do, as everything is done secretly and one does not even know if the battle has been won. Thieves and Assassins trained in Axiems have some knowledge of this, but are not allowed to share this info, and thus are left to solve the problem in the ways they can without alerting the party to what is actually afoot.



Training in classes in Axiems requires a donation of 16 gold or two equipment sets, as well as swearing fealty to certain factions within the city. Lesil Sentries controls both the Necromancers and the Assassins. Her husband, Boro Whitehills controls most of the Warriors (Veterans mostly, with a little control of Barbarians and Samurai). Lesil's sons control many more of the guilds. Broncis leads the Snowdrifts, and controls the Rangers and the Amazons. Throlis (his older brother), ambassador to the

Protectorate and Paladin of Morodin, controls the Paladins and the Knights. His wife, Ruby, is the only one who can train Storm Mages and seems to control that guild, though lightly. Abil, the middle brother, controls the Flame and Life Mages, but seems completely aloof to the goings on of Axiems and is completely consumed by his work crafting new and more interesting magic items. His activities and constant requests for very odd and gristly items for his experiments has many wondering at his intentions. No one is sure who controls the Thieves guild, but it is clear someone does. This person remains anonymous, and those who train as thieves in the city must do so in a secret meeting. There appears to be no one in charge of Archers or Nature Mages. Archer can be trained through a standard guild, but seem to have no specific guild master. Nature Mages cannot be trained in the city, and most go to the protectorate to get training.

Many major events have taken place so far this year. A few are the Morodin Shrine, The Army of Ogres, Dealing with the Wood Elven Protectorate, and Exploring the North.

The Morodin Shrine: Players discovered a shrine to Morodin, the chief Dwarf God, and other lesser Dwarf Deities, in the White Hills. This major shrine has only been partially explored, but revealed a magical forge that makes unique items once a month, a series of battle halls where monsters slain become allied haunts for the duration of the battle, a mysterious dungeon with



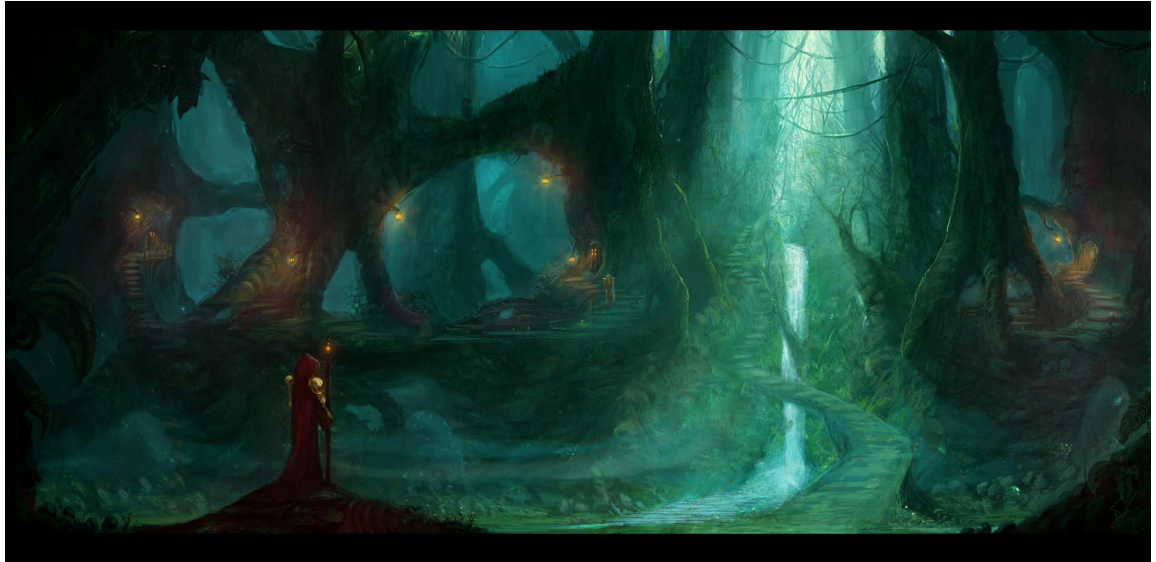
traps and treasures only hinted at, and a dangerous deception shrine, that tricks the greedy into becoming cursed.

The Army of Ogres: Swelling to almost 500 Ogres by the end, an army of Blessed Ogres was taking over the region until last week. They were all Blessed by Valprak (Ogre god of Destruction) and gained all the Assassin abilities eventually. They were finally stopped and their leader brought in to Axiems (a Death Ogre Necro/Life Mage). Only a few of these Ogres were actually killed or captured. Half were away attacking Amen Town when the shrine was destroyed, and many others were simply wounded and recovered after the battle. The area is still thick with Ogres, though without their blessings.

Dealing with the Wood Elven Protectorate: Just north of Axiems is the Wood Elven Protectorate which is a sanctuary for both Elves and animals. In order to enter, characters must get permits from Throlis Sentris or Ruby Crownmark UnWizaste, who are the ambassadors to the Protectorate. The Protectorate is the only place to train in Nature Magic, and Elves are the only ones truly welcome there,

though others enter at their own risk. Many players have helped to keep the woods clear of Dagdeoth troops who seem to have a great interest in the woods. Logged long ago by both Svodlun and Dagdeoth, the woods supposedly have massive trees that are mana wells. When cut down, the resulting mana explosion can be channeled into spells or rituals. Characters encountered some of the stumps of these trees that no longer produce any mana and seem to actually drawn in mana. Characters have attended

rituals of twilight in the woods, where songs and poems played a large part. There seem to be factions within the Elven community, with Orexriel



Kerni leading the main group, and a lone, very old elf known only as Lagin who made a brief appearance at the Uialina Ceremony taking a somewhat counter position. Characters are concerned for the safety of the Protectorate, which they feel is perhaps too sure of itself and possibly a target for subtle attacks by vampires. Perhaps related to this is the recent discovery and destruction of a Beast Demon which took the form of a Wyrn. The creature was turning animals into undead minion in the protectorate. It was killed with Morganti but how and why it was in the protectorate is still under investigation.

Exploring the North: Many adventures have taken players up above the border of the map. The edge of the Roekron map represents the snow line where the snow never melts. In the battles, players discovered that they can only walk, due to the snow level and weather. They also discovered many Zombies, as well as strange new creatures such a White Goblin like creatures, Furry Trolls, and in one



encounter, a white pillar of blowing snow that seemed to effects the minds of wounded players. The Snowdrifts (a group of Rangers who are familiar with patrolling the north, and ride on wolves) have kept careful track of Dagdeoths movement above the border and say that they armies are massing at a stronghold called Bonehold just above the White Hills. This usually

heralds an invasion out of the north by Dagdeath, whose heavy use of undead is favorable to the harsh climate in the north. Related to this has been the discovery of many strange human corpses which have been found to have papers hidden on them. When searched, the bodies mass animate into a group of Shamblers and Ghouls that kill and devour everything around them and then reset like a trap. Some of these traps have been dealt with while others are believe to still be out there. Who set them and why is a mystery but many believe it involves the events happening in the north. As summer hit, and the snow fades up to the border, many adventurers have arrived to explore and map the north. They require a great deal of protection due to the presence of Dagdeath and unknown creatures to the north.

Many fear for the safety of the party as Dagdoeth closes in. Most agree that efforts should be made to safeguard the city as even a close call could mean a switch of sides. Players are now working both inside and out to keep Aximes on the side of the Free Republics. But the dangers are mounting. Several small events hint at a growing instability in the region. Leaders meet to discuss war plans, and vampire infiltrators have been found. Exploration of huge areas underground were begun, only to have the tunnels collapse and become inaccessible. Many situation that seem to be leading towards discovery continue to be thwarted just as they are becoming clear. Something is moving against the city, but in a very subtle way. Is it the city itself, already posturing for Dagdoeths invasion. Is it Dagdoeth, attempting to cause enough trouble to make them easy prey, is it outside political interests trying to gain a footing in the region, or powers from far away with an interest in the events now unfolding here in the north. These are the questions the party now struggles with. This the battleground you now face.

