

Plot Update (by Christopher Melville) 9-4-15

As the year comes to a close, many events long in the making have come to fruition and demise. Events hinted at during the first missions following the adventurers in the north of Roekron have now been revealed in greater detail, and all of Roekron faces chaos or worse, the complete invasion of Dagdoeth as they have not done in generations. In every city, in every nation, destruction is being wrought by powerful new beings called The Seer Possessions, previously citizens with natural Oracle abilities that have become possessed by an evil power that wields them with deadly force. Generating tremendous amounts of mana and having gained an innate abilities with Elder Sorcery, these beings now destroy building with a thought, and have leveled entire cities within a week. This kind of chaos leaves all nations vulnerable to the massive assault now bearing down on Roekron from Dagdoeth out of the north. Unless the Seer Possessions are stopped, Dagdoeth will soon sweep through the entire region and beyond, as this threat is not isolated to the region of Roekron but is the same in Teriock and it is assumed, the rest of the world!



How It All Started: Around a sixty years ago (Time Jump of 2013-14) Oracles began to experience problems. Those who used the ability became blind, some of them permanently. The visions they received were chaotic and disjointed. Some investigated this phenomenon but could not locate the cause. About thirty years ago (Time Jump of 2014-15), the effect became worse, and Oracles began to die from the effect. Many scholars and priests searched for an answer and some, by doing so, became



blind or were killed themselves. A few hints were forthcoming, however. Adventurers in the White Forks region solved a haunt which turned out to be a Priestess of the Elder Goddess who

apparently had been seeking answers to the Seer's Plague and something strange had happened to her because of it. She vanished once they solved the three parts of her, but left them with clues and more questions as well as warnings. Later, near Gramion Hold, a Priestess of the Elder Goddess came to the party for help as one of her fellow priestesses had "gone mad" and was attacking her. The possessed priestess was extremely powerful, and exhibited many of the abilities now recognized as those of the Seer Possessions. The final piece was revealed when adventurers from Yohanisburg traveled to Randwin to investigate a similar case of a young priestess in training going crazy and attacking her friends. This woman turned out to be a natural seer, and through attempting to solve what seemed to be haunts inside of her mind, she awakened as a full Seer Possession, as did many other Seers across the world.



What Is Being Done Now: When the Seer Possessions awakened in every city, the results were devastating in many cases. One of the main teachers in the wizard school of Pinnacle was known to be a Seer of extreme power, Oditan the Summoner, and with his awakening, he nearly leveled the whole school. It took the combined power of all the students, and the remaining mage towers, as well as some outside assistance (some say from Astengrad), to destroy Oditan in Seer Possession form, thus killing him permanently. Many Seers Possession began to be hunted down by heroes and leaders of regions, a very daunting task, but many now have been destroyed, a process that renders the Seers soul permanently destroyed. A group of adventurers in Randwin destroyed five in one day, a feat of legendary proportions, and has helped settle chaotic city, which was being torn apart by over a dozen of the beings. Other cities have not been so fortunate.

What the cause of this effect is, no one is sure. Many relate these beings to similar beings they have encountered in the endless storms that move across the north of Roekron; Ice Wraiths. Both beings appear to have a tremendous power level and both seem to be wraith-like in appearance, and this points many to the north, thinking that these Ice Wraiths may be the cause of the effect, or in some way related. The few Oracles and visions people have received are too chaotic and disrupted to be used as evidence, but a few images seem to reoccur significantly; a black tower rising from a lake, something being shattered, a handful of cryptic words and phrases.

Plot By Region

Grammion Hold: The adventurers have been keeping Dagdoeth from invading down the river for most of the year. Along with this project, they have rooted out Undead Dark Heroes in the mountains and opened a hot springs resort in the location. They have been caught in a mounting civil war between Svodlun, their previous country, and Stonehammer, a new region they find themselves now a part of due to their Lord, Eric Stonehammer being part of a undercover operation to reveal orkish slave labor camps. Lord Stonehammer's involvement in ratting out Queen Theresa Svod and the rest of the Svod royal family who supported the slave mines was viewed as treason, and even though the high queen Kuni Synthrea as well as Pinnacle School backed Lord Stonehammer, a civil war has been brewing all year. Lord Stonehammer became ill at the end of Fifthmoon (May) and has not been seen since. His wife Breanon Gramion rules in his stead, as do his two daughters, Lady Windsward Dale Stonehammer, and



Lady Shanetil Gray Stonehammer. The latter is now betrothed to the young prince Norino Fin Svod who miraculously recovered from a Morganti coma. Many believe the gods could not see these two parted, such was the

strength of their love, or so the songs tell, and that it is a sign of hope for the reunification of two families already connected by many marriages.

Unfortunately, it may not be enough. With the advent of the Seer Possessions, no city has been hit harder than Gramion Hold! Eight or more Seer Possessions decimated the city in short order which appeared unprepared for such a development. To make matters worse, the civil war seems to have increased in intensity as Dagdoeth has advanced. Rather than finding common cause with the Svods and fighting Dagdoeth, many individuals seem intent on focusing on Svodlun instead. Riots are reported in the street of the capital city of the Svods, the entire Dwarven navy has rallied to the Stonehammers, and each side looks to be using the invasion by Dagdoeth for their own advantage. Unfortunately, Stonehammer is in far worse condition to fight a battle on three fronts! With Dagdoeth streaming down the river in force, Seer Possession completely destroying the city, and Svodlun continuing to attack them from along the battle lines in White Forks, they look to be lost within the month.

White Forks: The front lines of the civil war in Svodlun, White Forks has been an attempt to solve the situation between the two dwarven families peacefully. But early in the year, Prince Norino Fin Svod, one of the heirs to the throne, was cut down by assassins, first at a festival, and then later on the front lines of a key battle at Browen, and left defenseless before Morganti wielding Dagdoeth Death Ogres. The young prince was saved from death but left in a Morganti coma, and investigations began to determine who was behind the assassination of the young prince. In Norinos absence from the White Forks Council, another heir to the throne, one Prince Nevil Svod of the Frostfang Veterans and wielder of the legendary weapon Dorfindle took up control of the area. Tensions began to increase as Svodlun began to inch ever closer to Gramion Hold. Shortly after this, two council members from White Forks were discovered having bypassed security and were found over the bed of the young prince as his condition began to worsen considerably, and the two, Lady Shanetill Gray Stonehammer and Molimo Glimmereye, were accused of conspiracy to kill the prince. A trial was held in Krodigros and High Queen Kuni Synthrea herself attended to insure the trial was done fairly. The queen of the Svodlun dwarves Theresa Svod presided as judge. Svod tried to assert that the Stonehammers were plotting to kill Norino, as Shanetills mother Breana is a notorious assassin. The trial revealed however that the accused were in fact innocent, and that the mafia involved in the attack on Norino were perhaps more closely connected with Svod. At the end of the trial, a blue fire erupted over everyone, who then experienced an Oracle which seemed to portend war was coming. The High Queen was quickly shielded by her drakes and guards and displaced out of the area.

Shortly after the trial, Norino was miraculously cured of his Morganti coma on a shrine to Morrodin in the blacksmith shop of the renowned smith Abel Sentris. This miracle caused many followers to stream into the area to make offerings to the prime god of the dwarves. Norino promptly returned to the White Forks council and has been working to keep the civil war from overtaking the region. Within a few months he was engaged to the Lady Shanetill Gray Stonehammer, though their marriage date has yet to be announced.

Also of interest in White Forks has been the steaming river. Over thirty years ago encounters with several Phoenixes and a huge Kraken made of ice were observed in the region by adventurers from Gramion Hold. At the



beginning of this year the river began to boil just past the left fork. Investigations into this region revealed that something strange was going on involving alternate planes of existence. Players began to be drawn into a plane of ice and then a plane of fire, and battled strange beings similar to elementals. What all of this means is unknown but worshippers have arrived and have summoned phoenixes as well as an ice kraken and believe they hold the key to solving the mystery of the two planes.

Axiemes: Always a dark place, Axiemes has become much more so in the past five years as three members of the royal family “went missing” or were Morganti slain, as many believe. Boro Whitehills, husband to Lesil, was Morganti slain along with their two grandchildren, and much of the levity of this often conflicted family died with them. This change in family dynamic has had large effects on the leaders of the region and their consequent actions.

The civil war of the Stonehammers has made things difficult for adventurers who previously had allegiances with that region. Lesil Sentris, the leader of the city, made it clear that she would punish all those who gave assistance to the Stonehammers by sending them out on the front lines. Dagdoeth continuously attacked having gained ground due to a strange development of the giant forest that consumed thousands of square miles over the last thirty years known as The Dark Wilds. This forest is home to hundreds of never before seen or encountered creatures and few enter it willingly. Even Dagdoeth skirts the region. Adventurers continued to investigate into the mysteries of the Elven Protectorate and its particularly intriguing loner, Lagin, who hides out in his own region of the woods surrounded by hundreds of haunts, but little has been forthcoming from the recluse.

When Norino Fin turned up cured of his Morganti wounds on Abels anvil, things changed dramatically for the smith. He became obsessed with a new project involving old hammers and morganti wounded people, a quest that has left some very concerned about where this road will end. Recently he has reportedly crafted a new hammer and the rumors are that he has cured some of minor Morganti wounds, though those such cured have been shunned by many and are suspect, acting strange



and sometimes insane. Abel seems unconcerned, but this does not reassure those who know him.

At the start of the summer, a band of adventurers secretly stole away into the north on a mission of unknown intent, but were branded traitors for Dagdoeth by Lesil who ordered them captured so that

she personally could dispense the justice they deserve! What happened to the group is still not common knowledge, but many have their theories as to what this group is really up to.

The new project of Abel's rippled out into other areas. Abel sent adventurers across the region looking for supplies for his project; a phoenix feather, water that never gets cold, old hammers, books... and in the process, some of these adventurers released a blue flaming Effreet from a dungeon called Drakes Roost. This Effreet seemed to have connections with other events happening in Svodlun (an encounter in the Inn at Axiemes, the blue flames at the trial, etc.) and so a small party traveled to Krodigros to investigate this mystery. They became involved in a plot that led them to Krodigros Forge, one of the major magic item producers of the entire region, items which are known for their ability to unforged themselves in a flash of blue flame if they are ever looted. In so doing, they seem to have become involved in a larger conspiracy. They were arrested by Svodlun law enforcement as riots broke out throughout the city, many claiming people seemed to become mad with violence and would attack the Svodlun officers on site. Some said they saw people's eyes alight with blue fire for a moment before they attacked. Managing to escape just barely, the group was taken to Stonehammer allied ships and sailed to Gramion Hold with their information.



At the same time, Wyrms Demons from year ago invaded the Keep in the Dagmeneth Forest and took it over. They were led by an old adventurer from years past, now changed into a demon himself. The demons succeeded in overtaking the Keep, but eventually were all destroyed but one, the leader himself. This leader was summoned using an Undead Hunter ritual and slain, putting an end to his tortured existence as a demon host. Adventurers also battled strange undead lit with blue flames that threatened to burn the Elven Protectorate to the ground. These undead were stopped and those that helped them gain lifetime permits into the Protectorate.

An evil Platinum Dragon moved into the Cugmeneth Forest next door and began to change it into an extension of the Dark Wilds. Adventurers went to confront the dragon who was in some kind of battle with another dragon. They interrupted this duel and killed the Platinum Dragon which was carried off by its adversary, while they tracked down the evil dragon's horde and raided it. Unfortunately one adventurer became trapped in the shield protecting the horde and remains so.

Dagdeoth continued to try to militarily take the city but was thwarted at every turn by the adventurers. Similarly, it is said that they attempted to take the city from within, as Axiemes is run by a double government (unknown to many) that is controlled partially by what only the Assassins and

Thieves know of as The Undercity. This attempt was also thwarted by the adventurers who bested their rivals through excellent use of assassin finesse. But the Seer's Possessions made things much easier for them. As these new begins began to tear apart regions of the city, some were hunted down and destroyed, but others remain to be handled by those who known of their hiding places. As things became more chaotic, and Dagdoeth appeared to be bypassing Axiemes to invade Svodlun, suddenly a massive army of Goblin experiments, mutated goblins with unknown abilities, swarmed the walls of the city. Once the piles of corpses making it almost impossible to walk, an unknown but believed to be undead mage case a spell which exploded all the goblin corpses in a cascade! This blew a massive hole in the wall and spell shield that protects Axiemes and now battle is heavy in the breach at all times. Control of the city has never been this tenuous. And likely will be decided at any moment.

Yohanisburg: Over thirty years ago, a small band of nobles and adventurers began to recolonize the wastelands of the Illionass Plateau, a region lost to Dagdoeth and then burned by a resident Red Dragon years ago. This is the location where the famed Beacon of Dragonfire was later lit by the afor mentioned dragon, a powerful fire atop a stone tower that removes all magical and divine effects from those who approach it. It seems to draw undead to it as well, who seem unable to keep from moving towards it and then eventually burn up in its flames. This year, adventurers made plans to retake the plateau in the name of Illinoass and while gathering resources, have attempted to hold off Dagdeoths many advances, explore for old dungeons, and deal with odd snow storms that persist all year round. The party has been harried by Undead Dark Heroes capturing key members of their group, leading them into traps, and terrorizing the countryside, but who remain undefeated, and growing in strength.

The Norse followers have also been involved in attempting to colonize the area for the last thirty years or more. They have been defending their shrine to Odin and attempting to find a champion. Years ago, adventurers crossed what appeared to be the Byfrost Bridge and entered world unknown to them. They battled to regain a lost relic of but were unsuccessful until recently. Over



the past thirty years, bards of the Norse have traveled the lands singing of a great quest to come and converting people to their faith. It became clear that the relic being sought years ago was the legendary

sword called Ebonafter, a Morganti Longsword in a collection of legendary items only usable by the house of Illion, the ancient royal family of Illionass.

As King Worshal brought his armies from Randwin and all his armies joined forces, they swept across the plateau pushing back Dagdeath with great success until one fateful night. As the armies moved into the region near the Sleeping Wastes, under cover of night, animals of all types became extremely intelligent and evil. Many of the troops were killed by their own mounts, and all the Nature Mages began to be influenced by their Familiars, making them somewhat evil as well. The attack began to falter.

At the same time many members of the royal family had passed the tests necessary to again enter into this other realm of the Norse, but none had been successful, some returning with odd Morganti wounds they could not recall getting. Many awaited the return of Prince Bruce Nonas from the realm to see if he could recover the relic many believed was the key to victory. But something went amiss, as at the end of Seventhmoon (July), one champion, Shebara Nonas, a champion known to have previously failed the trail, emerged as having recovered the weapon. How this is possible has many sages speculating, as she also appeared to have massacred most of her family with the sword in a single night! At the same time, the plateau was severed of its divine connections. All divine abilities fail there now,



and while sacrifices can still be made to deities, no effects answer these sacrifices. Almost all of the royal family died of Morganti wounds and king Worshal barely survived an attack, being left in an extremely fragile state. As many attempted to sort out the events, it is said, Shebara then advanced on the King who was on the front lines, and negotiated with him. Some say she offered him aid, but the King Worshal sensed a trap, and confined Shebara in a circle of protection she could not escape from. She then challenged him for the crown, and he took up his lance, another legendary weapon of the Illion line, though not Morganti. The battle that followed shattered what little hope was left for Illionass. As Shebara was released from the circle and the two dueled each other, it was clear Worshal fought with determination, yet he never drew his Morganti dagger which remained in his belt for the entire fight. He

seemed unwilling to use Morganti, through it was clear he has it available. Shebara on the other hand, wielded the legendary Morganti longsword Ebonafter with impunity, slashing at him without regard for his extremely fragile state, further adding to her disgrace, as it is known from Artano's Footnote, that the weapon can wound those who even come close to the wielder with a Morganti aura effect. The fact that Worshal then agree do duel Shebara and she used this weapon which could permanently kill him without so much as a stab, says a great deal about the point Worshal sought to make with his dying act, the point that Shebara was not fighting fair, and perhaps, had not been fighting fair when she gained the sword in the first place. Bruce, her uncle, was supposedly on a mission to retrieve the sword, but has never returned. Many did not want to believe that Shebara was behind the murders, but her actions in the duel with Worshal confirmed their fears. Though Shebara won the battle and stabbed Worshal with the sword, permanently killing him, she lost her bid for the crown. It is not known if Ebonafter has ever been used to kill the crowned king of Illionass by another of the family. What effect this might have on the region is unknown. Shortly after her victory of the Worshal, the armies disbanded, giving up the war to retake a region for a country they no longer believed in. Treachery was to follow Shebara as well, as her own allies turned on her, one of them teleporting her into a trap set by the late kinds son Amreck Nonas, who overpowered her with troops and then took the sword as his own. She is now imprisoned awaiting trial or execution, it is not known which, though recent reports indicate adventurers have counseled Amreck to hold a trial and attempt to reunify nation.



Chaos would have overthrown the region completely, had not Lord Yohan and a few other adventurers succeeded in retaking the Sleeping Keep, a key stronghold in the north of Illionass. Lord Yohan is said to have commanded a massive host of haunts about him and led them into the city to the demise of all who opposed him. Once he had regained his ancestral holdings, Lord Yohan and a few other nobles hired on the now leaderless armies and rallied them to a semblance of order. Seer Possessions emerged as this time as well, and began to decimate his town of Yohanisburg. Hoping to sort out much of the chaos, Yohan and several other adventurers investigated a fire at the center of the Illionass plateau. Information on what they discovered is still not common knowledge, but

it is said that the red dragon of old, which had not been seen for many years, was seen flying low across the plains and returned to its ancient lair, the ruins of Menonass. How the adventurers were involved in its return is not known, but on this quest, Lord Yohan died, and as fortune would have it, death came for him. With no aid from the deities due to the severing of divine effects, the lord passed on, and the little order that was remaining passed with him. Leaderless, the region has quickly been overrun by Dagdeoth. Seer Possessions continue to sew even more destruction from within. Many do not expect the plateau to last, as all that has been won in the entire year has now been lost in a single month. Many retreat to the relative safety of Randwin and the Priestess of the Elder Goddess.

Randwin: Adventurers have been traveling in and out of Randwin all year, as the Priestess are known for their abilities to predict future events and have for generations been the prevailing source of prophecy for much of Roekron. As the party began to investigate the strange behavior of the priestesses, they also uncovered pieces of a script which appears to have been a prophecy of sorts, written, it is believed by the priestess in training who became a Seer Possession, Cari Mir. Adventurers found themselves facing down a tremendously powerful Seer Possession once their attempted to solve the haunts they believed to be causing Cari's condition were solved. In the end, they barely escaped with their lives as the entire room threatened to explode in energy. Cari is believed to have been stopped by the High Priestess of the Elder Goddess Anne Ironbrach, a dwarven priestess known for her intimidating tall ax. Anne, as well as many Sorceresses such as the famed elven prodigy Kaya Gothang were instrumental in keeping the Seer's from destroying the High Temple of the Elder Goddess that night, as was the Stone Dragon, a divine dragon made of stone that guards the temple. While the attacks were thwarted, it became clear that the Seers were working to release The Skull Demon, trapped at the temple hundreds of years ago by ancient confining stones. The Skull Demon is believed to be a Lupaguant, who abilities are uncharted and which creates areas where magic itself fails. Adventurers



protected the shield from attacks by the Seers Possessions, and in the end, were successful in keeping the demon contained, though the shield is weaker. As mentioned above, Adventurers found ways to attack the Seer Possession in unique ways, appearing to strike them in just such a way that something shatters within them,

and they explode with prophecy. Nowhere else are the Seer Possessions so numerous, and thus, the heroes now attempt to stop them before they succeed in causing any more chaos than they already have.

Anne Ironbrach has not been seen since the first night of the Seer Possessions, and many believe she has exhausted herself in protecting the city, as her predecessor Mae Solinkar did years ago in defense of the High Temple; an act which cost her her life.

Pinnacle: As mentioned above, Pinnacle experienced a major internal assault. Only a few days before the event, a power struggle of another nature took place in the school. It appears that Melissa the Scald, Head Teacher of the Flame School, and well known wielder of numerous Morganti items, including the infamous Merigrads Reaper, was becoming corrupt. Many believe this was due to her use of the powerfully Morganti legendary weapon she was wielding constantly. What began as a confrontation in the quad with the Head Master Embarcarious Petrofloutous the Wonderous, turned into a mage duel which brought all teachers but Oditan to the scene. Melissa is said to have attacked the teachers with The Reaper, an extremely deadly weapon for spell casting, but in the end no permanent damage was done and the item was turned over to Electra Bosium, one of the most ancient elves in Roekron still living, and leader of the Ladies of the Nightwatch in Amir Ford.



It would appear this move could not have come too soon, for shortly after, Oditan became a Seer Possession and within seconds had completely destroyed the Necro tower, killing hundreds of students. The resulting battle has left the school

crippled and in recovery. The new WayPTS System so newly unveiled by Embarcarious is now unable to be used. The school, usually in charge of wizard law for the Free Republics has little ability to act, and thus Astengrad appears to be taking up the slack as in days of old. Temnor appears to have noticed this vulnerability and as one of the only remaining intact mage schools, it pressing the advantage wherever they can.

Estorock Keep: About a month ago as well, a civil war broke out in Dsesnor at the capital city. A council had been in progress since Sixthmoon (June), and many negotiations and power transfers seem to have been being made. Odd orders and counter orders were reported by many Clans and leaders. Then, at the same time as the Illionass lost their battle, battle erupted around the capital city. Clans fought amongst each other with reports of many attempting to overthrow the High Queen, reports of

treason, and general chaos. Those who have attempted to speak to Dsesnor about what the war is about



have been met with the tight lipped, honor bound look of contempt. It would appear something is amiss, but that to speak of it would be too dishonorable, and thus they attempt to solve it themselves without aid. But recently, the nation appears to have reached a critical juncture. Presently, emissaries of various clans now head out

into rest of the Free Republics seeking aid. Unfortunately, the stories they tell are in conflict, and it is difficult to know what to do. Some clan say that the High Queen is plotting with Dagdoeth and must be stopped at all cost. Others report that Seer Possessions have infiltrated many clans and use them as tools to overthrow the crown. Which side is to be believed is thus left to the individual party they speak to, and makes many wary to give aid.

Shadowguard: While Shadowguard is just an outpost of Aramir, it has seen a large share of action lately. With the Seer Possessions erupting across the region, Andinion, the High Elven region that has cut itself off from the rest of the world for generations, appears to have been hit very hard. Adventurers from Shadowguard went to help the elves who at first refused, but then acquiesced, a sign that they were

indeed in real trouble. While Undead Dark Heroes tried to take over the center of the Dartark Forest and were stopped, another group headed into Andinion for the first time in over a hundred years. The destruction they observed told the story of a massive battle with Seer Possessions. They also found signs of odd



wounds that would not heal but were not Morganti! These wounds were similar to some reported in Yohanisburg a few weeks before. What this all means is still being sorted out, but a tenuous peace has been found amid uprooted ancient gardens of the elves, and may lead to a reopening of their lands to the outside world.

Roekron now hangs in the balance. The next few months will be decisive in determining what path the world will take, and if a dark age now descends upon us. Each region struggles to uphold what it can in the face of ever increasing odds against them. Each region appears to be struggling to stay afloat in a river that now begins to flood and overtake its banks. Some adventurers seek opportunity in the chaos and gather loot and treasure discarded in the commotion of change. Others seek to build allegiances with various allies to stand united against the rising wave. Still others oppose the dark hordes of the north directly, rising to glory in a battle none but heroes of their caliber are capable of withstanding. And a few, quietly, secretly, venture behind the lines of the dark, to strike at the very center of the mysteries that now overtake us all, desperately hoping to thwart a danger none but themselves even know to exist; a handful of cryptic words and phrases, something being shattered, a dark tower rising from a lake.

Who will you be in this story? Your journey awaits, just beyond the door, ready for you to make the choice to act. To you is left the challenge of whither you will chart your course. What steps do you now take that doom us all... or lead us, if ever so slightly, towards the light? For though a single step may seem meaningless, it is the collective steps of all of us that will either trample the world in fear, or guide it now in a dance only we can know. Choose wisely my friends, for the world in your hands. Who are you?

