

Chronicles of Rowanon 506 A.S. (2022) Year Synopsis

The Universalist Movement: G0Z and his three friends started a philosophical movement, creating four paths to embody the tenets of gods they each aligned with. The leaders of each path (G0Z/Path of the Archived Mind, Syntheus/Path of the Bloody Thorn, Culv/Path of the Earthly Slumber, Trax/Path of the Spinning Chamber) were open about their intentions to gather new members and use the tenets of the gods as inspiration, without any actual religious blessings or doctrines committing members too them.

The heroes succeeded on G0Z's quiz game to test their knowledge, Syntheus's blood sport to test their fighting skills, witnessed Culv's commune sacrifice their bodies to the soil, and played Trax's game of pain and fortune. Overall, the leaders of these paths were glad to be accepted and rumors say most of them are still lurking around, spreading their unique perspectives across Rowanon.

Mojo and the Banana Bandits: The Banana Split in Montoya, Sangrael was overrun by Mojo the Brass Monkey and his Banana Bandits after a dispute with its current owner, Sticks. The story told was that Mojo lost The Banana Split after failing to pay rent and was paying off his debt to the new owner, Sticks, by performing "free of charge". Ultimately, the heroes decided to send Mojo and his Banana Bandits to The Watch to serve justice for their theft and assault against The Banana Split, Sticks, and other party goers that were there during the club's Oksanifest partying. So who will carry on the tune in Mojo's absence? Rumors say a certain bard with spoons and a kazoo is headlining there now...

The Wayfairer's Guild: An expedition to the mysterious land of Zagrastasz resulted in the heroes delving into an ancient dungeon, newly unearthed by the hurricane of Katagita. There they solved riddles of darkness, discovered ancient secrets, and even battled a hydra in its own lair! Though the treasure they took from the dungeon was great, greater still was the damage caused by the heroes' airship on their return.

Without their knowledge, that airship had been retrofitted with experimental aethertek technology that allowed them to make the journey to far off Zagrastasz much quicker, but on the return journey it malfunctioned and caused the ship to crash into Loch Morgan in Bannoch. While the heroes survived, the great lake became deeply polluted with arcane energy that caused no end of trouble for the villages that rely on the lake.

Using special magic, the heroes journeyed underwater to the bottom of the lake, fighting past arcane-mutated wildlife, and shut off the aethertek device that was somehow still functioning. While the problem is solved, the mystery remains: Who built that device and put it on the ship? Why was there the head of a wyvern built into it? And to what end?

Gremlin Pirates!: The aberrations known as gremlins love to disrupt and break engineered technology, which is why it was so shocking to learn that a whole gaggle of them had learned to fly an airship! The purple monsters looked ridiculous, dressed in looted airship crewman and pirate garb and shouting all manner of pirate sayings, but they employed a brilliant and deadly strategy: Giving a gremlin an invisibility potion, launch it onto another passing ship with a gorkish man cannon, and having the invisible creature use its powers over technology to blow

up the ship's engine from within, dooming everyone aboard and leaving the remains for the rest of the gremlins to salvage. The mastermind behind these pirates was known as Captain Lavender, who was actually a hauffin corsair from Gauge's Cove named Rodrigo using a number of alchemies to keep the aberrations compliant. It was discovered that Rodrigo was once one of the pirate warlords serving under Gauge herself, but failed in some critically important mission and was exiled as a result. Rodrigo and his loyalists came up with this crazy plan of revenge against Gauge by training gremlins into a force to be feared, but unfortunately his schemes drew the attention of the heroes of Vorydia who eventually brought his ambitions crashing down.

Hey, what was that super important mission that made Gauge exile one of her closest warlords all about anyway?

Primal Kaiju Awakening:

Starting out as an exploration expedition to a mysterious volcanic island that had appeared off the western coast of Vorydia, the heroes discovered that the island was, in fact, a giant sleeping divine Keld avatar of primal origin called Etnaanax The Forge Beast . It took the form of a kaiju-esque fire breathing turtle, and was awakened inadvertently by the presence of the heroes upon the island, and perhaps the actions of a rather enthusiastic government official. The roughly awakened and reactive turtle-island was escaped and the heroes were able to beseech Keld to come claim back his primal power, leaving behind new primal divine beings in the form of fiery turtle-beings called Magmorahs. While most were perplexed by this strange turn of divine events, Whisperers of Keld began whispering about the potential for pacts with these newly birthed divine creatures.

While the heroes thought that the worst was over, this was unfortunately only the beginning of a chain-reaction cycle of ancient, primal, and titanic divine avatars which threatened the balance of the world. The awakening of Etnaanax triggered the rise of Kataigida, The Eye of the Storm, that rose from depths of the Tempest Ocean as a multi-headed draconic being, and made Her way northwards, leaving in her wake devastation and destruction. This, in turn, led to the rise of Archonekros, The Creeping Death of withering sandstorms, that confronted Kataigida in a heated battle over the skies of Vorydia. Using the same tactics that proved effective in dealing with Etnaanax, the heroes were able to survive the effects of the battle and allow the gods Morwyn and Morcant to claim the power back from their primal avatars. Left behind were two new primal divine beings, the Carnegus of Morwyn and the Avortems of Morcant.

At this stage, some of those with a connection to their deity began praying for guidance about this problematic cycle of events. It was able to be discerned that, since the hands of mortals had awoken this current cycle, divine law would not allow the Gods to become directly involved with reabsorbing their primal kaiju avatars outright unless mortalkind confronted the avatars, weakened them or allowed them to be weakened, and called upon the Gods directly to take action at the right moment. Each primal avatar would be awakened and summoned by the last, until the cycle was complete. Armed with this new knowledge, some of the heroes steeled

themselves to ride out the rest of the cycle as best they could, readying themselves for each new challenge.

After Archonekros, then came Skorosevo, The Wings of Life, which manifested as a giant moth-butterfly-like kaiju. She left behind the Mentias divine beings which has a Life cycle fluctuating between caterpillar, pupae, and gentle moth-like creatures of Kallen. Then there was Agriothiria the Wilding whose Natural children were the Kirin, the true chimera of the Nature Twins. Both resembled in their manifestations something akin to a unicorn-like stag. On the heels of this, Vorvolakas the Harrower brought unchecked Unvaean power to roil across the land in the form of a giant vile blob of corruption, only to be vanquished by the sacrificial divebomb of the primal avatar of Lyrana, the phoenix-god known as Malikailios, The Blinding Sun. These two, in their dying throes, gave birth to the Unvaean Verminus Rex Rat Kings and the majestic, and thankfully smaller, Phoenixes of Light.

Drawn to extinguish the Light of Lyrana, the next kaiju was Skotadi, The Shadow of Shadows, that hunted from the Darkness and was made of the same, and sought to lure the heroes to their demise. Thankfully, or however you'd like to view it, the Shadow of Shadows had consumed a small portion of the next primal avatar. This was Primordia, The Beginning and End, the elder swarm of the Cicadas of Chaos called the Primordials. By using this turn of events, and the popular faith of Oksani, the heroes were able to weaken Skotadi and send the Darkness back home to Zigaen. The leftover energies manifested as the Umbrood, primal divine beings of shadow.

The Swarm of Primordia then proceeded to cause much chaos, both amusing and crippling, across the land. This mostly manifested in the way of strange portals and fluxes of reality which warped the fabric of existence and magic in all manner of shenanigans if the giant cicadas were startled or killed. It was not long before these manifestations began seriously threatening the normal lives of the citizens of Vorydia on a daily basis. Travel, industry, and even walking down the street became a dangerous adventure into the unfathomable whims of a primal avatar of Oksani.

Finally, the last of the primal avatars appeared, and amazingly worked intelligently with the queen and heroes of Vorydia to quell Primordia. This was Astrumaggeia, The Weaver, manifesting as a titanic spider being of Nexial Magic. By herding the cicada swarm into the vast divine web of Astrumaggeia, the forces of Chaos were able to be sent back to Oksani and the primal divine beings called Gelios were born from the husks in the form of strangely colored giggling hyenas. That's chaos for you. Not long after, Astrumaggeia was brought home by Aurelius Arcanum and took up a new role in the Nexus, where its divine webs will forevermore help strengthen the management of the warps and wefts of the eternal flow of Aether. However, the Great Spider left behind its children to watch over the flow from the mortal realm, in the form of the spider-like Nexial Spinners.

With the Primal Cycle of Divine Avatars brought to completion and permanently disrupted, the heroes and Gods alike can now breathe easy that such a thing will never happen again. New

primal divine servants now walk the world, manifesting the will of their origin and free for those heroes that walk a primal divine path to work with, namely through Whisperer pacts and primal prayers. The world has been changed, perhaps in small ways in some areas and larger in others. The most noted permanent change is that the Tempest Ocean, which had been a seething mass of storms for as long as anyone can remember, is now a lot more calm than it used to be. What could this mean for the future?

The Maw of Crann: The Order of the Broken Shield of Arcelis and a small group of Vorydian heroes discovered a cult in the Sca'th Woods that worshiped a dangerous sentient tree being called Crann. Between assassination attempts and kidnapping, the cult called the Maw of Crann attempted to get the heroes off of their trail, but failed in doing so. The heroes worked with the Eclipse of the Nature Twins to ritually anchor the wandering and elusive tree, so that they could assault it with the Order of the Broken Shield. A terrifying battle ensued, as it was discovered that the tree was actually a Dread Seed, a plantlike monstrosity corrupted by the Void. It was discovered that Crann fed off of its victims' fear and took on a host body, which happened to be the father of a Vorydian hero, Owen Duskhollow. The battle was won, and the host body was cleansed by Lyrana. The area was purified, and now Owen's father is seeking his place in Vorydia once again.

Carthan Artifact: An expedition funded by Baron Rorik of Erranore set out to find a lost artifact of the ancient Carthan civilization that was said to have crashed upon the shores of Tristas. The heroes aided in this expedition and discovered that they were beaten to it, but that they were looking for a rune inlaid suit of armor. The heroes tracked down the thieves, a group of black market treasure hunters called the Contract Dynasty. The Dynasty's warehouse was infiltrated, but the suit of armor had escaped. It was discovered that the suit of armor was more of a construct powered by divine runes infused with storm energy. The Ravager Armor began to tear through the countryside, seeking electrified ore to overcharge its runes and devastate the land. It was stopped by the intrepid heroes, one of which deciphered the ancient runic command word needed to control it. While the crisis was averted, the armor was not given to Baron Rorik, but instead brought to the Hellsmouth fortress, the seat of worship for Morwyn, the goddess of war. What they do with the Ravager armor or what happens to it next has yet to be seen.

The Fall of Kadriak: A Wayfairer's Guild mission gone awry! The heroes of Vorydia were asked to investigate the mysterious death of Wayfairer's Guild explorer Philoneous Trundle, who was found deceased after returning from his latest expedition. Through detective work and clue gathering, the heroes went on a long journey, taking them to the site of Trundle's last adventure: the dangerous, monster infested lands of Kragus, as well as following a trail of murders. It was discovered that an ancient cult of Kallen worshipers were twisted by the madness of Kragus, sealing their souls into amulets that they believed would grant them eternal life. Trundle brought the amulets back to Vorydia, and it was there that an amulet began possessing those it came into contact with, turning them into lifeless husks, and seeking out the power of the other 4 amulets. The heroes and Kadria played cat and mouse, as they chased him from 1 amulet site to the other. In the end, the heroes got ahold of an amulet, and kept it safe in the Wayfairer's

Guild vault, causing Kadriak to have to assault it while Vorydia defended it. In the end, Kadriak was defeated and the remaining amulets now rest safely with the Guild.

The Glowing Mines and Lost City:

A new mineral has been discovered! It has been named Roonium. It is found only in the mines of Rooney's Rest in Irongard. Also found there is a civilization that calls themselves Softglow. Apparently, they have been trapped there for 500 or more years!

Duchess's Jewels:

A plot to overthrow the current Duchess of Erranore was uncovered when her jewels were stolen. Lady Drusilla was found guilty of treason for her part in the attempt to discredit the Duchess. She was in league with Deacon Rasminov. She has been forced to pay reparations.

The Rise of Baron Rorik and Deacon Rasminov: Following the death of Baroness Etenia Ciqala at the hands of the notorious outlaws known as The Wrecker and The Boss, A new Baron was appointed to lead the barony of Aerailin in the Duchy of Erranore. This new Baron was Rorik Olegson. An ambitious soldier-turned-noble with family hailing from Turgos, Baron Rorik began heavily advertising his long-neglected barony as a land of opportunity for those bold and adventurous enough to seize it. Alongside him were his Turgosian uncle Sigismund, arrived from Turgos with his warband after the end of the war with Zylbaren, and Deacon of Keld Georgy Rasminov, appointed to advise him by the Duchess of Erranore. Baron Rorik's rule was not easily welcomed by his vassals however, and with the aid of the heroes of Vorydia (particularly Nox) a rebellious Lord was arrested and his title stripped, making a bold statement that while Rorik obeyed the spirit and procedure of the law, he would tolerate no dissent in his lands.

Baron Rorik would then suffer another bout of mixed fortunes, as thanks to the efforts of Kari Natovani and Monty Strong a rich vein of gold was found, injecting much needed wealth into the economy of Aerailin. That is, until the Baron of neighboring Ivdel asserted a claim on the gold mine. A meeting between the two barons was arranged to negotiate terms, which suddenly and unexpectedly erupted in violence as the Baron of Ivdel and his retinue attacked Rorik in the midst of negotiations. While the circumstances of this attack were suspicious, Rorik nonetheless used the unprovoked aggression to his advantage, negotiating very favorable terms of mine ownership and trade with Ivdel. Meanwhile Sir Breor Lighthorn of Belisarius cast suspicions upon Deacon Rasminov's role in Rorik's good fortunes. A suspicion that would grow as it became apparent that Rasminov had a hand in orchestrating the theft of the Duchess's jewels. Despite having benefited greatly from Rasminov's covert interventions, Rorik would not tolerate such skullduggery in his court, and sought to have Rasminov arrested. It was then that the "Deacon's" plot was fully unveiled: Rasminov was in truth an Inquisitor of Morwyn, having embedded himself in the court of Erranore as a Deacon of Keld years ago in a plot to spread discontentment and strife to spark conflict. A plot that was ultimately successful, as upon his death a Valkyrist descended and uplifted the fallen Rasminov to join the ranks of Morwyn's divine soldiers, confirming for all that his actions will lead to war, and Morwyn's satisfaction in the indeterminate future. Outrage at this deception and manipulation, Rorik then declared that

he was no longer willing to tolerate the status quo of Erranore threatening him from within and without for seeking positive change, and that he would bring forth a petition to the Queen seeking to unseat the current Duchess of Erranore, and nominating himself as a replacement.

Titan's Port: The scattered tribes of the north gathered under one man, the self proclaimed "Son of Sjrokrar." Under his leadership and the grueling winters causing resources to diminish to scrap, he led a grueling feat of raids along the northern coast of Azraela's hope and Vorydia. In a daring attempt to invade the northern shores of Azraela's hope the "Son of Sjrokrar " was slain by a band of Heroes after Glenn was possessed by Sjrokrar himself. Upon his defeat the united tribes of the north seemed in disarray but the Heroes of Vorydia and the Leadership and Azraela's Hope formed what is now known as Titans Port. They placed Sheera Iceran in charge as she was the military leader of the Azraelian defense. Under her leadership and support from the two nations the new city began to thrive, but the winters did not let up. Upon the unity of the people a new foe arose from an ancient city known as Ivis Solsvetta. The cause of the grueling winters now known was a cursed king who caused the death of his civilization. Possessing an artifact that once allowed his people to thrive now cursed to consume the lands he once was destined to rule. Through unbearable storms and sieges from various creatures the cursed king controlled, Titans Port held strong. Led by Glenn the defense of Titans Port echoed through the lands rallying aid and support to the forming nation. In a daring final siege the City was victorious when Glenn defeated the cursed King Farcov in combat, taking possession of the cursed Artifact. With the defeat of the cursed king, the land's natural cycle has been restored. Allowing the crust of a new nation to form. The fate of Titans Port is still undecided but its people remain stalwart.

Void Lords: Following the defeat of the Void Lord Vaahti in 505, a prophecy began to spread from a primalist of Cadence:

"In the caverns the drawings of chalk glow with light, but in every corner lies darkness with spite

When the two collide an order is met a seal that bounds their balance to this life,

But in the strongest of glue, the tightest of seals, cracks form and under our voices squeal.

Despair and fear creep out for all to feel, if they are not careful the world will come to kneel!

The Mask! The Doubled King! He seeks that which he cannot possess!

The Lost! The Fallen Champion! He abandons all in his grief!

The Beast! The Ceaseless Hunger! It inspires rage and despair in its wake!

A Lord Fallen, a new Lord Risen!"

Following the spread of this prophecy, strange occurrences began plaguing the people of Vorydia. A small village acting strangely was found to be in the thrall of a creature called the Doppelganger King, and despite the heroes attempting to intervene the villages entire population disappeared, and still have not been found to this day.

A powerful champion of Lyrana and Morwyn by the name of Valien came to the heroes seeking aid, for void-worshipping cults were on the rise, and many specifically targeting him in a bid for power. He would later lead a group of heroes to his home, just in time to see his village burning. Taking off to protect his wife and children, the heroes ultimately decided to head to the center of town and save the villagers instead of aiding the champion. They encountered rampaging Lycanthropes, led by possessed Dreadbourne. The entity possessing them called itself The Beast, and it flooded its victims with such grief and rage that they could only lash out in blind anguish. Though the Beast was not corporeally killed, he was banished for the time being, ending his threat to the villagers. Unfortunately when the heroes returned to Valien after the battle, they found a pile of dead cultists, and Valien stunned, standing over the bodies of his loved ones. Overcome with loss and grief, Valien abandoned his faith in Lyrana and Morwyn, and embraced the Void, citing an ancestral connection to a being called the Reaver. Opening a tear, he fled to the void and was pursued by Sir Cathal Gorjeti and Squire Runic Hammerfist, who both lost their lives in the pursuit of the fallen Valien.

The Beast was revealed to be Vorshan, Dire Bear Lord and son of Keres, fallen to the Void after being manipulated into killing his mate. A band of enterprising hunters called upon the heroes to aid them in killing this mighty quarry. The hunt was ultimately unsuccessful, as while Vorshan was clearly outmatched he managed to escape to the Void. The hunters accepted the loss, collected their dead and wounded, but there was definitely something off about them...

To date the prophecy has not yet come to pass, yet all three of the figures spoken of as potential new Void Lords are still in play. Who can say what will happen in the coming year?

The Legacy of Lawrence: Towards the end of the year, a prominent Vorydian hero named Lawrence T Pippins was kidnapped and held hostage in the infamous Unvaean labyrinth known as the Vault of Lyn'thul. Through various research and a bit of luck, the Heroes found their way to the Vault, and journeyed through its twisting corridors and aberration filled room. Here, they learned about two things: the Spires of Lyn'thul and the history of Lawrence. The Spires are the powerful divine beings that control different aspects of the Vault, which oddly led the heroes through their realm. The heroes learned about Lawrence's different identities, his various unsung acts, and his true name and purpose of being. In the end, they witnessed Lawrence's transformation from a chaotic humanoid into a magically sentient scroll, discovering that this was his plan all along. It turns out that Lawrence had spent the entire year, or more, seeking out different divine components needed to complete this transformation, and with the help of some of the heroes, he was successful in his acquisitions. With Lawrence's final prank a success, he now floats amongst the possessions of the Heroes of Vorydia, offering sagely advice and making chaotic deals.

The Legacy of Buster: Over the course of the year 506 A.S, a rather alarming turn of events in the sinister and hated Ozothyl Empire were reported through spy networks. Some very interesting Ozothan refugees managed to make their way over to Vorydia and make known that, on the outskirts of Ozothan territory, people were beginning to manifest magic and divine powers. This was completely unprecedented in the history of the empire, as their whole

civilization was built on the absence of these powers for as long as anyone could remember. Ozothyl has always relied on this for their war strategies, as well as their obvious advanced development and reliance on purely mechanical engineered technology. While the actual cause of the emergence of these powers in Ozothyl is unknown, scholars were consulted and the speculation is that something had happened, in ancient times, to make Ozothyl the null-magic area that it is today and that whatever the damage was, it now appears to be slowly healing.

It was further reported that the Ozothans were directing all their power and military might internally to quell this manifestation, up to and including destroying their own territories and people. The refugees that made it through, from a small village on the southern coast of Ozothyl called Piquat, beseeched Vorydia for help. In response, and also in prudence to not inadvertently cause an international incident with official action, the queen of Vorydia set a task upon a certain hero to infiltrate Ozothyl, get real intelligence on what was going on, and establish a permanent base of operations in or near Ozothyl to help the refugees and support this new manifestation of power so that it can continue to “heal” the land no matter what the Ozothan Empire might try to do. That hero was successful in doing such a momentous collection of tasks, buoyed by his extreme hatred for the Ozothyl Empire. Once his base was established, and his budding force began to grow with more refugees, this hero bid goodbye to his friends, his business, and to Vorydia. He has taken up permanent residence at his base, in an undisclosed secret location known only to a few, to build a different and better future for the Ozothan people and the land as a whole, while also seeking to bring down the evil empire from the inside. This hero is known as Buster Poppycock.

This is a summary of all major storylines for 2022. If you have more specific questions about what happened in-game for the 2022 events, you may ask the players in-game or use skills to research and the CoR Plot team will answer to the best of their ability.