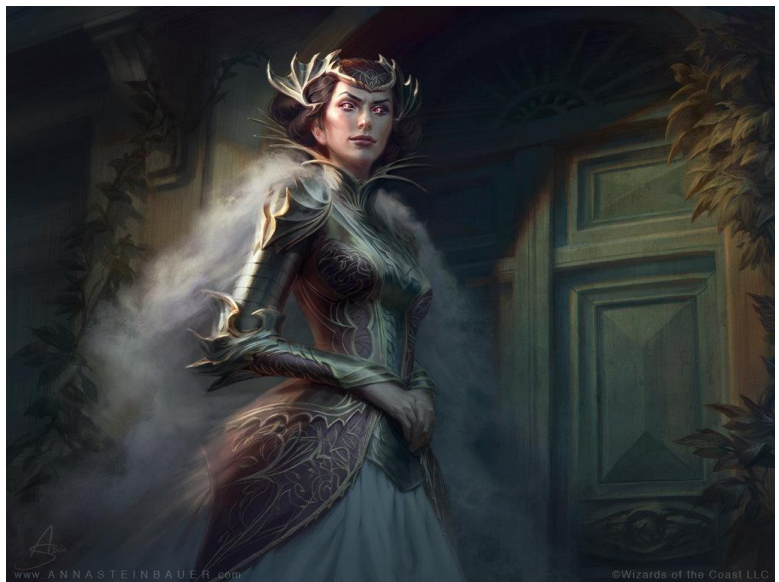


**Roekron Time Jump 11-10-2017:****Table of Contents:****Wizard Trade Order Wars****The Vampire Narrative****Dead Plague Escalation****Blackspire Rising****Andionion Renaissance****Sorikonian Rebels****Dark Wilds Reconstruction****Details:****Time Jump Money is 100 gold times Rank.****Play Locations are –****Wednesday League = Menonass****Thursday League = Estorock Keep****Club League = Astengrad****Character League = Western Isles****Adult League = Blackspire****27 years have passed:**

**Wizard Trade Order Wars:** Long time ruler and government builders of old, the Wizards Trade Order returned to Roekron to attempt to retake the empire and sew rebellions. The last few decades have seen many wars, numerous lives lost, and a tremendous loss of resources for Roekron as they have fought to keep their many nations free of the Trade Orders influence. Many of the Banditlands peoples saw the entrance of this old government as a welcome change from the chaos of the previous years. It was discovered that many spies were already working for the Trade Order all across Roekron and were sewing frustration within each country, attempting to drive them apart. This method was successful and has persisted to this day as more and more countries pull inward, tend to their own protection and interests, and refuse to help one another. The Trade Order has pushed to become the solution to the many problems it has helped to create, and many nations fell for this ruse. But adventurers opposed this power grab in force, and at every turn, crushed the uprisings and takeovers of various governments from within. It is likely that without the aid of these critical individuals and their organizations that Roekron may have been completely in the hands of the Wizards Trade Order today. Fortunately for those in favor of a Free Republics returning to Roekron, they now only occupy a small corner of the nation around Serponton, and exert their sizeable influence upon south Dsesnor but directly threaten few nations beyond. They have used their power of the Overlay in their region to great effect and this makes invasion into their control range very dangerous.

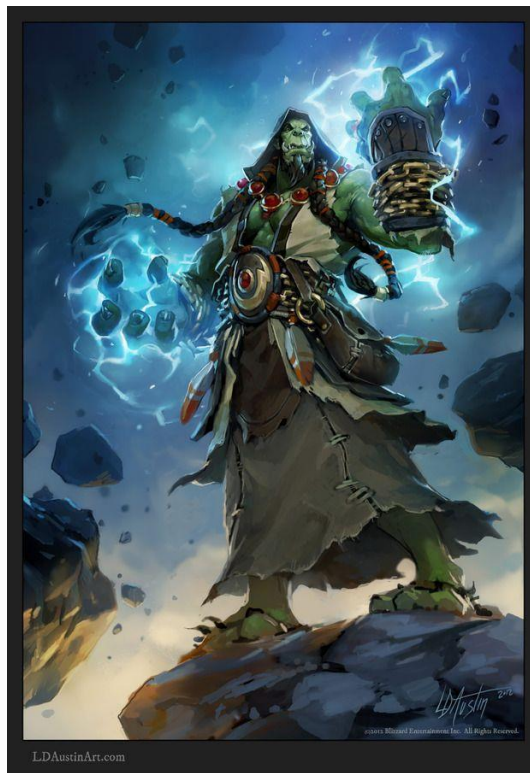
**The Vampire Narrative:** One of the major tools that the Wizards Trade Order



used to accomplish this aim was the Vampire Narrative, a very old system of accusing a nation of being corrupted by vampires, and then invading to “liberate” them from their vampire overlords. The method was used across Roekron to good effect given that many nations did have vampire activity within them and this made the claims of corruption much more valid. Local people had a hard time telling knowing who to trust, as they began to think their own governments were dangerous and sought help from the Order. Many nations became compromised by both vampires and Trade Order spies at this point and numerous leaders were killed or imprisoned for their association with vampires, though many were later cleared of these claims. This style of takeover has persisted into the present day, in which powerful figures are accused of being vampires and then attacked or opposed. This weakens the nation which then becomes easier to corrupt by vampires. Many worry that the fracturing of these nations will escalate a further breaking apart of nations from within, fueling civil wars, and extreme tribalism.

**Dead Plague Escalation:** Easily the biggest threat to Roekron during the past several decades, the Dead Plague threatened to wipe out civilization across the entire region. It was discovered that the Zombies created by this plague were evolving. Many of them at first changed into Ghouls and Shamblers, but then over began to exhibit powerful new abilities in large hordes. Most notable of these abilities is a strange awareness of everything around them. Zombies that are left for a few days or weeks begin to change into what many now call Revenants, zombies with vampire like abilities. These creatures are mimics that blend in with Zombies for cover and wait to strike. When they do, they leave whole parties of adventurers charmed, mana drained, and finally dead at the hands of their own friends. Fortunately for the people of Roekron, many mage schools worked very hard to analyze and prevent the Dead Plague from taking over the entire region, and have manage to somewhat shape its progression into a more manageable form. Many believe that the schools are on the verge of a cure, but that this information is extremely secret and must be kept from falling into the wrong hands. This implies with that some groups do not want the Dead Plague to end, or that someone is behind the creation of the Dead Plague, and that this individual must not discover what is known about how to stop it.

**Blackspire Rising:** A major political powerhouse now, Blackspire has embrace an era of chaotic tribalism in stride. Having always been a very chaotic and tribal region, the shift towards fracturing nations did little to nothing to an already tribal culture. Blackspire has in fact grown in influence and control and many now fear the return of the dark ages in which the many peoples of Blackspire invades their neighbors and sewed destruction across the region. So far, there has been little in the way of major wars and invasions. As is the case with any chaotic region, many smaller scale battle and raids occur constantly along the borders of Blackspire, but the nation has not attempted to conquer any of its neighbors other than Dagdeath, who they constantly oppose and seem bent on punishing for the many years of occupation they have endured. Having won back their capital city of Mithil Ulienen, the only real city founded by Blackspire, many expected a return to the carnage of the past. So far, the rage and fury of the Blackspire tribes has been pointed to the north, and at the Wizards Trade Order whenever they have attempted to invade. A cultural explosion has followed, in which many people from across Roekron have migrated into Blackspire to learn about the lesser known cultures within, and many have stayed, learning a new way of life. The nomadic rituals,





simplicity of life, and focus on the practical, has drawn many looking for an escape from the politics and intrigue of the wider world. Blackspire has become one of the few places still uncluttered with laws and nobles. The many tribes, from Sezolath, Cora Lod, Shadowfall, and Cloudhammers, to the many smaller, less known tribes, have rallied around their shamans, who have been more open about their worship of the Fire God, and as new views of the nature of this deity have been discovered, the way in which the Blackspire people express their devotion has shifted and changed. It would appear that Blackspire currently embodies the warmth and security of a campfire in the wild. In times of uncertainty, those who can wield the fire can keep the darkness at bay.

**Andionion Renaissance:** One of the strongest and most cohesive governments now operating in Roekron is Andionion, having adopted a pacifist approach to life a century ago, they have begun to adjust to it, and have many allies with nations all around them. They have succeeded in creating a culture focused on honoring their ancestors, celebrating their heritage, and giving service to those in need. Much of this was facilitated by the glorious wedding of King Faleorion to Tyree Farel Kurni, heir of the Wood Elven Protectorate in the north, and a powerful ally among the Wood Elven people. Tyree seems to share Faleorion's interest in a pacifistic approach to life, a focus on the creation of great magical works, and a great interest in promoting positive change. The two became close during their many meetings over the years attempting to connect all the elven people, and after a mere twenty years together, decided to marry



and connect their two peoples. The wedding was only some five years ago, and so for many elves, they are still celebrating. The newfound peace between the nations has been a welcome calm in these turbulent times. While the nations still refuse to operate as one, they no longer actively feud, and have worked out an agreement to offer aid in times of need whenever one of them is threatened. The process of connecting all the nations has been long and fraught with complications. But a new symbol of the connected elven people, a symbol of a silver crown beneath a silver crescent moon has become a beacon of hope, and the coat of arms of the new Coalition of Free Elves. All the elves now share silver crowns crafted in the Andionion nation, as a sign of their connection and shared rulership. Unlike most nations in Roekron, the elves allow other citizens of elven nations to freely access their lands, regardless of if they are elves or not. Furthermore, the requirements for elves to be above all other species within their lands has been relaxed. In place of this, governments instead ask that when speaking to an elf, the term "Sarko" be used as title, signifying that they are an elder, and thus, deserving of some recognition. Not doing so is merely

considered rude, not punishable as a crime, and is seen as a courtesy to the people whose land you are in. These cultural developments have led Andionion to fund a journey into the west to seek their lost culture, a journey they plan to take this year.

**Sorikonian Rebels:** On the frontlines of the Wizard Trade Order wars, Sorikonian has been occupied by the Trade Order at various times throughout the last decades. Always finding a way to resist their overlords without compromising their vows, the many pacifist monks on the island have led a powerful counter movement, which led rebels across the island and many more onto the mainland itself. Focusing on information, refusal to comply, sabotage of shipments and items, political maneuvering, and even direct physical obstruction of the troops, Sorikonian has had many victories. The many different clans

have each chosen different ways to hold back the Trade Order, and each has had success in their own way. These rebels quickly became a rallying point for those who opposed the Wizards Trade Order across Roekron. Many adventurers made the dangerous journey to the island nation to help defend it over the years and to learn from these masters, the ways to keep the evil at bay, without becoming the evil yourself. It has always been a challenging road for those who fight for good, for the line that separates right action from wrong is often difficult to see and far too subjective. The monks do not pretend to have all the answers, for there is no simple path through a complex battlefield. But they hold to their deep principles of protecting life, not causing harm, and striving for peace. Andionion has also come to the aid of Sorikonion, having learned their ways from these masters, and knowing that they must not be allowed to be conquered. Fortunately for all Roekron, Sorikonion had no plans to allow the Wizards Trade Order any range to gain ground and have freed many slaves from the depths of the many oared vessels the Trade Order uses. These slaves appear to have been taken from Teriock and various Roekron voyages over the years. They tell stories of camps to the south in which people are raised as prisoners their entire life, simply to serve as oarsmen on the ships. A few are allowed to become warriors, but most, they say, spend their entire life chained to the oar, until eventually they die, and are cast overboard. These people have been the focus of a rebellion that the Sorikonions have led, seeking to instill resistance in the oarsmen of the Trade Order. Unfortunately, most seem unable to comprehend that any other life could exist for them, having been raised to believe they are to serve only one function. Slowly, the monks have begun to help them see inside themselves, and find the powerful human beings they truly are, and to rise up to become that vision.



**Dark Wilds Reconstruction:** Going through a massive transformation these last few decades, the Dark Wilds has consolidated into a more dense and natural forest. Instead of expanding ever outward in every direction, it instead has simply filled in all the remaining area it already occupied. There are still many people who call the Dark Wilds home and who choose to live within, seeking to escape from the many rules and regulations of more civilized regions. Not unlike Blackspire, the region draws adventurers and prospectors of all types. Still a fierce and dangerous forest, filled with creatures not found anywhere else in Roekron, the Dark Wilds is never entered without a certain amount of trepidation. Undead animals and tree still attack most who attempt to traverse the woods, and without a guide, entrance is certain death. Many feels that the forest seems more haunted than it ever has in the past. Some say they encounter transparent trees walking about seeming lost, and that a profound sense of loneliness permeates those who attempt to converse with these beings, so much so that they cannot continue. Overall, the forest appears to be less of a threat to Roekron now, and more of sleeping behemoth. Whether the forest is merely gathering strength for another attempt to overtake the world or if it has truly settled down and made itself a home, remains to be seen. Many scholars and mages are keeping a close watch on the forest and preparing for the worst should it come to pass. The green comet associated with the massive spell that the Dark Wilds cast years ago still appear in the sky ever few years, growing brighter and the fading away each time. It is forecast to make an appearance this year, but this has now become a regular occurrence. When it does brighten the sky, the forest is said to be restless, and more attack occur along

the border than usual. Some say the comet calls to the forest, trying to find what is missing, and many animals are said to be summoned out into the night to gaze at the green sky and wonder.

### **How to Implement These Changes in Game:**

#### Wizard Trade Order Troops and Classes:

- Most Wizard Trade Order Troops usually operate with a large group of men-at-arm and a small number of officers. The groups often use only one or two equipment sets (except for the officer, who has max equipment). The men-at-arms usually have one Rank 1 Skill per Officer in their group, and this Skill is always an ability their Officer has. Sometimes these encounters will be run as infinite reinforcements until the Officers are all down, but they can also be run with the Officer having Morale Awaken for their troops. The troops usually have just one equipment set each and the Officers are always at least Rank 2. Officers can sometimes disable spells in an encounter (only if close to Serperton Tower- see below).
- Officer Specialization: Officers have their own specialization of their class. This allows them to operate the troops as listed above, but also gives them Hack and Threat, Warded Hack and Warded Threat if they already have Hack and Threat, and Temp Charm for anyone who is hacked. If close to Serperton Tower, they can disable any standard spells in an encounter. Officers appear to have the Arrogant flaw, and never believe they can lose, often fighting in the open, making a show of being superior to their enemies.
- Wizard Specialization: Many of the Wizard Trade Order mages are far more powerful than they seem. They should be played as having a base of five (5) mana, an extra Elder Sorcery slot of everyone they would have normally, and a general facility with Elder Sorcery (spells they create, and cast are generally of a reduced mana cost and higher effectiveness).
- Allied Groups: The Wizard Trade Order has several allied organizations that will commonly be giving aid to them. Crab Clan and Rat Clan have stayed on their side. Many bandit and mercenary groups across Roekron have been found to be paid to do their work. There will be numerous villages, warlords, and tribes giving aid to the Trade Order and mixing in with their troops during battles.
- Wizard Trade Order Overlay Effect: Serperton Tower exerts a powerful influence in the south of Roekron. Anyone who comes within one-hundred miles of the tower may begin to experience changes in the way spells operate. Often, anyone not allied to the Trade Order will be unable to wisp. Any spells cast seem to alert the Order to the presence of enemies in the area and troops move in quickly. Officers can disable spells of their choosing if that battle is within the range of Serperton School.

#### Dead Plague Updates:

- Speed and Effect of Dead Plague Zombify: Whenever a humanoid living being is killed (and gains a death) they begin to Zombify. This process takes a 20 count. (note- due to the speed at which players now Zombify, if someone decides to wisp out when they die, they must do so immediately, or they will become a Zombie before they can successfully leave their body). After they complete the 20 count they get up as a Zombie and attack anything that is not a Zombie (and tend not to attack undead). Once dropped again, they will not zombify on their own until the end of the encounter. They may wisp out during this time if they wish. Anyone who begins an encounter as a Zombie due to the dead plague will not be able to wisp out or be returned to their former self until the end of the encounter. Furthermore, if a player has been left as a Zombie for more than a day, they must wisp or be exorcised to return to their normal living self, and cannot simply be resurrected or rebirthed in an encounter.
- Revenants and Zombie Hordes: If a Zombie is left for a long period of time (usually more than a month, it will begin to escalate into a Revenant). Revenants, which are a new undead type, are

lead these Zombie hordes which tend not to have Shamblers and Ghouls and such, but still have a couple Zombie Lords if they have no Revenants. Revenant: 1 (effectively 5) HP 2 (effectively 6) Mana, INT Average. Minor Undead, Looks: Just like a zombie. Abilities: Damage Resistance on limbs (zones 0-2), Avoid, UB Mana Drain. Anything dropped by this mana Drain is charmed (this has no Tier Limit). Each Revenant has 1 ability of a Noble vampire of their choice (Flying, Instant Ethereal, etc.). All allied Zombies have Zombify and the will to prioritize using it. Revenants become Zombie Lords if they are Zombified (not Revenants!)

### Blackspire Troops and Clans

- Most Blackspire Troops should be played as Chaotic Neutral or Chaotic Good, with about a third of them being played as Chaotic Evil. These alignments may all be represented in the same party, with the strongest member of the group asserting its alignments over the others. This means that a small change in leadership within a party can have drastic effects on the behavior of that group. Blackspire will also have a larger percentage of humans, elves, hobbits, dwarves, and centaurs mixed in than in the past. Their system of governance is based around what clan they belong to, not what region they are in, and they will follow the rules of their tribe, not the rules of any nation they happen to be passing through. These rules are as varied and individual as the tribes themselves but tend towards keeping order in a chaotic society, punishing those who go against the tribe, and general tribal goals. Many disputes will be solved through combat, staged or otherwise.

### Antiunion Renaissance Effects:

- Elves should be played with a greater sense of comradery and allegiance to each other, regardless of whether they are a Wood Elf or High Elf. All elves from Andinion, Einion, Oriri, or The Protectorate are considered to have passive Courtier at their level for other elves of those regions this season. They are also considered Inept at killing other elves of those regions this season.
- Any attack on any elven nation will be taken as an attack on all the elven nations. The symbol of the silver crown below the silver crescent moon is the sign of the Coalition of Free Elves.

### Sorikonian Rebels Updates:

- Many refugees from Trade Order ships can be found in the south of Roekron. They have been stolen from many cultures and forced into slavery. Attempts are being made to incite them to a rebellion against the order. Due to these effects, slave troops should be played as either very loyal and unflinching, or easily convinced to turn on their captors. Game Masters can decide on an individual basis what is most likely, but those who play slave troops on ships should role play as either afraid to disobey, or looking for a chance to take down their leaders. Lots of role play is encouraged to cause these individuals to switch sides and each player is encouraged to decide if they have been convinced.

### Dark Wilds Updates:

- The people of the Dark Wilds should be played as much the same way as Blackspire is described above. The exceptions are more of an emphasis on defending against the dangers of the forest, and less on fighting each other. They will be nomadic mostly, as the forest never stays still and is constantly filling in its cleared areas. The creatures are much the same, though behave with much less organization and more randomness.

### Other Miscellaneous Updates:

- Dagdeath did not do as well as usual this time jump and has had economic issues. Their troops will not be in max equipment any more, but will have the usual 1 equipment set, plus 2 per Rank they are like everyone else.
- Harpy Assassins and Thieves: Dagdeath has recruited a large group of elite Harpy assassins and thieves. These troops are generally Rank 3 and support whatever unit they are in. They are crafty, disciplined, and dedicated, and operate at Average to Above-Average intelligence in combat.

- Dark Heroes on Fury Fauna: Dagdeoth uses many Dark Heroes this season that ride on Fury Fauna, the High Intelligence animals turned evil by blessing associated with Dagdeoth. These troops operate just like any other mounted troop, but often have increased intelligence and other GM chosen abilities to simulate their awareness that surpasses those around them.
- Nations Enforce their Borders: Leaving the nation that the characters are placed in is usually considered illegal this season unless the players have express permission from the government to do so. Even if they have this permission, the neighboring nation may not see the entrance as legitimate, and may arrest the party for trespassing. Players will need a great deal of skill with Diplomacy, Courtier, and Peacekeeper if they are going to keep from going to prison in these situations.
- The Level of Magic: Most areas are at OP 4 in Roekron right now. Mage Schools tend to be closer to OP 6 on average. Any NPC's that are using Elder Sorcery should be sure their words are not above OP 4 and that the spells are of a correspondingly lower level of power.
- Fae have returned. As magic returned, so did the Fae. Most are not just little lights any more, but are the tiny beings they have been known as in the past. Most seem very confused or upset at the changes that have been made to their old homes and forests while they have been gone.