

Time Jump 2012-13 Part One:

22 years have passed. Year is 15,968.

The War in Heaven: The Civil War which erupted in Dsesnor and threatened to



overtake the entire region is now being called the War in Heaven by historians as it became clear due to the large number of legendary weapons and blessings that two major pantheons were at war for control of the region, or so historians believe. Most now believe that the Japanese Pantheon was supporting the Alliance of Northern Clans and Kuni Kendrai the High Queen. The Chinese pantheon, it is believed, supported the Wizards Trade Order and this conflict of deities made for some rather destructive conflicts. The level of blessings, and even Avatar sightings surrounding this war have never been seen

in Roekron before and every deity from each pantheon is reported to have been seen at some point involved in the battle. Serpention and the Wizards Trade Order certainly had the advantage and used their Mithril Golems to push north, but when two of their Golems defected it became clear something was wrong. These Golems, one crafted to look like Elinana Starlight and the other built as the centaur Celani Newform, joined with the Northern Clans during the fall of Icashi and kept the heroes of that city from being captured or killed outright. It is now clear that two of the five Arch-mages of the Wizards Trade Order were in fact in rebellion as well. Laura Whitelocks, originally of Pinicle (and a very junior member of the Order) has able to control the Golem designed for Elinana Starlight as it was keyed to “the Arch Mage of Storm” which she was at the time! Similarly, Celani Newform, believed to be “in recovery” after an attack by the Rask Assassins earlier that year, it was discovered had being kept alive for nefarious

reasons. Unbeknownst to many, Celani's name does not come from her Arch Mage status as the leader of Nature, but from an ancient lineage. She reincarnates upon death, in a "new form" and this also resets her true alignment, which had been twisted and manipulated by the order, clearing her of any contamination. Thus, as the story goes, Laura Whitelocks took it upon herself to kill Celani, gambling that her reincarnation would give her a new ally on the Council. Luckily for Laura, she succeeded, after a harrowing experience battling Hox Neverdream in the Serperton School Dungeons for several months. So it was, that with Celani reborn (as a new Centaur- with all of her abilities and mental state refreshed) the two Arch Mages took command of their respective Golems and used them to thwart those of the rest of the Order. This bought the Northern Clans the time they needed to rally at Estorock and Laura and Celani met with the High Queen to pledge her their allegiance. This was quite a blow to Serperton, but they did not relent. They redoubled their attacks and thus commenced the bulk of War in Heaven, with deities showing up on both sides for the next six years as the war dragged on and on, tearing the region apart. Estorock would have fallen then in the sixth year, were it not for the arrival of an unexpected ally, Stormwatcher Tower. What it cost Kuni Kendrai to secure this allegiance is still hotly debated, but it is believed that a great deal of information, items, and even family members were given to the school. The effects of this negotiation are still being felt today. With Stormwatcher aiding and causing havoc from behind, Estorock recovered and finally, in a masterful stroke, Kuni Kendrai challenged the Wizards Trade Order to a duel for the crown. As it is not customary for mages to duel in Samurai style, a champion is selected and then battles in the name of the Order, in this case, one Wolfgang Gramus, leader of the Serperton Guard, the military arm of the order. There is some speculation as to whether Wolfgang Gramus should have been chosen, due to the fact that his position as General had been secured by a Sorikonian Martial Master. However, as Sorikonian was remaining neutral, and has always been a symbol of fairness his position was upheld. The battle was not



long, though many who witnessed it said the first few attacks seemed charged with divine force and three magic weapons were destroyed in the process. Kuni Kendrai delivered a decisive victory and many thought the war would be over at this point, but unfortunately, the Order did not see it that way. They claimed Wolfgang Gramus had thrown the match and refused to support Kuni Kendrai. This was expected, to a degree, and though the war ragged on, what it did do was resolve the real War in Heaven, which is what Kuni Kendrai ultimately had hoped for. No more blessings appeared in the battles to follow. Avatars and divine weapons vanished upon the duels completion. Both sides were stripped of their powers from above, and the war that followed was far easier to predict and effectively manage. Kuni Kendrai, proving herself an accomplished general herself began to retake the lands lost in the previous years and by year seven was closing in on Serpention, now having effectively turned the tables completely on the Wizards Trade Order.

The Fall of Serpention: But the victory she was seeking came in a way few expected or would have wanted. Serpernton was becoming unstable. It was clear that there was a great deal of chaos and disruption within the wall of the old capital city, and much of this was attributed (falsely) to a rebel uprising in support of the High Queen. While it may have appeared as such, the true nature of that uprising as we have all learned was an age

old pattern of corruption. As the final battle raged around the city and the body count rose into the thousands, it was clear something was very wrong inside the walls of Serpention. The quiet and patient armies of Grimsoeoth, having massed and patrolled their borders for some eight years now watching Dsesnor destroy itself, chose this moment to strike, crossing the river, encircling the city and cutting down both sides. While they were



not tremendously powerful as a force, they had their entire army fresh and prepared and this was enough to thwart the Northern Clans from taking the city while the

transformation inside took place, and a dark, familiar shroud spread forth from the Serpention School Towers... a shroud seen above Krodigros years ago, and before that, above Celendil! The shroud of the Dark City. Serpention had fallen, but not to Kuni Kendrai, to some nameless vampire within, one which it would appear had ascended to a status powerful enough to overtake the entire city. The years that followed were known as The Cowering. Astengrad was fully involved in an investigation of the situation, as was Pinicle, as the idea of the Arch Mages of the Wizards Trade Order being turned into vampires Carakwaith was considered by Astengrad to be Elder Sorcery of Mass Destruction! The Raskuru made this process very tedious, and thus years went by as attempts to probe into Serpention et Necrenew met with little success. What was finally revealed by Astengrad and Pinicles joint efforts is that the Arch Mages of the Wizard Trade Order had in fact left years before the catastrophe. It is now believed that Hox Neverdream, Dvod Firefist, and Hamil Lighthand abandoned Roekron to its fate some time during the War of Heaven, perhaps as late as the duel for the crown. Some even believe that they knew of the vampire waiting to overtake the city and left it or even aided it, as a trap, for those who would overtake the city. Where they are now is unknown, though many believe them to have sailed to far away lands where they continue to rule the rest of the Wizards Trade Order regions which are now understood to extend far beyond Roekron. Thus, each is now considered a war criminal and wanted by Kuni Kendrai and the new Free Republics of Roekron.

The Grim War: During The Cowering, Serpention et Necrenew was not idle, and used the confusion surrounding the nature of their power to begin striking at Estorock and Dsesnor as well as threatening Sorikonnia and Temnor. The Grimsoeoth army was completely loyal to this new Dark City and seemed to welcome a newfound leader, bolstering their ranks with new undead minions and mutants, as well as vampires and new Carakwaith, many of them recognized in years to come as notorious criminals from the Icashi prison,



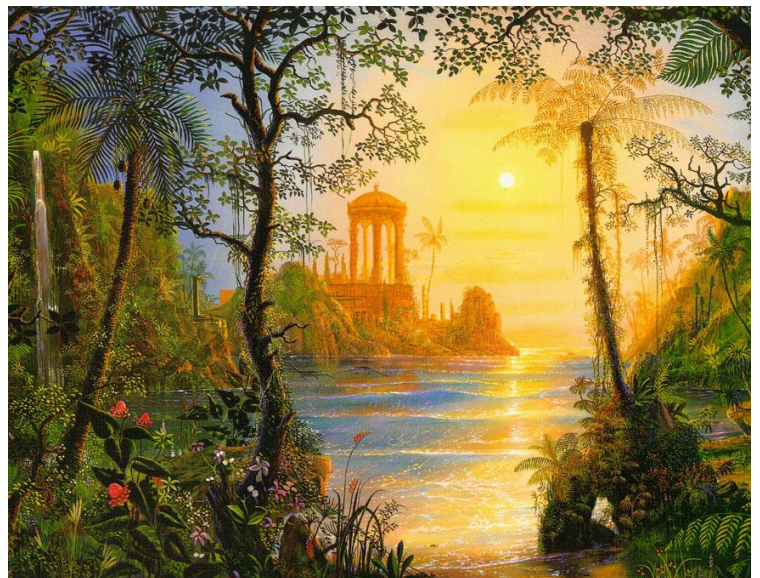
apprentices to the Wizards Trade Order left and overtaken, or members of Grimsoeoths Elite Sandstorm Guard. As a whole they terrorized the south in those years and their power has been growing steadily. It is now known that during the War of Heaven, another, secret war was being waged, one of vampires against vampires. It would appear that Toby Oakenshade was indeed a vampire, but not the true master behind the overthrow of Odilathen. The well known Carakwaith sometimes called Juggernaut (or Brick) it is believed infiltrated Odilwatch years ago and succeeded in taking over Lord Oakenshade himself (Toby's father). Amassing a power structure for himself he was building a new vampire city. But it would appear his attempts drew the attention of another, stronger vampire who attacked and destroyed Juggernaut (Brick), stealing many of his vampires for himself. The name of this other, stronger vampire was speculated upon for many years until spies and sources revealed the few accounts of his appearance in the city, a Samurai with the stoic stillness and silent manner of a famous Carakwaith. He is never heard to speak, yet those around him always understand his commands. It is believed the new Elder Vampire of Serpention et Necreney is the Carakwaith who for generations was the bodyguard of Broden himself, a vampire immovable and never known to be killed by anyone, and thus known simple as Wall. Odilwatch, now allied with the Dark City, is poised to launch an invasions into the northern lands. This combination of Serpention, Grimsoeoth, and Odilwatch provides a dangerous and menacing force with a united Eastern front that has many people of Roekron fearing for their future.

The Dwarven Wars and the Fall of Illionass: During this period, Svodlun also took part in a civil war, as the dwarves of Stonehammer refused to aid the Wizards Trade Order and blocked the rest of the Svodlun dwarves from bringing troops down to attack Illionass and the Colonies of Amir. This war was much less lethal but was equally drawn out as each side built more and more fortifications and waited for the other side to try and take their position.



Ultimately, with the fall of Serpenton, Svodlun stopped their attacks and returned to their manufacturing and mining business. During this civil war, Illionass was battling Dagdeath, Blackspire, and Odilwatch and recovering from the loss of most its queen and all of her family, and the high priestesses of the Elder Goddess. They never fully recovered from this and lost all of their new territory in what was once Andinion except for their two cities and had to abandon Lelodedin and retreat to Randwin, their last stronghold. The city was turned over to the last remaining Lelodedin Elves who held it for some time given that their enemies were afraid of creating a host of Elven Haunts should they kill them. In the end, the Elves used The Teleport Wonder of Lelodedin as their rally point and have continued to keep the ruins of the city a threat as Dagdeath advanced. With Illionass all but destroyed, the war was brought to Amir, and they pulled all their assistance from Kuni Kendrai in favor of holding the north, knowing that if Dagdeath, Blackspire, and Odilwatch pushed any further south Estorock would be fighting a war on two fronts. Their support kept both Lelodedin and Randwin alive, as did the aide of Hostor, which showed up with a surprising number of armed soldiers, an odd new development from the hobbit nation. It is believed that Temnor would have attacked Amir at this time if not for Kuni Kendrai's alliance with Stormwatcher Tower and that this is part of what forced her to make such an agreement.

The Free Republics of Roekron: During the Grim War the nations of Roekron began to come together in a new alliance, one that came to be called the Free Republics of Roekron and is now the main governing body of Roekron. The Wizards Trade Order now an enemy, a new organization began to form, largely headed by Kuni Kendrai, Eric Stonehammer, The Ein Ion Council of Wood Elves, Pinicle School, The Sorikonian Martial Masters, and Christopher Aramir. This new organization began as a war council but grew into a new governing body which is now the leading legal entity in Roekron. Without the loss of Serpenton School many new students turned to



Pinicle to be trained. Far from the war, Pinicle was sheltered to a degree from much of the destruction of the wars, though they were very involved via long range spell casting as well as sending troops abroad. Pinicle School is now the leading policy maker of magic law, a duty which has put greater strain on the workings of the island nation but which everyone agrees is a much more pleasant system. This new organization grew as it dealt with the new threat in the south of vampires and Grimsoeth, and Dagdeoth and Blackspire to the north (Odilwatch having been absorbed by Serpention et Necrenef). New roles were required for the republic and each nation has taken on new functions to stay alive as a whole. Svodlun lobbied for control of manufacturing across Roekron, something many people opposed, but oddly enough, Pinicle was the only group to advocate for this arrangement. In the end, when they won the position it was revealed that certain rights of all people had already been ratified by the existing Free Republics and that fair work for fair wages was a right under these new laws. This meant that the Dwarves system of slave and wage slave labor was no longer legal and would have to be replaced. While this infuriated much of Svodlun, they eventually got use to the reduced profits and have been fine, if less wealthy. The Wood Elves have the responsibility of managing a historical system that will keep an accurate account of history for future generations so that the past is not recreated by future victors. Amir has taken on the job of defending the north, a task Illionass held for so long. And Dsesnor defends the south. Sorikonika has agreed to be judges and preside over trials and legal disputes. This new organization is young, now in its tenth year of operation, but appears to be doing very well and run with very high security and efficiency, something new to Roekron. Temnor has been considering petitioning to join and the subject of whether to let them in has been hotly disputed within the organization.

The Bone Breakers: Another incredible account that parallels the emergence of the Free Republics is the Bone Breaker Rebellion in Dagdeoth. Details are hard to come by as Dagdeoth is still an enemy of the Free Republics and does not share it's information openly. What can be



discerned from spy networks and certain contacts believed to be tied to a group called the Brighthearts, is that not long after the rise of Serponton et Necrenef a efficient and carefully managed coup swept through Dagdeoth destroying what had been known as the Bone Machine, or the circle of liches that control the massive undead armies Dagdeoth uses. What would cause Dagdeoth to destroy one of its own most powerful weapons is still debated to this day, but what most believe is that Olicust the Unborn, King of Dagdeoth foresaw the eventual takeover of Dagdeoth by the undead and took preemptive action. The creation of weapons that apparently nullify magic and magic type attacks in the hands of a few powerful undead was not a combination Olicust saw as to his benefit, and in one day, he had destroyed the entire council with Morganti and had the Dark Guard Skyknights searching for a new power source- namely him and the Dagdeoth Mage School. The Dark Council was also behind the coup having long feared that the undead were growing too strong and preferred them to be kept in their place as tools not partners. It is said they grew unease considering how long it would be before they were more use to the Bone Machine dead than alive. While this overthrow went smoothly enough, the result has crippled Dagdeoth to this day. Even now they are barely functional, loosing far more battles than they win and only loosing territory at every turn. If it were not for the new threat of Serponton et Necrenef and Grimsoeoth, Dagdeoth would likely be under a full scale assault from the Free Republics.

The End of Torment: Many scholars are now aware of a battle within the species of dragons surrounds a particular dragon known as Torment, a vampiric shadow dragon. It would appear that Torment, an ancient dragon himself, was trying to corrupt or take over the dragons of Roekron and that the Old Dragons opposed him. Many students of history sighting numerous battles and encounters with young corrupt dragons and other horrific undead having been created by Torment and a few



interviews with Kuni Kendrai have revealed that this knowledge has indeed been an issue of government security. During the War of Heaven and the rise of Serpention et Necrenef dragons were very scarce. It is has been confirmed by several sources with some connections to the dragons, as well as the Dragon Priests that almost all the Dragons in Roekron were in fact involved in hunting down and destroying Torment, which they succeeded in doing after approximately eight years. Historians who have pried into the details of this event have not been heard of since, and thus this topic will remain left in brief. However, the rise of Dragons since that time has been well documented, with many young dragons being seen and a return to the familiar days of dragons devouring villagers and destroying towns as has been a tradition in Roekron for generations, as is clearly indicated by the sharp downturn of still surviving dragon priests.

Rumors from Afar: Certain sources have revealed that Serpention is not the only new Dark City to appear in this era. Teriock reports that it too has seen the emergence of a Dark City and a vampire lord of a new level of power. It is not known what the relationship between these two vampires are but it would appear from a few accounts along the Teriock/Roekron boarder that they do not get along, and that for the most part they give each other no assistance, even engaging in bizarre battles that seem to end quickly, sometimes before anyone has even landed a blow. The nature of vampire power structures is one for philosophers and mages to discuss, not historians, and so we will leave our reader to speculate on the exact nature of this new development.

END PART ONE

Still to come:

Elder Goddess Rising

Dimming of the Fae

Golden Age of Pinicle

More to come.

Time Jump 2012-13 Part 2:

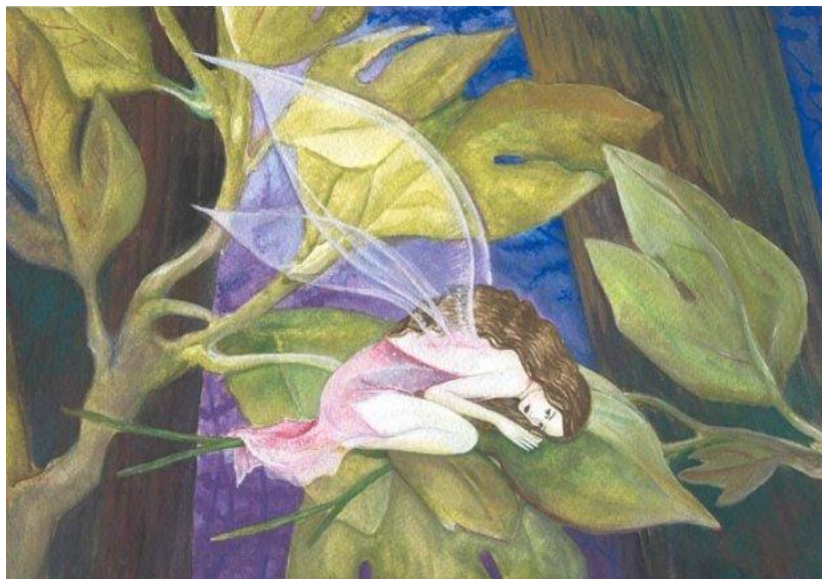
Elder Goddess Rising: Randwin was attacked by numerous groups twenty two years ago and two of the High Priestess died, one Morganti and the other passing on. With only one High Priestess remaining and the security of the High Temple at risk Anne Ironbranch, the last remaining High Priestess took a rather militant position and rallied the priestesses from across Roekron. Temples and Shrines across Roekron were abandoned as followers answered the call to protect the Randwin at all cost. The warriors of the Elder Goddess also were taxed the extreme as they battled demons in



unprecedented numbers and tried to hold together the government while the quite and usually reserved Peter Nonas took up the mantle of King of Illionass, their protectorate. There are accounts of the Stone Dragon of Randwin coming to life several times during these wars and continuing to protect what is known as The Prison of the Skull Demon, a set of four ancient stones that keep a very dangerous demon haunt confined near the temple. There are some accounts of Anne actually riding the Stone Dragon into battle in some very horrific attacks on the temple which increasingly use the now infamous Null-Magic Items, weapons crafted by Dagdoeth that somehow disrupt magic around them. The way Dagdoeth crafts these items is a well kept secret as the items are a bane to all who use and rely on magic. These wars against the Temple are called The Priestess Wars and lasted for seventeen years before they began to subside as Dagdoeth fell apart and Odilwatch having left off and pursuing it's new vampire orders set about with other tasks. Randwin continues to deal with Blackspire who has become very militarized and many believe is being supplied with weapons by the vampire organizations and encouraged to raid it's neighbors. The result of these battles and wars is that the Order of the Elder Goddess has undergone some powerful shifts in it's structure and goals. Self preservation having always been a goal, new measures and spells were set about the Temple making it a virtual fortress of traps, armaments, and defensive counter-spells. It

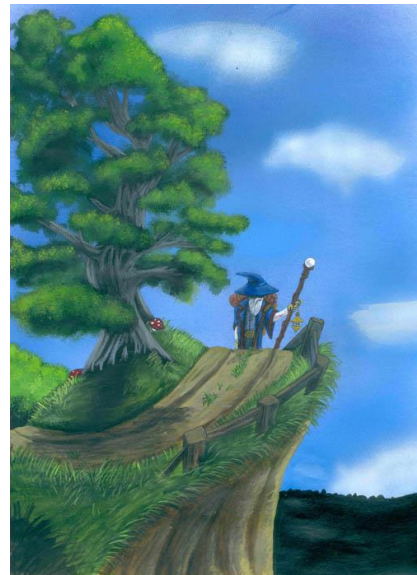
is said that next to Astengrad, there is no place more shielded from magical attack in all of Roekron! It is said that during these wars many priestess and warrior alike sacrificed themselves to bolster this defense and the safety of the remaining priestesses. The heaviest losses have been in the way of fighters. The Warriros of the Elder Goddess are all but gone, with a dozen still known of, many having gone into hiding due increasing assassinations. The total number of Priestess and Sorceresses has also decreased as their outreach and influence across the region has shrunk in their attempts to secure their High Temple. However, the organizations has been growing and was given a huge boost by the Free Republics of Roekron who for political reasons could not include the Priestess on their council but are a major supporter of the group. It is said that though the Priestess and Sorceress are so few, they have never been more powerful. Those who encounter Anne Ironbranch claim feel as though they are in the presence of an Avatar, and there are non that dare to cross her or the Order. Many believe the Priestesses and Sorceresses have been consolidating a tremendous amount of energy for a major conflict to come and that once that threat is determined the wave that will be released will be unstoppable. Whether these rumor are true only fate will tell.

The Dimming of the Fae: Roughly twelve years ago many mages, elves, and those close to the beings of the wood noticed a significant change in those known as Farries or more accurately, the Fae. The beings whose nature is so unpredictable and spontaneously magical began to be found in odd and disturbing situations. Many of them seemed lost in their own groves, some struggling along on legs they had rarely used, seeming to have forgotten they had wings. Some seemed simply mad or insane, although this is often difficult to determine with Fae. What was clear was that the



abilities and magic of the Fae was somehow dimmed. A source close to the Fae who wished to remain anonymous but who this historian has complete confidence in has mentioned rather cryptically that “the web was cut now they are unraveling.” We understand this to mean that some core element or structure which the Fae rely on has been destroyed or damaged and have been unable to recover. Many Fae died in the following years, and some, rather horrifically, from old age! Some took their own lives rather than live so hobbled. The result is that the Fae have been scarce in recent years. When they are encountered they are often angry and dangerous. Their powers seem to be very erratic and when they do have their power they seem to wish to take vengeance on those they blame for their condition which currently is anyone and everyone. Many blame the increase failure rates of spells throughout Roekron on the meddling of angry Fae who want revenge for their loss of power though most scholars believe this to not be the case sighting that if the Fae lost a great deal of power it is unlikely they would be able to affect Roekron in such a widespread way with their magic. When Embarcarious was asked to make a statement on the subject, being the leading Arch –Magus in Roekron magical theory outside of Astengrad and having just succeeded in scoring a major victory against the Rastkuru, the tiny hobbit mage at first declined to say anything but eventually was reported to have said when pressed, “If you wish to kill a garden, it is not necessary to root out every plant from the earth, you simple have to kill the bees...” What this means is up to the readers interpretation, as Embarcarious declined to elaborate on the statement.

The Golden Age of Pinicle: The geographical location of Pinicle combined with clever investments, shrewd politics, and a greatly increased military has made the Pinicle School of Magic one of the most prosperous organizations in Roekron. While not opulent or grand, Pinicle has succeeding in becoming the leading mage school in the nation and is unchallenged in its role as the policy maker for magical law, spells craft rulings, and even magical item basic practices. This was a hard won position



and one that all the Arch Mages have worked to secure, many noting that Melissa the Scald seemed to have been absent a great deal from her post while she worked at what many understand to be “national security.” Oditan the Summoner has gained great renown as the regions leading spirit specialist, and Nelain Echos famously gave up her seat as Head of Storm Magic when a famous enemy of the Wizards Trader Order reappeared at the start of the War of Heaven, one Sen a Dem Dil, who was voted in as the new Storm Teacher, Nelain taking the seat in Nature vacated by Drestensai sor Goku, a Trade Order loyalist. There are rumors of a love affair between the two, which has many



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bards are storytellers writing at length. Many worried that Sen would be an unfit teacher due to his lack of ability with the Roekron language, and it is true he has been more of an asset to the schools defense and security, but as he has famously said, “Speak no! Do! Watch... Boom!” His students do seem to do just fine and weather this is due to Nelain Echoes “assisting” in his classes we will leave up to the readers discretion.

Regardless of the methodology, Pinicle is in a Golden Age of Schools. Taking on projects many thought impossible, the Pinicle School has set new standards for detailed spell creation, dispel skills, security measures and safe spell practices, detailed spell training, and enforcement of many magical laws often school have turned a blind eye to in the past. The most famous feat to date has to be The Chaining of the Raustkuru, or so it is has been called though it is by far merely figurative in nature. Reportedly Embarcarious successfully hobbled the Raustkuru some nine years ago with the aide of the entire mage school, particularly Sen a Dem Dil, and the Priestess of the Elder Goddess. It is said that he could have completely eradicated it except that Astengrad had refused to assist him and thus he lacked the necessary power. What has been confirmed is that for a period of time, the Raustkuru failed to effect those of the Pinicle School, and during this period of time, numerous protections and shields were set up all across Roerkon in all the major cities and schools which granted protection from interference from the Raustkuru in the future. These shielded ritual spaces are now the

only existing safe spaces to cast from with confidence. Pinicle is said to have “many” within its walls, the amount always seeming to change when we have asked. Unfortunately, it has been confirmed that our enemies took advantage of this effect as well and that Dagdeoth, The Dark City, and other powers opposed to the Free Republics were not idle and secured for themselves similar safe casting spaces. Whether this is good or bad is a question for history and will be revealed by time no doubt. One very clear effect is that the Raustkuru very rarely effects those at the Pinicle School, which seems to hunt the renegade spell. The fact that spaces exist where spells that target the Raustkuru itself seem to have given the being pause and it is somewhat less active of late. Enjoying a booming magical economy and security brought on by a efficient and dedicated military, Pinicle thrives while Hostor the nation seems to be failing. Gone are many of the cozy villages and towns that once scattered the land. Hobbits, either working in the capital or enlisted in the army, have begun to give up their more quiet life and look to the rest of the world with vision and aspirations. Some wonder if the hobbit way of life will be a thing of the past in the next generation. While we cannot speculate on way or the other at this time, one benefit to this change is culture and the Golden Age of Pinicle is that hobbit in foreign regions are often assumed to be mages and given a wide berth and a rather large helping of respect and awe, something they do not seem to mind for a change.

End Part 2

Details and Edits to follow.