

Calendar of Roekron (a work in progress...): The calendar is similar to ours, with similar seasons, holidays, and festivals, though due to the multiple religions in Roekron, there are a great deal more holidays being celebrated on any given day. The current calendar being used is Elven, and begins with year **5123**, the founding of the Elven Empire in the West.



12,273 1A (1988) Roekron marks its birth this year which is the date of the Battle of Four Powers, and the naming of Dsesnor as the ruler of the Land.

12,837 1A the Elves arrived in Roekron and marks the start of the First Age. The first age lasted almost 1000 years ending with the destruction of the Grey Isles by Grisodemdal.

13,825 2A (1998). The Dark Age followed, lasting almost 1200 years.

14,955 3A (1999) (2000). The third age was also long, almost 800 years, but prosperous with the Wizards Trade Order leading the way.

(2001) **3A** Roekron grew into a powerful united force, keeping Dagdeath and Blackspire at bay.

15,750 3A (2002) Third Age ended as Svodlun began to steal hobbits for slave labor to reduce the cost of production of items and Gorotock Itack attacked Celendil as did Broden from underneath and Celendil falls.

This is the start of the Fourth Age. It was a brief age, marked by civil war, the rise of Dark Heroes, Carakwaith, and the expansion of Dagdeath.

15,760 4A (2003) the Dark City grew and was only beginning to be understood. Players battled the Carakwaith and worked to recover them and keep the city from expanding.

15,770 4A (2004) Plotting by various provinces trigger the invasion of Svodlun, in the first ever alliance between Dagdeath, the Dark City, Hostor, Temnor, and Andionion. The plan quickly backfired as Dagdeath simply kept Svodlun for itself and killed all other invaders. It took them another 25 years for Dagdeath to take Krodogros and begin to move south.



15,805 4A (2005) Many attacks on the Dark City were made such as the Catastrophe of the Orb and the Battle of the Mirror Sky and each failed through various plots though not without some measure of success in each. Players worked to protect the city of Eines Mine in the Wood Elven province. They discovered that Shifter was pretending to be a Sea Serpent in the sacred lakes, and was connected with a group a corrupt and dangerous elven family. This group released the Forvalaka (a Lupogaunt) as well as other Lupogaunts into the world and used them to further their cause of destruction. The Forvalaka was eventually defeated and contained in a secret location known only to two heroes. They also discovered ancient stones which they believed were party of an ancient spell device. The stone are believed to have been lost in an attack on the Dark City.

15,820 4A (2006): Players worked to unravel a mystery involving ancient crowns of elven make. They discovered they might be able to summon creatures of light to battle the Dark City. The Fourth Age was brought to a close with the destruction of the Dark City, Celendil et Necrenef by the three Unicorns and the planting of the Yavanna Tree by these, until now, unknown beings.

15,835 5A (2007) Dawn of the Fifth age. The fifth age was another Dark Age, with some of the most notable heroes being taken away by Dagdeath and made into Carakwaith. It saw civil war between the new Dark City at Krodogros and the Dark Council in Dagdeath, and huge civil wars between all the nations of Roekron from Wood Elves and High Elves, to Dsesnor and Temnor. All of the nations declared themselves independent during this age and chaos reigned. Discoveries were made about the activities of the Wizards Trade Order engaged in genocide of a foreign people to the south. These people eventually made it to Roekron, calling



themselves the Huromalak and testified to the destruction of their people. This, along with a great deal of other diplomatic evidence and the presence of the Sea Elven Navy from a distant land, united the nations into what was called the Rebel Republics.

15,870 5A (2008) Even the Stonehammer Hills and Illionass joined the Rebel Republics. The Sea Elves and the Huromalak were almost completely wiped out in the wars with the Wizards Trade Order and the Dark City, respectively. The Dark City in Krodogos fell at this time as well, apparently do to internal conflict or some catastrophic event. Dagdeath took over the rule of the Dark City, claiming all the lands the Dark City held at that time (Svodlun). As the Rebel Republics grew more powerful and Dsesnor was left alone in the Wizards Trade Order, Lord Smalltree's family stepped down from the thrown and a duel was held to decide who would gain the thrown. Lord Kanis Johani dueled Lord Obimi Braku and the Obimi family won and now holds the thrown. The following 20 years were a great struggle for the new King who had to reestablish positive relations between the Wizards Trade Order and the Rebel Republics. All but Hostor have officially joined back with the Wizards Trade Order and King Obimi Braku has moved the capital city back to it original home in Estorock Keep, a symbol of the change in the Order. This period is called the late fifth age in the hopes that it will bring an end to depression and struggle of the continent.

15,890 5A 2009 (20 year jump) Forgen missions with Lord Stonehammer (part 2). Adventurers uncovered ancient weapons called the Dragon Talons, and used them to battle an expanding Null Magic Zone spread by what was called the Skull Demon. Signs of attacks on the Priestess of the Elder Goddess appeared to trigger the death of the goddess. Adventurers tracked down ancient legends of unicorns and struggled to heal them before they died. They tracked them across many planes of existence and magical realms and eventually restored them, thwarting the plans of the three demons of old, who are connected to the unicorns. These demons, calling themselves "The New Gods" were ascending to godhood but could no longer be stopped, and the players discovered that rather than stop them, they could heal them by reuniting them with their Unicorn sides. Thus healed, they ascended not as demon gods, but as something more whole. This healed something that was broken in the world, resulting in the dawn of the sixth age.

15,901 6A – 2010 (11 year jump) Hostor Missions in Pinnacle (part 1): This was the Dawn of the Sixth Age (appearance of the Nomad Sisters). Rumors that vampires were not destroyed at all but in fact merely dormant began to surface and adventures worked to uncover this plot. The adventurers work to protect the wizard school from invading forces and outside control from the Wizards Trade Order and inadvertently are tricked by one of their teachers, Brim Tiposium, into killing another teachers, Ebony, who they discover was actually a benevolent demon from another plane. The Nomad Sisters vanished during this year, and something seemed to shift out of balance again, many of the beings and familiars of the Nomad Sisters and Elder goddess, die or are lost.

15,920 6A – 2011 (18 year jump) Kuni Kendrai takes the thrown. Players continue to protect the island of Pinnacle as Dagdeath makes another move on the island as well as the growing threat of vampires. Both Shifter and Goblin (two of the original Carakwaith made by Broden) are discovered working to thwart the party. On the mainland, the Darkness Zone completely encompasses the sacred tree created long ago by the three Unicorns. The tree is dying and players discover that they must embark on a quest to not only defend it, but to heal something that was broken long ago in the world. The tree becomes the center of a long combat which results in a battle with the Shadow Bat, a Morgani winged Lupogaunt which spreads the Darkness Zone. The shadow bat was destroyed by a party of adventurers from Amir Ford, and sealed in a sphere by dragons who sacrificed themselves to do so. Once the Darkness was gone, the resulting dead tree region began to be reclaimed, but the Bone Tree (another Lupogaunt) was discovered to be underneath the Yavanna tree and emerged with Fae of a dark nature. The Bone tree was also destroyed by heroes from Amir Ford and contained, during which the Dark Lady of Dartark Forest made her way to the site with an army of tree Ents, and vanished, somehow healing the world. Players in Amir Ford battled one of the most powerful Carakwaith, Bones, a Skeletal Rift Troll Vampire who was about to become an Elder Vampire. Such was his power that he had managed to infect two dragons, making them in to vampires under his sway. He was destroyed and the plot of the vampires who were infiltrating governments across the land was revealed.

15,945 6A – 2012 (25 year jump) Players in the Pacifist nation of Sorikonnia try to weed out a vampire infiltration of their nobles. They discover that one of the original Carakwaith (powerful Vampires made by Broden) named Curves is hiding on the island and work to thwart here. One of the high nobles, Kaminari,

destroys her and her accomplice, Whispers, a Master turned vampire. But the plot only worsens as players discover that traps have been left all across the island on shrines. These traps detonate Morganti weapons, releasing the destructive spirits within directly into the shrines, destroying the spirits of the island. In a nerve wracking bid for their high shrines, players must enter, battle enemies, and deactivate these traps without destroying themselves or their way of life. Three demons, a golden and black dragon demon, a blue fog like demon, and an amorphous invisible demon, are discovered having come from another plane. These demons are eventually named, summoned, and defeated, with the aid of an ancient, and secret shrine to Twi Ammoni, a legendary hero of Sorikononia. Gateways to the Shadowlands appear on the island but collapse upon the defeat of these demons.

On the mainland, tensions between the Wizards Trade Order and Free Republic flair and set the stage for the War in Heaven. Players discover a Pagoda which has an army of Terracotta Soldiers within. A legendary knife is recovered by one of the players and she then commands the terracotta army, who protect her and the city. Odd occurrences outside of town lead players to discover that a god of vengeance and protector of shrines has emerged from the earth and is headed to Sorikononia to engage in some kind of holy war. A dungeon is discovered with many skeletons inside and players recover magic items from within but cannot figure out much more other than an ancient script relating to it.

15,968 6A -2013 (23 year jump) Shadowlands War Part 2, Emergence of the New Dark City in Serpention. Players work to deal with a destabilizing spiritual connection in their island nation of Sorikononia. Morganti weapons having been unforged all across the area the previous year make for a deadly landscape to traverse and tensions rise as the Shadowlands reemerges in its bid for the powerfully spiritual homeland of the monks. The leaders of Sorikononia begin to fade into a coma like state, and players discover a connection between legendary swords and their island people. Players eventually enter the Shadowlands and attempt to remove the source of the infection in their land, but ultimately must sacrifice their connection to the ancestor spirits and shut the gate to the elemental plane which has allowed the use of Warded items. All passively warded items erupt and are destroyed at the end of this season.

On the mainland, players in Icashi work to battle the new threat to the south, a Dark City of vampires. The city is now at the forefront, and works to find items of power to assist in the war. New undead appear and are used against the city. Players discover dangers lurking in the woods nearby undead and spiders become more and more prevalent. A green dragon is summoned by players using an ancient horn from the Grey Isles and assist the players, but claims the forest as its own, forbidding all from entering.

15,996 6A - 2014 (28 year jump) Synthrea takes the thrown. Holy wars erupt across the north. Players work to defend the Dwarven nation of Svodlun from invasion by Dagdeoth and Frost in the north. Odd storms begin to push their way south and inside them are ghostly beings that, dubbed "Ice Wraiths." The storm threatens to bury the city of Axiems in snow. The party discovers Dagdeoth is using a beast demon to take over parts of the Wood Elven Protectorate and must battle it and then it's spawn. Battle against numerous Dark Cities (Frost in the Polar North, Beladonna in the Teriock, and Wall in the South) happen concurrently. Broden, Elder Vampire sire of all these cities is destroyed by a mysterious old woman mid-year, causing destabilization of the vampire cities. Players discover an ancient transportation device from the Polar North and reassemble it, using it to travel far into this unexplored region. The party meets a group of humans called the Mourners, but a trap, set by Frost is sprung, and the party inadvertently massacres their newfound allies. It is discovered that an alternate personality has been planted inside many of the players' minds through their Class Training. They must carefully work to undo this mental control without triggering it, and eventually do so by hunting down Frost, who is hiding in the magic field which controls basic spells across Roekron, known as The Overlay.

In Grammion Hold, players work to thwart an unseen menace which first creates shrines that produce Undead, and then seems to present them with a new caliber of Dark Heroes, an undead kind, which begin to sabotage the parties every move. Players discover many ancient shrines and work to uncover their significance by decoding ancient scripts and making sacrifices. The party accidentally releases a Balrog Haunt from inside the Anvil Peaks which looks like it will destroy the city but lead it to the top of the mountain where it is put to sleep by an Iron Dragon.

On the Illionass Platue, players worked to reclaim a desolate planes. The settled a village which grew into a city. Battling the elements, and the chaos of numerous enemies such as the Grim, Blackspire, and Dagdeoth, the party eventually secures their town and discovers they are involved in a holy war between the Norse and the

Olympians (and perhaps others). They attempt to solve a great quest that the Norse Deities send them on, but in the end cannot succeed.

At the end of the season, all know Dark Cities are destroyed.

16,029 6A – 2015 (33 year jump) Embarcarious completes the WayPTS (Public Teleport Sysem), creates long distance communication across Roekron, and unweaves the Rastkuru. Magic is enhanced greatly, and Dadgeoth shifts its strategy to living troops. Svodlun is recovering from an economic collapse after being revealed as having Ork slaves.