

## Time Jump 2015-16 Part One:

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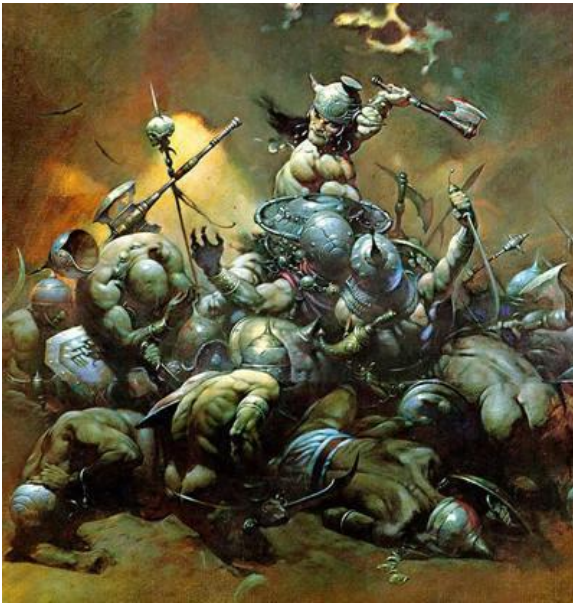
**Dwindling of the Fae**

#### **20 years have passed. Year 16,049**

**The Tower of Morganti:** (background info) It has become common knowledge that the powerful Seer's Possession which swept through Roekron and the rest of the known world, almost causing a complete loss of life as we know it in these lands, was caused by Dagdeath and was connected tower of morganti. Spy organizations had discovered that Dagdeath had built an entire tower out of the soul destroying metal (where they got the materials has many wondering about the activities of the Wizards Trade Order). This tower was lowered into a lake in the polar north which is surrounded by a thick jungle, kept warm by the numerous volcanos which encircle it. This lake was not known to be of any significance other than that beings known as the Titans, huge people the size of dragons, covered with frost and ice, have spoken of this place to ancient dwarves, and have called in The Garden. These beings, it is now understood, were innate Seer's and have for thousands of years, given council and served as Oracles in the north to many of the species native to that land. These beings were among the first to go blind from the Seer's Plague, and it is now believed that this was caused by the morganti tower being sunk deeper and deeper into the lake in the this far distant northern land. Why this is so is not completely understood, but many scholars hold to the belief that the lake is somehow deeply connected to the ability to Oracle by all beings with that ability. Because they are all connected to it, Dagdeath used this as a link to them, and controlled them through their link to this place. As the tower was driven ever deeper into the lake, first common Seer's became powerful Seer Possessions with innate Elder Sorcery and massive amounts of mana. Next, other creatures with the natural ability to oracle began to become Possessed as well, everything from Nature Elementals and Nature Giants, to Green Drakes and even Green Dragons! Surprisingly, this effect also seemed to be effecting the Priestess of the Elder Goddess Religion, as it appears they all are in fact Seer's, due to their strong connection to prophecy. This would have certainly meant the end for Roekron, if not the known world, as the amount of Seer Possessions would have been in the tens of thousands, just in Roekron alone. Fortunately, a few brave individuals sacrificed themselves on what appeared to be a fool's errand to try and destroy this tower, and somehow, managed to trigger it's destruction just in time. How this was done is still not completely understood, but the accounts of these selfless adventurers describes a harrowing journey through the north, posing as Dagdeath Troops, and eventually gaining access to the tower where they all died permanently, having discovered the tower surrounded by at least 24 Green Dragon Seers, as well as some hundred or so Green Drake Seers. But something changed once these adventurers ended their quest. A battle erupted between Dragon Seers and many of them used their



powerful breath weapon which unfogges magic items it hits, to destroy the tower. It was a horrific battle, many of these great beast being destroyed by morganti wraiths released as the tower began to fall, as well as many of their brethren who attempted to thwart them. It is said that Titan Seers also appeared at this time at the base of the tower and fought to bring it down. In the end, they were successful, and the entire lake is now toxic zone of unspent mana, distortions in magical fields, morganti spirits, and lethal steam. Needless to say, Dagdeath hasn't pursued this area since the towers collapse. Fortunately for all of us, with the towers fall, the Seer Possessions imploded, erasing all known Seers from the world, as far as we know. Only those beings not yet full Possessed managed to survive this genocide, and just how many beings that is unknown.



**Dagdeath Wars:** With the Seer Possessions destroyed, Dagdeoths main weapon for world domination had been thwarted, and they began systematically punishing who they apparently felt was to blame, Roekron, and their Blackspire minions. Using a seemingly endless supply of troops, Dagdeath having already battled all through the year, continued mercilessly pounding the region, pushing its troops to the breaking point and beyond. The Blackspire Mountains became a rallying point as Dagdeath invaded throughout Roekron from this dangerous and chaotic region. Svodlun lost lands to the north, but little to the east due to the presence of the Dark Wilds which shows no sign of slowing in its expansion. Dsesnor, Aramir, and Odilwatch all were hit hard by Dagdeath, who failed at destroying the first two, but succeeded in taking over the later. Odilwatch is now an occupied city, which has attempted many rebellions in the

past ten years, but has not been able to overthrow their powerful new overlords. Illionass, who had been attempting to retake their plateau homeland was also attacked in force, though with new unified leadership, Dagdeath could was successfully pushed back, and actually lost ground on the plateau which is now a hotly fought over battle zone again.

**Blackspire Rebels:** Pushing their troops too hard had its costs for Dagdeath. At the end of 16,029 a small army successfully attacked Dagmar City directly, being one of the first troops in ages to do so. This group came out of the Dark Wilds bearing the flag of Blackspire. While the attack itself did little real military damage, it sparked a flame or resistance in many of the living troops taken from Blackspire to work for Dagdeath. These troops began to question their allegiance, and as Dagdeath pushed them harder and more cruelly, and also began the systematic invasion and occupation of their homeland, more and more of these people turned on their masters. A major civil war in Dagdeath erupted twelve years later, with drastic consequences for the royalty of Dagdeath. The Blackspire region itself attempted to regain some self-control but was unable to push out the powerful forces of Dagdeath that had become entrenched. Many nations considered helping them, and a few adventurers did so, but due to a general dissolving of much of the control of the Free Republics organizations with the death of Kuni Sythrea who was a Seer Possession, there was no organized assault.



**New Kings and Queens:** Much of Roekron began to see new leaders arise. First in Dsesnor, then in Illionass, and, as would be revealed later, even Dagdeoth. First off, Dsesnor sought a new king of queen to take the throne in Estorock but having been recent deliberations regarding this, they were limited to choosing adults rather than children to rule. While many heirs in the Kuni line remain, a civil war was eminent if the Kuni line attempted to maintain control after Kuni Sythrea's Possession. Rather than establish a ruler immediately, the clans decided to elect a Regent to oversee the province while a suitable king or queen could be tested or found. Thus, no high king or queen rules in Roekron at this time, and instead, Kuni Ruzare Creesh and his wife, Crane Frosai became the regents as being in their later years, with no children, there was no risk of establishing them as a viable royal family line. Many nobles and royal families have thus begun the series of complex duels and battle skirmished associated with gaining honor to be selected to rule. In the meantime, Regent Kuni Ruzare Creesh has done a wonderful job in maintaining the economy of Roekron, and has maintained fair relations with all countries, due to a substantial amount of help from adventurers with a common cause.

In Illionass, a series of similar battles for the throne took place, though unlike in Dsesnor, the battles were more direct, and the results more brutal. Infighting between relatives grasping for the empty throne of Illionass in Randwin began a series of battles and diplomatic meetings, which ended up with a rather unexpected development. The three main contenders for the throne were Jerikan Nonas, a young but very experienced adventurer and his lover, who it was revealed was a Kuni decedent herself, as well as a descendent of a line more honored by the elves. This suit made for a very strong backing for Jerikan. Another favored choice was the very young Ravi Nonas, only living child of her line, and born during just before the great catastrophe that wiped out much of the Nonas line. She, however, turned out to be too young at the time to garner any major support and ended up becoming an adventurer herself, far more interested in exploring than ruling. But the late King Worshal's daughter Jan, had a great deal of local support. Jan Nonas was training to be a Sorceress of the Elder Goddess, and while this made her very powerful, it also made for a conflict of interest, as religious officials are not usually allowed to also hold political positions. With the Free Republics not enforcing many of its laws, Jan sought the throne, and



would have succeeded in taking it instead of Jerikan, regardless of his strong suit, were it not for a wild card, a hidden Nonas, none new of until then. Known only as Yun, this young wild adventurer apparently raised by wolves, sought to press her own suit for the throne. At first laughed at, her suit was later confirmed by Elecrta Bosium herself who demonstrated that Yun could wield the dagger known as Aquaflame, a powerful legacy item, only useable by the house of Illion, of which the ancient kings of Illionass belong. Yun appeared to have many protections from identification on her, and only through a series of complex test were they able to work out her lineage which

apparently is connected to not one, but two Nonas lines, coming from one Drik Nonas, grandson of the famous Lady Nonas, a man who it was believed died before he had any children, and Qualin Nonas, a distant cousin of the Nonas line. This made Yun's suit strong indeed, though politically she had no real support. In the end, Jerikan and Yun formed an alliance, with Jerikan ruling as King in the south and Yun ruling as Queen in the north, with an agreement that Yun will rule any lands she could reclaim from Dagdeoth on the plateau. Acting as Princess General, she took the armies of Illionass and rallied them with armies of wolves which seemed to be at her command and protected from Dagdeoth's influence over them, and succeed in retaking half of the plateau, and now rules in the newly rebuilt city of Menonass.

Also of note, Dagdeoth apparently had a major overthrow in its government as well. During the Blackspire Rebellion apparently there was a rebellion of another sort. It had become well known that Olicust the Unborn, a demon born of the Dagad royal line, and supreme ruler of Dagdeoth had taken a mate. This woman was a mystery for a very long time, and for years, only rumors of her circulated. Finally, after almost a decade, spies reported that she could be confirmed as being “a human, with blue skin and violet eyes.” Called Abarantari Cha Shaoagon, she appears to be a mage of powerful proportions, and with the information about her being released, so were instructions not to attempt to scry or gather information on her through magical means. Apparently, this is one of the ways in which she destroys enemies, and that the initial attempts to gain even the smallest piece of information resulted in the insanity overtaking the one casting the spell. Most scholars now hold her responsible for the effects of the Seer Possession, though how she was involved are not yet known. Her powers were still considered in the range of those of a lesser demon, until seven years ago, it was said she had conceived a child, and promptly destroyed Olicust outright. A being that can casually dispense with the supreme ruler of Dagdeoth and not so much as get a scratch has many rulers now cowering in fear for what they are now to expect from this new ruler of such a powerful and warlike nation.



**Hobbit Civil War:** Not ones to battle amongst themselves very often, to battle anyone at all really, it came as a surprise to many that Hostor would have a civil war. The tension seems to have been between the common people of Hostor and the elite mages in their towers in Pinnacle School. Led by the very well-liked and powerful Jason Rachelkin, the civil war has left its mark on the island nation of the hobbits. While the battles were few and not very lethal, the lines that were drawn between guilds stand long after the war. Winning over the people and the battle in the end, Jason demanded control of the economics of Pinnacle School, and the Semi Guild’s now decide how much the school is paid no matter how much it takes in in magic item sales. This has hobbled the school, which has much less ability to act on its own of control magic law as they did in the past. The new teacher for Necromancy was selected by the Semi Guild instead of the teachers themselves, and few have much faith in the young man, known as Byron Tenn, an barely Rank 2 Necromancer, trained in no school. This change in the power structure so upset the often furious Melissa the Scald that she famously put a curse of the newly rebuilt Necromancy tower that caused the inhabitants to be plagued by haunts. When the students complained and demanded she remove the curse, Melissa simply said, “Curses are what your teacher is supposed to be good at... haunts too... why doesn’t Master Byron deal with it...” When it was clear Byron could do nothing to remove Melissa’s curse on the tower, Jason demanded it be removed. Melissa refused, and so was fired from her position at Pinnacle School, a situation which brought outrage from all the students. However, due to the change in power structure, there was nothing they could do prevent it. Fortunately, a long ago teacher

made her way to Pinnacle to offer her services as a replacement Flame teacher. The famous Laura Whitelocks returned to the school, convincing Jason to hire her, with her excellent knowledge of the school, the workings of the Wizards Trade Order, and the royal family as well. Some believe that Laura bribed Jason for the position, but this has neither been confirmed or denied by the school. In any case, the Necromancy tower remains haunted to this day, as Embarcarious said that when he attempted to remove the curse he discovered it was far more potent than he realized, and was keyed to the master of Necromancy, Byron, who must lift it himself. "I don't envy the man the task," he was reported to say, "I'm just happy she didn't use the glaive to do it...Melissa is not one to upset..." The previous flame teacher of Pinnacle has not been seen since.



**Dark Wilds On The Loose:** Another major menace to Roekron is the ever expanding Dark Wilds. These woods, full of dangerous creatures never before seen in Roekron, continues to expand and attack neighboring regions. Pushing further into Dagdeath territory, the city of Dagdemar has had to fight fiercely and cut back the forest over and over to keep it from overtaking the region. With massive forest fires and elder sorcery, they have kept the forest in check, though it is a constant war. Not so fortunate have been Svodlun, the Illinoass Plateau, and the Polar North. The Dark Wilds now has a grasp on all of these lands, extending all the way into the Gap of Sentris, covering at least a fourth of the Sleeping Wastes, and an unknown amount of the



lands to the north. What the goal of this growth is, or why the creatures within seem so filled with black magic, is yet unknown but does not seem promising to many. Many adventurers mounted a quest to explore the nature of the Dark Wilds and some believe they are beginning to understand what this sinister and powerful force is all about.

**Political Turmoil in Temnor:** Now well known to be the training ground of the infamous Undead Dark Heroes that have been attacking and harrowing adventurers all across Roekron, the region of Temnor has begun its own transformation. It appears that those responsible for the creation of these undead, the ancient Litch Rhysic and his accomplice, the vampire Medallion, had a bit of a falling out. While it doesn't appear that they actually are at war with each other, they have certainly gone their separate ways. Rhysic appears to be operating independently now, continuing to recruit adventurers to transform into Undead Dark Heroes. Medallion seems to have taken an elite force of these undead and is now working on a project of his own. While we can be sure neither plan will be to our liking, it has at least loosened the hold on the nation these two had previously held, and the fledgling government that was attempting

to emerge has gained a great deal of ground. Passing laws banning people from becoming Undead Dark Heroes, and forbidding any dealings with undead at all, have been the well-intended, yet sadly misguided attempts this council has begun to control the threat, and has mostly succeeded in creating a black market for undead trade and recruitment, a very lucrative plan for many mafia leaders in the area. What will become of Temnor is now anyone's guess.

**Dwindling of the Fae:** At the end of the year of the fall of the tower, Fae began to vanish.

Many observed strange behavior from farriers and pixies they had never before seen. Adventurers were being found to be changed into strange fae hybrids at alarming rates, while others simply vanished into the realms of the fae never to be heard from again. All this activity seemed to fade away as the years followed, and now Fae are very rare. The elves, who have maintained connections with the Fae for thousands of years are mostly silent on the matter, but say that their brethren have fled



into hiding, seeking safety from a winter they knew to be close at hand. Why these beings are again fading from the world is unknown, but this has many nature mages concerned, and is the source of many quests of those brave enough to seek the fae directly.



Now begins the next chapter in an ever expanding quest to unravel the mysteries and secrets of times long ago. As the powerful new enemies rise in strength and chaos reigns in neighboring nations, young adventurers find themselves scrambling for purchase in this precarious world

which shudders with new growth. Some will seek to free the bound, while others work to bind the broken. Close at hand many will work to uncover secrets left for none to find, and others uncover quests never before dreamed. The dew is new on the grass, as the morning breaks. Every drop, a world, every world filled with lifetimes.