

Teriock Time Jump 2015-16

The year is now 16,049. 20 years have passed since dragons returned to Teriock, but the Alliance of Nations has fallen, a 10 mile diameter Golden Glowing Bubble has formed around the Curuvaros mage school, and vampires remain an imminent threat throughout the land and sea.

As you may remember from 20 years hence, the alliance was in a race to retrieve the mysterious "Dragon Orbs" in the hopes to return Dragons to Teriock. Unbeknownst to all, these majestic beasts who once gripped the top of the food chain had gone into deep hiding by truly transforming into specific species of animal in order to hide from the "Consumer." It is now believed that 15

(or possibly 16) dragons gathered in the Justice Tower in Calarinde, and cast a ritual to "permanently" transform the dragons of the realm into animals. This was cast at the summer solstice and coincides with the arrival of the mysterious "Marked ones" guildmaster heroes marked by a white tallon mark without any memory of their past. Many historians now believe these individuals are in some way linked were in some way to the casting of this great world altering ritual. But it is now known that a trigger was built into the spell. After a time without the existence of "the Consumer", those who had struck a blow to bring the Great Demon down would, in the right place at the right time, see a door to another dimension. And there they would see the existence of (and ability to obtain) an orb with an ability to cast a specific dragon breath. This, it is believed, was done deliberately by the casters of the dragon spell to ensure the safety of dragons and make sure "The Consumer" was gone for only those who fought him could find them. These Orbs, it was discovered, were necessary to "unmake" the spell that cloaked the dragons in the shape of animals. Over the years with the absence of Dragons, drakes and drakespawn had become a real problem and a threat to prosperity. Rumors emerged that perhaps the land itself needed dragons to use the surplus mana available at mana wells. Some theorized that it could be catastrophic if they did not return. At this time, 20 years prior to the present time, the mysterious "Marked Ones" and other Heroes of old who had fought the Greater demon *Valarauco Vasa ion Anguloce (Consumer of Dragons)* began to figure out the existence of these dragon orbs and started to obtain them.

However, it became clear to the leaders of Curuvaros, that at least one of these orbs had been stolen and that it was likely in Vojen's Tomb. Unbeknownst to our beloved heroes who ventured there this was all a trap.



More History is involved here ... during the time of "The Consumer" another great threat had been thwarted. Lady Belladonna, Vampire Queen, had been vanquished and banished with her Nos Farachnai to a dimension/realm of Beast Demons. She had lost her way to be summoned back to this realm and Vampires seemed to have been wiped from the face of both Roekron and Teriock. However... Belladonna had left a summoning ritual spell (in the form of a tree) in her vault at the heart of her Dungeon below Vogens Tomb in Eastway. And something had "glued" various artifacts to this "Tree". Riddle stones were placed at the base of the tree suggesting that one had to solve the riddle to retrieve the glued items.. Many now suspect that this was a way to trick the 3 (or more) thieves into "unlocking" the spell to retrieve the items placed on the tree and in so doing inadvertently summoning her to the scene so she could charm and vampirize the high level thief who had broken into her vault. However, something obviously wanted her to return and had placed 2 Dragon orbs on the tree as well. Unfortunately for our heroes, in an attempt to retrieve the orbs they brought Belladonna and her Nos Farachnai back into this world and the great Hero- friend of the marked ones and fellow Dragon Orb finder, Clevis Mountain Sculpteur, was captured. Once Clevis was vampirized, Belladonna used him to find the last of the orbs, while the rest of marked ones had lost the ability to "scout" and "see" the orbs due to the "Seer Plague" In this way Belladonna seduced the rest of Marked Ones into exchanging their own lives for the remaining orbs so that Dragons could be returned to Teriock and She would have a new breed of "Carakwaith Vampires" -

When all the orbs were gathered at the tower of Justice and all had entered the hall where dragons had cast the first spell all seemed as if everything would be alright. Beladona had kept her word and delivered the last of the Orbs for the spell to take place. No one seemed to think it odd however that the original chairs in the circular room around the circular table had elaborate draperies. 15 guildmasters of each class and the Dragon Empress of Tai Koban sat in the 16 seats and used their dragon orbs all at the same time toward the center of the table. The spell was undone, however, someone had written an elder sorcery on the back of the stone chairs hidden by the draperies hanging on them. it drained those casting spells through orbs 1 mana and teleported them away to become the prisoner of Belladonna. Captured by the vampires were not only Empress Tsuchi Maiko of Tai Koban, but acting Storm Arch Mage "Sir Veldar," Remus of the Gemini twins, many other great heroes of Welandis as well as four more of the marked ones.

And to make things worse, because of the "Seer Plague" Curuvaros had been taken over by "Queen Maye" of the fairies. Queen Maye was now a tool of Dagdeath and quite possibly the most powerful creature on the planet. Many historians speculate that because of her extreme intelligence, Queen Maye must have known at some level that the "Black Tower"



(see Roekron time jump info) would fall. There were other interventions by Ogawa and other



great heroes who brought to this world the existence a crown to combat Queen Maye. Little is known of the effect of this item on her or her decisions but here is what we know.

Queen Maye was touched by someone wielding this item at some point. Grand Magus Tsuchi Ogawa and Archmage Ventiri Thornfield both fell trying to stop Maye on All Hallows Eve. However, neither of them seem to have survived the attempt. Two weeks before the fall of the “Black Tower” Queen Maye had begun to form a golden bubble around

Curuvaros that increased to roughly 10 miles in diameter. Heroes attempted and succeeded in penetrating this bubble with a “dark” Kai battering ram (hollow tube design), but these heroes have not been seen since and the tunnel was shortly shattered after its use. To this day the bubble still remains....

In the aftermath of these events and others The Alliance of Teriock Nations has fallen. Mostly due to an attempt by Skilhaven to usurp control over Grittin. This created a backlash from Shaloba, Corsai and Oni who viewed this move as an over reach and a first step in attempting to control all of Teriock. One thing led to another, without the power of Curuvarous and the threat of Dagdeath to keep them united on a common goal the alliance was abandoned. It became every nation state for their own once again. Prince Durrock, who claimed lineage to the ancient Grittin Kings of old, raised an army and took command of Sandend securing the land of Grittin under his banner. With his marriage to Jasmine Usar, Great niece of commander Sci Usar of legend, Durrock had the will of the Grittish people behind him. Much of the fairy wood near old market has been used to rebuild the city, however the dark place seems to be one of foreboding and bad luck. few but the bravest dwell there in small numbers and never forage at night. None fear the fairies anymore, they have all disappeared at the time of the Golden Bubble creation, but other things are said to lurk in the shadows and under the cover of night.



Harik has also been rebuilt. Prince Zelimir has embraced magic and has vowed that his land will be a place for all people to live in prosperity. However, his land has not prospered as one might

hope, after much of his wealth was used up to rebuild the city it soon became clear that little was left for anything else. The war with Kai was over or at a Stand still. Skilhaven had reached a truce with Kai. Kai would keep Meni Kai and the Alliance would take Cleni Kai in exchange. This put Harik, a nation on the eastern edge of the inner sea, without trade with Kai any longer, no naval forces to speak of and very little goods to trade with other nations. In the last 7 years King Zelimer seems to have rekindled the logging trade as well as trading options with merchants in Meni Kai into the far east. Things are looking up for Harik after a long stretch of hard times.

TelePelec, after being hard hit by the Seer Plague, in a short 12 years rebuilt its nation into a trading powerhouse. TelePelec was now being led by their chief council member Havlen Dartfoot son of Dragona Dartfoot who died during the dragon Orb Quests. TelePelec has remained open to all Teriock nations and has the corner on all trading north. Their Potato wines and root and tuber varieties are the best in the land and Telepelec provides the vast majority of snow camel fur in Teriock and beyond.

Welandes faired very well in the first several years after the fall of the black tower at the end of the "Seer" Plague. However, with the return of the Dragons came another cost. loss of cattle and horses. Ranchers that had grown accustomed to fighting off drakes and drakespawn when they attacked their herds had forgotten the ancient understanding with dragons. *What a dragon sees as their meal is theirs and is theirs to do as they will...* At first Welande ranchers made the mistake of defending their herds. Thus began the Dragon skirmish of 16,035. When Farmer Tuknusters entire family was turned into pigs and their whole 1,000 plus head of cows decimated by a dragon feast. Welande troupes set upon the field 8,463 strong. As a party of 5



dragons were gorging themselves and casting elder sorceries to "save it for later." The Valkiri were gracious and politely asked what had transpired... an Iron Dragon named Wolfbenden, "The Rotund" as the other dragons call him, explained to the Valkiri that Farmer Tuknuster had attempted to use a "Black" knife he had to scare the dragon away. "I assume he used it to good effect on Trash (Drakes and Drakespawn) but he obviously had no idea he had a Morganti Knife in his possession and what it means to brandish one. That's why I didn't treat him too harshly we just turned him and his spawn to swine... seemed fitting." The Valkiri left the dragon alone but observed from a distance. They left scouts after a few months. After a year the Valkiri returned to find other farms plundered. Finally after the 3rd year of continued

ruin and continued requests to vacate the Valkiri could stand this opulence no longer. They attacked *Wolfbenden the Rotund* with a surprise attack right after he had finished a large meal..

The battle was fierce and many perished. Wolfbenden was mortally wounded through the eye by Valkiri Vega during a duel. The Valkiri resurrected Wolfbenden shortly after. When he came to Wolfbenden laughed uproariously about the whole endeavor and asked Vega what took her so long to defend her land. With a smirk that only a dragan can muster, he tore into the

sky and did not return until spring to have his annual feast and “Brawl” with the Valkiri. But these early years of dragon raids left Welandi short in coin. The Valkiri have reluctantly become desired body guards for rich merchants around Teriock and bring their wages back to the homeland to sustain their developments.

Nore Romas has fared the best in all of Teriock. Cliffwatch has become the hub of trade and commerce to and from Roekron. Eastway has become a ghost town once more other than a smattering of Dwarves that claim the area as their own and vow to protect it from “her.” because eastway no longer is a hub to Roekron Nore Romas has filled the void. With this wealth they have developed the greatest Hospital ever witnessed at Rouges Tower. With collaboration with Corsai, Nore Romas has been able to develop a technique that can cure black rot at twice the rate as before. Being on the West side of the meta has made some breakthroughs. With their rune singing healing spells they have yet to have met a black rot case they couldn't cure. Business is bustling, the greatest bards of Roekron and Teriock both venture here to learn from the best and run through the tomes of songs that have been cataloged at the “lindeparma” music library.

Corsai has weaseled its way into control of Cleni Kai with the ease of a deft businessmen. With Cleni Kai in its talons, Corsai controls the vast majority of goods traded in and out of Kai and delivers a great deal of needed goods to Oni. Times are good in Corsai but expansion is limited as they are boxed in. Many wonder what the next step will be for the merchant mages.

Oni has been in a 20 year war with the Shadows of Shadowvale and the Wilde Isles. Some great demonic Shadow force has risen out of the depths of the Wilde Isles and now controls the mayan Isles and the surrounding seas of Oni Island. With a young 24 year old emperor, Adinath Abhaya, things have greatly changed in the Hindu Island. “Abhaya the Infinitesimally Small”, who has never known a world without the shadow war has become a ruthless and strong leader that trusts few. Oni is constantly bathed in artificial light from elder sorcery means. No one has seen the stars for 20 years there. Fishermen only go out to sea in the daytime. Their neighbors, the Mayan have lost all of their lands west of the “no magic” Zone.



Shaloba and Pearless are in a constant state of tension. The new leader of Shaloba, councilman Ack Balric has been busy building an armada to rival Pearless. Most of the wood from these projects has been harvested out of the old Unseeli Wood in neighboring Gritten. Gritten allows Shaloba to log these areas in exchange for 10% of the lumber and protection on the inner sea. The Shal now boasts a fleet of 2,000 ships. which is over twice that of Pearless. While Shaloba has been busy building a massive fleet like no other The Elven Prince *Rac Waile* of Pearless has been investing in ship enchanting technology; boats that have unique properties of their own as well as enhancements that allow their ships to tack quicker and move faster than ever before. To defend against an armada they have created new mounted magelore staves, many of them enchanted with accuracy and damage boosting as well as other “Nasties”. The inner sea is reaching a boiling point and all are waiting to see when it will boil over into war.

Tai Koban has entered into the Ruling cycle of the Water Clan with the capture of their previous empress by Belladonna. Water Clan empress Nori Kasumi or "Mist" has led with a wise and determined hand. She seems to avidly seek the whereabouts of the Vampires and reportedly has spent a great deal of wealth hiring scouts from far and wide to do just that. *Mist* has also upheld the traditions of her people's culture over the rights of foreigners but has not ceased trade with the outside world. She is untrusting and guarded but an avid gatherer of information. She often has visits from the Makai Sages who have become strange allies. Maki have changed their tactics and have placed a "Sage House" in every major city in Teriock. Here sages can reside and exchange information at a greater rate. The University has been rebuilt but is not of its past glory.



In the Egyptian Isles they have held back the Shadows and have prospered with trade to the south and with Tei Koban. However the Phraint Plague hit their shores in the summer of 16040. 1 out of every 100 phraint survived the fungi attack. the fungus would slowly grow into the brain stem of the victim who would first seek isolation from the hive and then seek the highest point they could reach. Once there the fungus would complete the devouring of the mantis brain and then "pop!" the spores would spread on the breeze down to all below them. The infectious deadly fungus spread faster than anyone could react. The deaths were permanent. It was said to have been brought on the wind all the way from the mainland where it had already decimated the Mantis Phraint population. Because Nore Romas acted fast a cure was reached within a few weeks and both colonies were purged of the plague. However, it was too late for the vast majority of the population. 99 out of every 100 phraints perished. Both Kepra and Mantis phraints are said to be on the brink of extinction. As for the sausages they still control the Drinking Sands of Teriock and act as an alarm to any potential invasion of the Kai. Saugaria is said to be bustling.

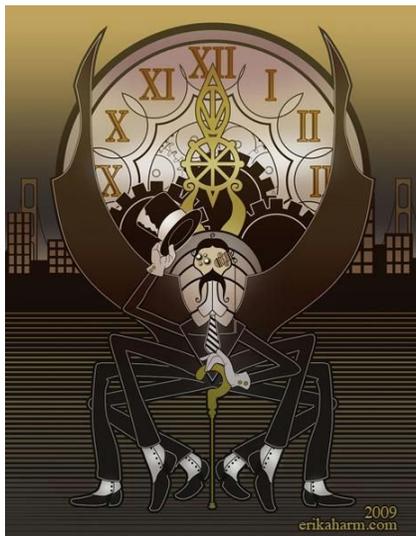
Lastly Skilhaven has emerged as the center of Culture and Magic in Teriock but a place of great paranoia and deepened security. Calarinde has one of the greatest and most stringent port authorities in the region. It can take days to get things through customs and checkpoints. Everyone is screened who goes in or out of the city as to whether they are undead. Cloaks have been banned. And random sweeps and checks by authorities are commonplace. It is not uncommon to be frisked by a peace keeper in the city if you look suspicious in any way.

Dragon's Eye, Grand Magus successor to Ogawa, and ArchMage of Sorcerers, with the aid of High Admiral Gills, Leader of the Skilhaven Armed forces and commander of the Haunt Army have built Atop Skilhaven Mountain what is simply named *Dragon Summit*. Here a new school has been constructed and carved out of the West facing peak of the mountain. Its

purpose being to train the heroes of the next generation. Both a wizard school and a martial training ground, Dragon Summit has become a destination for warriors and wizards alike who seek the guidance of the very best guildmasters of their class in all of Teriock. With the return of the Dragons some wondered how this new school would fair so close to one of the Dragon's ancestral nesting grounds. In a strange meeting that was recorded in 16,035, Dragons Eye, Gills, Romulas, Amulendel and Turtle Bug (as well as a small group of other renowned heroes) sought permission from the dragons to undergo the project of their school. Witness accounts corroborated that the gold dragon Dai Mamoru took one sniff of the unarmed assemblage and, very slowly, seemed to bow to them all. "In the room, you were, when what was done was undone. A room here, you shall have, to make what was undone, done. You have my blessing, and my gratitude. But venture lightly out of your walls. In these caves young dragons grow, and make much folly. Enter only to make yourself a toy or a snack." This is the only known event in Teriock, by this historian at least, where a dragon has ever bowed to anyone or anything.



Today atop Dragon Summit it is not uncommon to see gargoyles moving about or a Twei Chien ship moored at the air dock tower. Twei Chien, the fluent casters of the far south, have made an alliance with Skilhaven. Occasionally Twei Chien will take on young apprentices to train as sorceries in their homeland. These apprentices do not seem to remember much about this "homeland" however but return many years later as fluent casters and well versed in dragon. At Dragon Summit both warrior and mages are trained using wood golem gargoyles to heighten their skills. In the highest tower "the roost" the greatest mages of the region gather to exchange knowledge and discuss events at hand. This gathering named The Dragon Summit occurs at the first 8th (crescent) moon or "talon moon." The Alliance may have fallen but Dragon Summit has rekindled the energy of nations working together once more.



Ork tribes have again become restless.... Where are the vampires hiding? Is the Shadow in the south on the move? Or Dagdeoth? Have they grown strong again? And what of Kai..... not heard from in 20 years. But top hats, pocket watches, vests and capes are all the rage coming out of Meni Kai. All kinds of clock work gadgetry never seen before in Teriock is said to be pouring out of the region.... all marked as products of the *Kai Industry*.....

