The End of Magic - Sulen'Eska

Key Events: Discover Sulen'Eska

In South Falconreach, you learned from the wind elf smith Sielu about a potential haven for those opposed to The Rose, located deep in the southwest Betrubung Swamp. In your travels, you came across this swamp, as well as Sielu's friends. In joining forces with the resistance, the fight against The Rose can begin in earnest!

• To Sulen'Eska

The Shears - Oculus Tower

Key Events: The Shears, Oculus Tower

The Rose has established dominion over this section of Greenguard, and a lone inn, The Shears, serves as headquarters for a small band of rebel knights. Led by Sir Leon, they are doing what they can to save and protect those oppressed by The Rose. Luckily for the rebels, you're here to aid them.

To The Shears

The End of Magic - Against The Rose

Key Events: Haven on the Horizon, War of the Dragon Rose, The Fairy Court, The War Room, Mission Possible

The Rose has become more emboldened with their recent aggressions, and tales of their misdeeds and oppression have spread. The resistance in Sulen'Eska is not taking this without a fight, however, and war breaks out against The Rose. But as the resistance grows stronger, so too does The Rose...

With your aid, the resistance in Sulen'Eska grows stronger and bolder, as victories and skirmishes are won against The Rose. But just as the Vind gains newfound confidence, The Rose prepares to strike back. War seems inevitable as the Vind and The Rose are poised to clash with the stakes only growing higher.

• To Sulen'Eska

The End of Magic - Petals on the Wind

Key Events: One Step Forward, The War Room, Mission Possible

Word of the Vind has spread on breeze, and more refugees and fighters are discovering Sulen'Eska and the Vind by the day. But with growth and expansion comes trouble. General Akanthus is not one to stand idly by, and so clashes between the Vind and The Rose are growing in intensity and frequency, threatening the stability of the region. And caught in the middle of all of this is you, the hero. What a mess.

• To Sulen'Eska

The Shears - Joining the Resistance

Key Events: Shear Destruction

Sir Leon has had enough of being unable to do more to help those oppressed by the Rose. He plans to join forces with the resistance in Sulen'Eska, but they are secretive and not the most trusting. And Sir Leon has a plan to both gain the trust of the resistance, and bring hope to the people of Greenguard in one decisive move.

• To The Shears

The End of Magic - Espina Rosa

Key Events: InspecZion, DragonRider War, Starcrossed

Under the direction of Kara SuLema, leader of Sulen'Eska, and the resistance, you're going undercover into Espina Rosa, the Rose high security prison, to liberate a very important ally. But while you're away, trouble brews for the resistance.

• To Sulen'Eska

The End of Magic - Meeting The Rose

Key Events: Unbound, Timelines

Elryn suggested you give Swordhaven, capital of Greenguard and headquarters of The Rose, a visit. Much has changed in your time away, and the presence of The Rose is widespread. In the library, however, you meet an old acquaintence who may be able to help you finally meet Jaania, and perhaps learn more about her motives.

• To Swordhaven

The End of Magic - The Tournament of Champions

Key Events: Tournament of Champions

After meeting with Jaania, and learning of her goals with The Rose, you're set to return to Sulen'Eska when something on the Swordhaven bulletin board catches your eye: The Tournament of Champions, hosted by King Alteon! Not one to back down from a challenge, it's time to earn favor in high places- as well as an audience with the King himself!

• To Swordhaven

The Shears - The Crimes of The Rose

Key Events: A New Discovery

After the Tournament of Champions, Sir Leon contacted you with an urgent missive: Someone mysterious is providing tips to find secret Rose research facilities, led by Akanthus. What depravities and research were being conducted under the supervision of Akanthus?

• To The Shears