

Winter 2010-11 Roekron Developments: 18 year time jump, game year is now 15,919.

Things fall apart for Roekron in what threatens to be the end of the political structure of the entire region altogether. Eighteen years have passed since the Sisters vanished from Roekron and governments have sunk ever deeper into their isolationism and debt. The Wizards Trade Order,



once the backbone of Roekron politics, is mired in its own laws and policies, so complex and tedious it does nothing but manage itself. As King Obimi Baraku began to grow frail, politicians waited anxiously for him to name an heir, but he refused. Reaching the age of 101 he finally took a mortal wound battling Grimsoeoth troops (yes, at 101) and then, to the surprise of most of the court, named his great-granddaughter, Princess Kuni Kendrai, then, only fifteen year old, the heir to the High Throne of Roekron! This caused quite a stir and great tension in the court. Since Kendrai was not yet of ruling age, much of the family began infighting and attempted to establish Regents for the Princess. This escalated into an internal clan war that lasted two years and has only now ended. Many of the royal family were killed in the wars and only with the recent legitimate crowning of Kuni have the clans settled down a bit. She has only been the High Queen for six months, and already she faces one of the most difficult political challenges of the age, total disbanding of the Wizards Trade Order and the Andionion Alliance. Over the years the political view of the government grew steadily more distant. Civil wars came and went and Dsesnor remained in power, but the apathy steadily grew. At this point, the High Queen is a title only in name. She wields little if any power, as the Wizards Trade Order deals only with its own affairs, and all the other nations are so hostile and independent any action by Dsesnor risks fracturing the tenuous alliances that remain. With the Serperton

Guard dealing with Order business and affairs, they have become inefficient as law enforcement officers, and towards the end of his reign Obimi turned to Sorikonias who have left off their ancient practice of magic crafting and study, to serve as the new Roekron Military. While the people seem to trust the Sorikonias, this has not gone well with the Sorikonian people who feel that their culture has been destroyed. Overall, the political system of Roekron as a whole are on the verge of collapse, and local governments are without oversight.

Economically things have gotten worse as well. Not as bad as the politics but troubled. Few new resources have been found for Roekron businesses, and Svodlun has been mass producing equipment again, this time paying its workers, but at wages that many see as comparable to a slave. Many blame the economic downturn on the laws passed by the Wizards Trade Order banning skill and spell use outside of its sanctioned guild. Fees grew higher and higher as people were forced to pay for services they would have done on their own in the past. One bright spot has been the opening of trade routes to Teriock! The Wizards Trade Order secured a previously unknown secret passage into the East via a channel in the Blue Reefs, and now has colonized a great deal of the area, leading to some of the first reliable maps being made of the region and an influx of rare gems, pearls, and items. This has bolstered Reorkons economy but many fear it is not enough. New in the Roekron economy are Dark Blades, being mass produced in Serponton, which act as a Terror on strike but work on undead. They leave horrific scars and are being used in the place of Morganti in many places which authorities feel is more humane. Even more startling has been the appearance of new Morganti weapons in the past six years, also being mass produced in Serponton. While the details on how this is possible are closely guarded, many speculate that the Wizards Trade Order has discovered the secret to making these soul destroying weapons and now has the resources as well. Socially communities are drifting. They have little guidance from the larger government and thus seems to be very isolated and insular. They view anyone from not of their town as suspect and prejudice is on the rise. Dwarves are no longer commonly seen outside of Svodlun, nor are Elves common anywhere but Andinion and Ein Ion. Borders are closely guarded and anyone from anywhere else is usually subject to a great deal of questioning and flat out refusal

to be allowed passage on many roads. The movement of the Darkness Zone from its previous location to where it now covers, the Yavanna Tree in Celendil and the Celeroth River Mouth is ominous, to say the least. The elves have a deep sense of worry and have become very protective and defensive. The civil war has ebbed between the Wood and High Elves who seem to have found common cause in the approach of the Darkness Zone and have set aside differences for the time being. Overall, Heroes are still the main line of defense when it comes to local problems and law enforcement. With even less government from afar, local governments have taken the law into their own hands. Elder Sorcery that would have been illegal only ten years ago now can be found being used in many area of Roekron, everything from weather magic, to crop magnification, to soul enslavement in undead. Religions have lost some of their clout in these dark times and many people have been turning to old, wild magic and spirits, such as the Fae to ask for aid, the Faeries being one of the few forces in Roekron that seems to be growing and have become very powerful.

Culturally, Roekron has had some great improvements, as well as in the area of Magic. Art and music have seen a flowering in these troubled times. Jesters, musicians, painters, and writers, all have a home in any city in Roekron and are one of the few true ambassadors in the world. Being a bard is perhaps the only way to travel the world freely, without much worry of entering other countries. Cartography has also flourished, as the Teriock Passage has allowed better mages free access to Teriock, the neighboring region has been mapped in greater detail than ever before. Political regions have been plotted and information is more readily available about this land. Philosophy and debate is also celebrated in Roekron and great debates have become almost as popular as Gladiator matches use to be, with huge bands showing up to watch the verbal sparring matches of the great minds. Magic has benefitted, not on a broad scale, but in a focused effect. While mages have all but vanished everywhere but at the mage schools, the mage school themselves have seen a blossoming of wisdom and training. Better access to spells and easier use of much Elder Sorcery has been a boon to many mages in these past years (those that can become mages at least). Another curious change has been the spreading of a new type of Necromancy. The effect began in Pinicle but has now spread across the

known world. Necromancers no longer create Zombies with Animate Dead but Spirit Guardians, beings which retain their identity. This has prompted a great deal of investigation into the area of Necromancy and has uncovered certain fundamental changes in the understandings of these beings. It would appear that three main types of what were before called undead, can now be identified. The first, Undead, as they have been known are things such as Zombies, Skeletons, and Mummies. These beings are without sentience, and operate only by commands, having a trapped soul within them that powers their existence. The second, is known as Spirits, and are sentient, sometimes good, sometimes evil, and a natural effect of the spirit realm. The third, is being called Outsiders. These beings are understood as Angels, Demons, and the like, which enter this world but are not of it. These discoveries about the nature of Necromancy has caused some fundamental changes in those who pursue this art, as it is now much more clear that Necromancy does not require the enslavement of souls as it once did. Furthermore, many Necromancers are known to be able to control undead, but do not have to, and this redefines them as more good in nature.

Hostor: Pinicle and Hostor were at war for the first few years but a major was averted by evidence that lady Fane Wickerdoor was killed by a Dagdeoth agent pretending to be part of the Elven Protesters. The assassin was caught and questioned and along with Drestnesai, the new Flame teacher, a resolution was reached. Hostor now has two representatives on the council in Pinicle, one to represent the Warrior, and another to represent the Semi's, who are elected not by the mages or people of Pinicle, but by the citizens of all of Hostor. Elections were held and leaders chosen (see below for the complete roster of the new Pinicle Staff and Council).

Hostor was done fairly well in the past 18 years. Prices have been kept standard (one of the few places to accomplish this), and over all, the island is calm, other than the usual rabble of Orks, Ogres, and such that occasionally menace citizens. Melissa the Scald, returned from dealing with the Flame Giant after months on the hunt, has taken back her seat on the Council though she has been noted to be very withdrawn and was grievously injured during the battle, sustaining numerous Morganti wounds. She has recovered but students find her changed, quieter, and more withdrawn.

New Council of Pinicle:

Lord Embarcarious Petrafloutous: lvl 45, Life10, Nature10, Storm10, Necro 10, (Head of the

Mage School-Life Mage Master)

Melissa the Scald - Lvl 40, Flame10, Storm10, Necro10, Nature 5 (Head of Flame Mages)

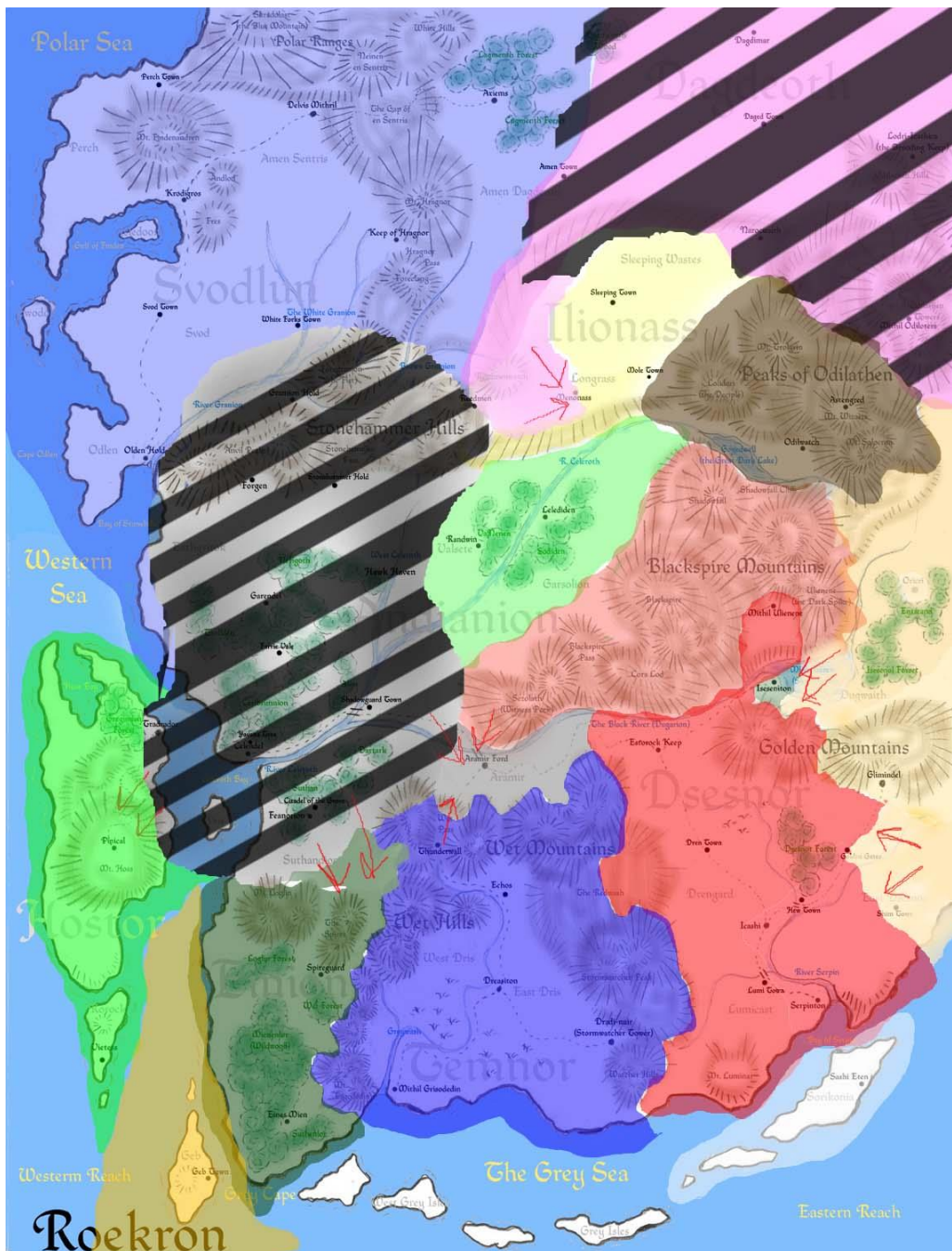
Oditan the Summoner, lvl 41: Nature 10, Necro 10, Life 10, Storm 1. (Head of Necromancy)

Nelian Echos: lvl 37, Storm 10, Nature 10, Journeymen 12. (Head of Storm Mages)

Dristensai Sor Goku of Estorock, lvl 36: Nature 10, Life 10, Flame 10, Necro 1 (Head of Nature Mages)

Shunar Quincel, lvl 26: Thief 10, Ranger 10, Assassin 1. (Head of Semi's)

Magden Threebeards, lvl 31: Barbarian 10, Veteran 10, Ranger 6: (Head of Warriors)



Geographical Location of Fan War Leagues for 2010-2011 season.

(1) First Saturday and Sunday in Palo Alto (Basic, Advanced, and Club): Pinicle, capital of Hostor.

(2) Second Saturday: Cotati League (Basic/Advanced): Menonass

(3) Second Saturday (Basic/Advanced): Berkeley (with Tony): Teriock-Sandend

(4) First and Fourth Sundays

*(Basic/Advanced) Ukiah (with Tony): Teriock- Sandend
(5) Third Saturday (Basic/Advanced) and Sunday (Advanced Only) Palo Alto (with Tony):*

Teriock-New Elianas.

(6) Third Sunday: Cotati League (Advanced only): Menonass

(7) Adult League (Second Sunday and every Tuesday): Amir Ford.

FanWar Updates by Country, the Who's Who of the 2011 season.

Amir Ford: *Becoming more and more reclusive over the past eighteen years, Amir Ford has become a much darker and dangerous province. Always on the edge of law, skirting taxes and rulings, Amir has continued turning a blind eye to law and it is said that anything can be done within the city of Amir Ford, for the right price, in the right place. Taking a much more neutral stance on almost all its policies, Amir has stayed out of most of the wars and tried to simply exist. The commerce with Crestfall through the portal in the city has generated a great deal of income for the city and is the principle reason why they are still in supply of many rare goods. Ruled by the grandson of Lady Rachel Aramir, the young Lord Christopher Aramir and his wife the Lady Magus Bryn Shadowgaurd, the policies have changed little in the last five years since their appointment as the heirs. They rule lightly, and have continued the tradition of mingling closely with their citizens, often holding councils in the city center for assembled heroes and freemen alike. Christopher's uncles David, and Elendi are the Dukes of the North and South Amir (respectively) the former controlling little land but having the sought after honor of defending against Blackspire, a time honored right. Their support of Christopher is often suspect, as they were passed over in favor of the grandson. Thus, it is said he keeps them close and busy. The famous Ladies of the Nights Watch have suffered the most in the city over the past eighteen years, dropping in numbers from a healthy two-hundred and fifty, to a mere thirty. Seeming to be cursed, they lost a many of their powers eighteen years ago with the disappearance of the sisters, with whom they had some connection. Ever since, they have been dying at a phenomenal rate, often due to accident or unlucky encounters. Few dare to join their ranks with such ominous predictions. They still operate as the main law enforcement of the city but conscript out a great deal for their daily peacekeeping tasks.*

Odilwatch: *After the civil war that eliminating over half the royal family, the only heir left standing was Toby Oakenshade. As expected, his father King Gerard Oakenshade named him his heir, and five years later, the King died, shortly after his wife Kari Odil. Toby is now the King of Odilwatch and has begun a family of his own, getting married to a foreign princess from Teriock, Princess Arian sKen Shalob, who is said to be a ravishing young woman of exotic beauty and mystery. Rule under Toby has been strict and disciplined, and leaves no room for dispute. Fond of "making examples" of criminals and raiders, he is known to carry a*

Morganti Ninja-to and Spear, to exact his justice and arms all his guards with Dark Blades as standard weapons. These troops, almost all Rangers, are said to be some of the best trackers outside of the Elven Nations. Life has been rough for those of the region and King Toby has asserted the military aspect of his country, driving much of the merchants out and building up one of the biggest standing armies in Roekron.

***Illionass:** Continuing to defend the southern lands from Dagdeoth, King Fenrir Nonas helped to keep Grimsoeoth from invading during the Odilwatch civil war, and was actively involved in the invasion of the Darkness Zone, sending many troops to fight alongside the Svodlun warriors. King Fenrir has continues to rebuild his armies and press the attack on Dagdeoth. Support from Svodlun has wained lately and Illionass once again finds itself as the sole defender of the north. The main lords of the area are are Lord Shordrin Grassy (Longgrass) and his wife Eloise Threenee, Lord Insom Bran of the Sleeping Wastes, Gabriel Kurn of Reedmen, and Erai Shushen of Moletown. The main guard are the Illionass Knights, known for actually riding mounted on horses (rare in Roekron) and for their fervent defense of the land. The elite guard are still the Nonas Guard, originally a group called Werek's Division under Dagdeoth, but who switched sides during the battle of the Skull Demon when Werek died. They are a mix of Uruaki and Humans but all are Veterans or Rangers, and favor curved weapons with which they Disarm and Snare opponents. They are known to be fiercely loyal to the Nonas line.*

***Celendil:** Prince Fangstrik, Prince Olories, and Prince Menionasis all have vied for the throne of Celendil, as they are the legitimate heirs, being the sons of Nelorian and Cendra who were Morganti slain. Eliana Starlight has refused to step down as the leader of Andinion stating that the heirs are too young (all of them being under 300) and currently she still has the support of the High Elves. As the Darkness Zone moved in and overtook the Yavanna Tree, things became more complicated. Eliana took steps to protect the tree with Elder Sorcery once it was clear that the tree could not sustain its undead and evil protection in the Darkness Zone. The tree still lives but seems to be in great torment, battling something constantly and communication with it is sparse. It has lost all its leaves save a few near the top, as the sun has not shined on it for 15 years. Though it still lives, it is barren and still. The Elves has put aside their differences with the Wood Elves currently to meet the new threats coming out of the Darkness Zone, Trolls, Undead, and Demons, and a Legend of a Great Bat of Morganti slaughtering whole divisions of Elves.*

***Svodlun:** Queen Thresa Svod Sentirs and her husband, King Festi Sentirs are newly appointed leaders, as their parents were forced to step down from the thrown 18 years ago during a vicious civil war in which the king's men and criminals in custody mobbed the prince and killed him. The Dwarven Clans rallied and forced King Falun to step down and name an heir. He chose Thresa as she is his oldest remaining decedent. Svodlun has focused on economy in these times, returning to a system of near slave labor. Hobbits, Humans, and Dwarves are all used in the mines being paid barely enough to pay for food. Without the means to survive otherwise, these individuals are trapped into endless servitude. Dwarven weapons*

and armor being mass produced are the only thing currently keeping prices close to normal, and as such are imported to other countries in huge quantities. Forgen was perhaps the biggest loss for Svodlun with forces from the Darkness Zone sweeping through and completely overtaking the city. Lord Stonehammer lost his right arm in the fight and still rules the Stonehammer Hills but has relocated to Stonehammer Hold as his base of operations.

Temnor: Frought with internal struggles, the Temnorians struggled through a civil war as the increasingly malicious policies of the Temnorian Council began to make life unbearable for the citizens. The Wizards Trade Order eventually took action eight years into the time jump and finally resolved the situation by restructuring the council and setting up a series of meetings with the civilian uprisers. Over the next two years all of the leaders of the civilian movements changed their position towards the Council and disbanded, some of them even joining the Lightning Bridage. Things were peaceful for Temnor if no less brutal for its civilians.

Fourteen years into the time jump King Thomas Willia died, leaving his wife Britania Dris to rule. She is not expected to live much longer, being 85 and very frail. Her children Orin, Etani, Mordril, and Lesania are left to succeed her, with Prince Orin, age 55 set to take the thrown. The role of the royalty is of little concern to most, as the Temnorian council does most of the business in Temnor, with Foria and Venifred Thuderswall representing the north, Lisa and Philipee Drestan representing the west, Kudro Redwash representing the east, and Thesta of Stormwatcher Tower representing Dradui Nuir.

Also of note over the time jump is the Mage War that isolated Stormwatcher Tower for eight years. Apparently, the Temnorian council acquired items from the School at Stormwatcher Tower that they did not have permission to obtain. The items, a collection of first age items designed for the creation of huge undead armies, such as the Litch King Swords, and Blade of Creeping Mists, many of which are outlawed, enraged the Mage School which attacked Mithil Grisodedin for the first time in hundreds of years. The sight was terrifying even for those who are familiar with the legends of Stormwatcher Tower. It is said that spells were cast directly from the tower, emanating from its walls and cascading all the way across to Mithil Grisodedin, decimating animals, trees, and buildings alike. Stormwatcher School would be still going on were it not for several students who betrayed the school and killed their teachers in what some call a heroic show of patriotism, and others call base greed. The school now had new head teachers, all of whom were instrumental in the sabotage. The tower itself has never recovered. It is said to be "silent" and the mages are unable to tap its ancient powers as once they did.

Dagdoeth: The first part of the time jump Dagdoeth did very well, building up a huge army very quickly and make many attacks in the north and the battle with Illionass and Svodlun cost both the dwarves and humans greatly. But seven years in the queen Theresa Daged died or was killed (it is not certain which, as she was ninety four. In any case, many of those in the Roekron cringed fear of what was to happen next as the rumors of the dread grandson of Theresa, Olicust the Unborn, took the thrown of Dagdoeth. Said to be the child of a greater demon, Illionass and

Svodlun readied themselves for a more attacks, but none came. The opposite in fact, Olicust ordered all the troops home, focusing on protecting their borders. The expected upsurge in power and dominance that many expected out of Olicust was turned rather, on the political structures of Dadgeoth itself. What followed was a strange internal conflict fraught with politics much of which is unknown to the rest of Roekron. What caused Dagdeoth to turn its attention in on itself is still in debate today. What is known is that the economic situation was imploding, and the Dark Council was struggling to manage the country. The undead troops were mounting, some say in the hundreds of thousands, and while these troops were fiercely loyal, there were fears that soon they would not need the living members of Dagdeoth anymore. Olicust turned his focus to the Necrocon, the inner circle of liches on the Dark Council sometimes referred to as the Bone Machine. Apparently he was dissatisfied in some way, and the Necrocon, which use to control most of the council, now is out of favor. Of the rest of the council, those with the most influence now are Throbrin Bloodhunter the Dark Troll Lord, Ulethen Manbane of the Urukai, Gogedrin the Cudgel of the Death Ogres, and Kracrans Mortis Elf Breaker, the Two-Headed Giant. This has not helped Dagdoeths position though as the fighting between undead and living citizens has been escalating with many divisions fighting amongst themselves. The infamous Dark Guard division still has a great deal of power, though they are undead, but the newer Knights of the Dagdemar, dressed all in white, with the purple lotus of Daged on their chests have come to rival them, and are known to be completely comprised of Dark Heroes of mostly living troops with the occasional free willed undead.

Ein Ion: *Still ruled by Queen Chelsea Amethesta and Queen Eleventa, the region has had a very rough 18 years. The Eines Mien Council completely disbanded, after a long a bitter debate over the stance of the Woods Elves regarding the Dream Gates and whether they belonged to the Ein Ion. While the gates were being repaired by members of the Wizards Trade Order, the Queens desputed the ownership of the gates, stating that the Spires where given to the Wood Elves in the original treaties with the High Elves. Eliana Starlight of the High Elves, clarified that this agreement was everything south of the spires. This threatened to ignite the elven wars again, and the Ein Ion Council could reach no agreement. When the Queens took action to stop the Wizards Trade Order from repairing the gates without their permission, the council was furious and left the Queens to run the country on their own. This has been very difficult, as the council ran most of the basic functions of the country and thus Ein Ion is in a total political collapse, with much of the country near anarchy. There is no economy to speak of in the region, nor any cultural gains. The only glimmer of hope for the region is that many of the old social networks of the Wood Elves have reemerged, with small clans operating throughout the region and in some ways a more democratic life style emerging.*

Geb: *Usually a quite predator staying close to home, Geb has become bold. There is no royalty in Geb, a country which pays so little attention to law, those in power usually are thus only in name. But something changed for Geb just a few years in. Two leaders emerged. Elliott Twospeak, and Daren Broth, and unlike leaders of the*

past, rather than battle each other of the power of Geb, they formed an alliance. They divided up the main guilds between them and set to work dominating the oceans. For the first time in centuries, Geb has an established government. Elliott and Daren are now kings in all but name. They rule the oceans around Geb with their numerous light ships, using mage wind and weather magic to baffle their foes and make quick getaways. The main law enforcement, if such a term can be used, are called the Free Men of the Western Reach, and are known to tax all ships entering their waters. Any who cannot, must pay in slaves, and/or have their ship taxed. Most avoid the waters of Geb at all cost, making travel very difficult.

Blackspire: Blackspire awakens as a dangerous force four years into the time jump. Usually content to raid small villages and troops in Odilwatch, Blackspire began attacking everywhere at once. The rumors were that they were involved in an ancient clan tournament of some kind trying to see who would rule each clan in the coming years. But the goal seems to have been forgotten as the bloodlust and war took on its own purpose and now Blackspire is teaming with troops. No-one sets foot in Blackspire without a great deal of troops as the sheer number of Ogres, Trolls, Orks, Goblins, and surprisingly Fire, Earth, and Shadow elementals is alarming. Seen as the biggest threat facing Roekron today, anyone who borders Blackspire, including Grimsoeoth, guards their borders well.

Grimsoeoth: Long thought to be an offshoot of Blackspire, research into the workings of Grimsoeoth have revealed a much more organized group. As the Wizards Trade Order expanded east they discovered that Grimsoeoth was working closely with Dagdeoth and was perhaps a splinter group. This proved true as scouts reported troop movements back and forth from Grimsoeoth and Dagdeoth freely. But about nine years into the time jump something changed. War broke out along the border of Grimsoeoth and Dagdeoth and policies changed within Grimsoeoth. Powerful and strong, the desert armies began taking more and more of Teriock for themselves. Grimsoeoth still seems to have less aggression towards Dagdeoth than any other region, but they are not working together, and this is seen as an opportunity for many. Grimsoeoth has become more crafty and cunning in its style, using even more undead than before, and their Sandstone Guard are increasingly filled with undead troops.