Time Jump 2023-24 (29 year jump)

Year 16,404



Table of Contents:

- **Return of the Dark City - Celendil et Necrenef**
- **Breaking the Tide of Deparia**
- **Forest Pools of Psionic Force**
- **The Fall of the Dragonsworn**
- **Disappearance of the Plague Zone Wall**
- **Eruin, the Ebonarmor Shadowscion**
- **Alliance of Infernal and Dagedrask**
- **Tools of Hragnor Reforged**
- **The current national CROWN members**
    - **CROWN 2023-24**
- **Troops, Divisions, and New Units**

Bonus- Playlist

- Return of The Dark City - Celendil et Necrenef: Certainly one of the most notable and concerning developments over the past three decades has been the return of the Dark City Celendil et Necrenef. Turning into a vampire stronghold in the first year, the city initially had a little trouble with a haunt storm that loomed overheard keeping it from becoming stable as a full shroud. But it didn't take long before the vampires quelled the storm, weaving it into a defensive formation around the city and expanding it out as they began to take over lands and territory. This haunt storm forms something of a barrier to entry into the lands of the Dark City now, much as the Plague Zone wall once used such a system to keep itself from being invaded. But the Plague Zone Wall and it's minions did not seem interested in joining forces with the Dark City, implying a fractured system of vampire culture, each taking different sides in the conflicts. On one side of this conflict seems to be Apostle, a powerful Elder Vampire whose nature is still not well understood. She has been seen to be clad in white armor and beautiful elaborate veils, rather than any sort of help, but encounters with her are brief and often only second hand accounts. On the other side is Wormwood, a tall, thin man who appears to be a nature/storm mage driving the Plague Zone troops with his will and open contempt for Roekron in general. These two appear to be competing to see who can take over the continent the fastest, and it is not a good situation for the people of Roekron who are



constantly being captured and turned into pawns of one kind of another. While the Dark City appears to be focusing on creating more and more undetectable spies to infiltrate other cultures, the Plague Zone seems to have done the opposite, perfecting it's Zombies such that they can be used like a shell, completely concealing a much more powerful undead which acts through it with no restrictions what so ever. Apparently this system has a high cost, and thus only a fraction of the Plague Zones troops are indeed shells, but just that fraction is which dangerous, going undetected in a horde of otherwise bland troops. The Dark City has taken over a huge section of territory around Celendil and continues to press outward with force. New and dangerous creatures have been created by both of these factions, utilizing animals and plants to enhance their effects in ways unknown to most. Many nations have signed treaties with their neighbors, ensuring mutual aid should either of these forces threaten them, granting CROWN (the Council of Roekron Oversight and Wartime Negotiations) more influence and support. It seems that no matter how much the world tries to rid itself of the infection of vampiric control, it remains always simply dormant, waiting to be fueled with a spark.

- Breaking the Tide of Deparia: The overwhelming power of Athenmenon Deparia and their inability to be effected by magic had set Deparia on the path to completely dominating Roekron. They seemed to be treating the entire continent like an area to scout and decide if it was worth expending their many undead troops on. But as Roekron learned more and more of how to handle the leaders of the nation, the notorious Dapar Krula, it became clear that they would need to strike down the mage schools and magic sources completely. Fortunately for Roekron, a power previously unknown to exist in the world slipped passed their notice, and reinforced Pinnacles mage school in a shield that allowed magic to function against the Dapar Krula. This new power was discovered to be psionic energy, something believed to have been gone from the world since the Sun Fever Epidemic thousands of year before. Why psionics works on Dapar Krula and how it allows magic to work on them as well, is not well known, but the people of Roekron wasted no time in exploiting this advantage. This new power seemed to be coming from the forests of the world, pooling the strongest in the original Wildwood Forest in Einion. Beings from this place seemed to be able to retain a small amount of their magical power when confronting a Dapar Krula and this allowed them to oppose the most feared of their rank, greater undead leaders who until this time were virtually unstoppable. Troops all across Roekron clamored to life with new found hope, and even the trees and forests began to rally in defense, sending forth armies of trolls with psionic fire, and Ironwood Ents with pale blue haloes of psionic shielding. This went very well for a time, and Athemenon Deparia shrunk rapidly back into their corner of the map, one the defensive for the first time. But they managed to hold on in small pockets and strongholds, aided quite a bit by their newfound fiends, the Dark City. about twelve years on though, the battles began to shift. Less progress was made with each combat, and the



beings the forest was able to generate became fewer and weaker. After another ten years, all the psionic force and presence seemed to be used up, exhausted from its perpetual use. Now, the tide has turned back in Deparias favor, and they begin to swarm the lands with real intention this time, set on complete and total control.

- Forest Pools of Psionic Force: The powerful psionics which have been found to be gathered most strongly in forests, was first discovered thirty years ago, in a vision in Pinnacle that revealed this energy as the weapon needed to defeat Deparia. Many saw this as a sign that the Wildwood has magic that worked on Dapar Krula, though the reality seems to have been much more subtle. Psionic energy is a type of power that seems to have an effect on Dapar Krula and can even allow magic attacks to effect a Dapar Krula in some way. But how and why it works was not clear. What has clear was that the energy used directly seemed to be the most potent form, whereas when used to augment magic, it was only able to allow the magic to work at a very high cost. The psionic energy, at first seeming like the answer to all Roekrons problems with Athemenon Deparia slowly began to run out. What had seemed like an endless lake of power began to dry up, as more power was used at rate far faster than anyone had realized. The great advancements that graced the first decade was the product of centuries of something being stored up for just this kind of purpose. Once the supply was exhausted, the war began to turn, and new methods of defeating Deparia needed to be found. The forests still seem to be the place where this energy is the strongest, and groups have searched the trees and groves for what have become known as Dream Springs. These strange areas seems to be spaces where psionic energy bubbles up into our world and spills out into the area around it. Often very changeable and unpredictable, these pockets of reality are known to collapse rapidly, taking everything inside them out of existence with them. Thus, taping these Dream Springs has not been possible, though a few explorers have reported finding them in various forests, never in the same place, and always causing some kind of odd distortion of intention when one is near them. Drinking from a Dream Spring is said to empower the person with the type of psionic shielding seen being used by Ironwood Ents in the first decades of the war, but the effects not last, fading away after a year or so. The waters have been brought out of the forest and used to make artifacts and tools which retain their magical damage vs a powerful Dapar Krula. The simplests of these weapons are the plants that grow in the Wildwood Forest, being shaped and cultivated by the Wildwood Elves. The Woodblades and Woodspears of the Meinenlore seems to have been grown using this kind method and thus retain their powers when confronting Dapar Krula. Others have made amulets or rings that encase the waters, and grant some control of magic through the psionic effect, but these items appear to wear out eventually, so are considered less helpful. So far, the best use of Dream Spring Water seems to be in alchemy where it's effects can be expanded, shaped, and even transferred to other materials. Whether this will last, is still being researched. Many nations now seek to protect forests and Dream Springs from use, seeing them as a resource that could make the difference in future conflicts.



- The Fall of the Dragonsworn: During this period of time one of the most powerful forces in Roekron was toppled by numerous adventurers being aided by a large host of dragons. The Darkhold

Dragonsworn had grown very powerful under their dark rulership of evil dragon lords, and had begun to menace everyone, planning some kind of annihilation which would perhaps even reach to the Dapar Krula, though most believe this would not have worked. As they sought to grasp the powers of the emerging psionic gifts to protect themselves from influence by the Dapar Krula, the allied legions of adventures and good aligned dragons moved in and crushed them in a matter of years. The vengeance the dragons rained down on this group was terrible, causing many to lose a great deal of their power and be killed by mere mortals, and then after suffering this humiliation, the dead dragon spirits were taken away by the good aligned dragon host for what most assume is further punishment or banishment. While many celebrated this victory, the win lost some of its force as Embarcarious was reported to have commented that "Helping dragons to kill dragons, while those who would kill both stand by and watch is never the victory you think it is." Still, having the Darkhold Dragonsworn and their massive menace across the lands eliminated has vastly increased stability for nations and has been a boon to Roekrons ability to focus on Athemenon Deparia as the major problem they must keep well aware of.



- <u>Disappearance of the Plague Zone Wall:</u> Perhaps most unnerving to the populace of Roekron at large is the slow disruption and dissolving of the Plague Zone Wall. The wall came under attack with tremendous force due to the actions of thousands of troops and mercenaries, all paid for by a single adventure out of Blackspire. This focus attacked caused the Plague Zone wall to become more and more stretched thin, and thousands died in these wars, perpetually paid for through the years. Eventually, the Plague Zone wall appeared to buckle and fade, but most noticed that what was inside appeared more of a tiny fraction of what should be expected. For a decade or so, there was no sign of the Plague Zones, until in the last few years, zombies and new undead have begun to pop up out of nowhere, in huge packs, with new forms of combat and deception. One of these new tools are their upgraded Zombie Lords, which now appear be in the form of a shell that is worn almost like clothing over another undead. These Zombie Lord shells allow the more powerful undead to go unnoticed in a horde of zombies, making many constantly fear for their lives when confronting even a small zombie pack. Since any one zombie could be a powerful Wraith or Death Knight in



disguise, most approach a horde with some sense of trepidation. Fortunately for most of Roekron, this Zombie Lord shell effect appears to have been thwarted in its larger scale by adventurers and countries taking an active part in eliminating the means the Plague Zone may have to create very many of these shells. Due to the tremendous pressure and focus put on the Plague Zone wall, Zombie Lord Shells are expensive and difficult for the Plague Zone to make and maintain, and this appears to have slowed them some. Most now believe that the Plague Zone Wall has just moved underground, where it is harder to predict where it might be exactly and how to attack it directly. It is believed that another, more sinister weapon has been created by the Plague Zone Wall to be deployed in revenge for driving them underground, but what this weapon is, or how it will emerge is anyone's guess.

- Eruin, the Ebonarmor Shadowscion: About thirty years ago, adventurers solved a puzzle surrounding a new army known as the Shadowscion. This army had focused in Illionass and was stealing troops from Infernals, Dragonsworn, Item Spirits, and various Undead armies. The leader of this group was discovered to be a suit of armor, Morganti in nature, that had previously been the sword Ebonafter. It appears that one of the royal line of the Nonas monarchs broke the weapon in attempt to free if from some kind of ancient curse or effect. The sword became a were-being (as all shattered or destroyed items do), and then settled on a new form, the Ebonarmor, appearing as an empty suit of Morganti platemail, with helm, shifting in size and design, but always exuding a power to command everything it encounters. Once encountered by the adventurers who, in a moment of inspiration, realized it was the sword reborn, it began to gain more personality and intention. Eruin, the Ebonafter Shadowscion is now a guardian of the Illionass Plateau. Leading forces against infernals and undead, even tangling with dragons on an equal footing, Eruin is considered to be something of a minor deity by most. While he does not move to attack the Dapar Krula, neither do they now invade into Illionass in person any more, only sending troops and minions. Eruin never leaves the plateau and seems to be able to instantly be almost anywhere there that he wishes to be. His power is unchecked in this region, other than by dragons, and even then, they mostly steer clear. It was Katie Moonswain whose musings on his nature seem to have captured the imagination of many, when she was asked whether Eruin is indeed a god. “Oh, I’m not sure he knows what he is dear, and that’s what’s most troubling to us all. Once he makes up his mind, we're likely all doomed. That’s why I never made up mine.”



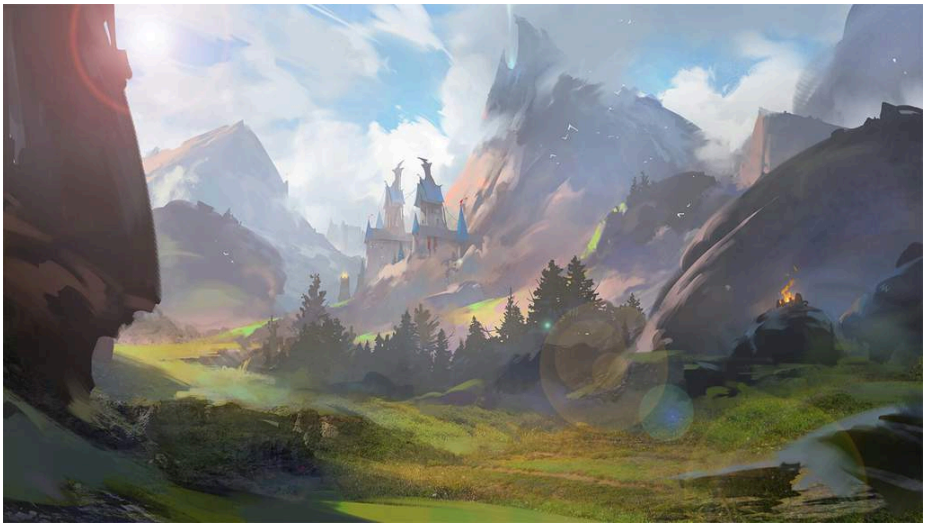
- Alliance of Infernal and Dagedrask: A very troubling development in the early years of this period was the connection and between Dagedrask and Infernal Rising Star, which only strengthened once the Dragonsworn were defeated. It seems that the Dagedrask and their worship of demons as primary to their connection with the Dagedmar made them a clear ally to the new nation of imps, demons, and other infernal beings. Their connection made possible some truly terrifying constructs such as Silver Golem Iron Dragons, two of which still exist, sentinels of the Infernal territories, being far more than just golems in the shape of dragons, but rather some kind of golem bodies for dragon spirits that even other dragons tend to avoid. The Dagedrask council appears to have chosen a mouthpiece for their government, strange human man whose origin appear to be somewhere in the

Dagdemar line far back, but appears to be manifesting some kind of bloodline powers now. The name he uses is Atone, and he usually uses a simple broadsword and nothing more as he has been encountered in several battles and wars over the years. At first many saw this new figurehead to be another K'Gall, some kind of child of a ruler, invincible to all attacks, but Atone has been killed on more than one occasion, causing some confusion to his opponents. The concern grew as Atone began to be encountered more often and a pattern began to emerge in his combat. Atone does not defend, because his attacks are unstoppable. It appears that Atone has some kind of control over force in combat and his attack cannot be prevented, resisted, or even blocked. That which he strikes dies, without fail. Whether he cannot use this technique through a Morganti weapon, or is merely holding back to make a point, no one has wanted to test. Many find them are grateful when they encounter his demon guards rather than Atone himself. Though he has died dozens of times, he always emerges later, apparently unscathed and eager for more. When joined by Uberor Ton Due, the greater demon lord of the Infernals, dragons have been killed under their swords. Uberor is believed to be a minor deity by many, and displays many powers similar to the Dapar Krula. Whether he is one, in some kind of changed form, many have speculated, but none seek to test this theory or ask him. In his favored form of a tremendously muscular winged man, with dark brown skin, tight curly hair, immaculate well tailored formal wear, and a long black morganti cane he seems to only wield for effect, none have decided to ask him. These two appear to have stuck some kind of deal with each other and though many have attempted to seed suspicion and treachery between them, this almost always ends up causing those spreading the rumors to end up dead or ruined instead. Most are simply grateful at this point that this team seems to have no love for vampires or Athemenon Deparia. Should the two end up becoming aligned, Roekron is like to see a very fiery period of time.



- Tools of Hragnor Reforged: Many were elated to discover that a new tool against evil and the endless destruction of spirits has been forged by a group of adventurers in Pinnacle and that this set of tools might one day turn the tide against the Dark City and the Infernals as well. The Tools of Hragnor have long been an item that was considered mythic, but not unique. A few sets had been found in the past, but most were passed over as their properties to enhance healing and spellcasting through poetry and peacekeeping was not considered remarkable. Many dismissed their powers to cause the wielder to go Berserk as confusing on an item with a Lawful Good spirit, forgetting completely that the spirit was Sentient, and quite aware. The truth of these items was apparently discovered by Hragnors

son Pramblin, but too late. Thinking them an embarrassment to his family, he destroyed virtually all of them, and their powerful and gentle spirits with them. It was these spirits, ancient beings with a powerful force to banish fear and pain when faced with cruelty or hate that was the real treasure within. A spirit so strong, it could combat the endless dread from Morganti weapons, and even deaden the power of these ominous weapons if allowed to. Indeed, it has become clear that the newly reforged Tools of Hragnor or "The Instruments of Hragnalikin" as Embarcarious is fond of calling them now, have the ability to dampen morganti weapons that are in the same encounter they are in, and can even seal up wounds in the world caused by morganti weapons, though usually only just as they are made. Their powerful aura causes most undead beings to be unable to make any attacks on the wielder at all, acting as a pacifying effect.



But even with all of this, the items appear to still be unable to do something many hoped, to reverse morganti wounds or deaths. A power usually only reserved for deities, such an ability would transform the face of combat across the region, but the total power required to break through to this potential seems to be beyond the capacity of the items in their current form. When asked why this is the case, Embarcarious seemed sad but not deterred. "I have done all I can, but there is only so much water a sieve will hold. Why don't you ask Sen instead." Regardless of the apparent lack of fulfillment of the goal with these items, many still grasp onto the concept of them as a burning talisman in the dark. With so much terrible news pouring in from all sides, it is a balm to many to know that Pinnacle holds a dream made real many never thought to see formed. Though it may not do what many hoped, what it can do is still not completely tested. It certainly has greatly increased the economy of Hostor, as donations and trade deals have sprung up everywhere. All the members of CROWN seek them out as an ally and funds have come pouring in to assist in research, construction, and defense of the school after it became the only location where magic was able to be used reliability against the Dapar Krula. As usual Electra Bosium is said to have gotten the last word in on the subject shaking her head and frowning, "yeah, it's like every trade deal they make is unbreakable… they are simply drowning in moon opals…"

- The Current National CROWN Members
  - CROWN 2023-24
- Troops, Divisions, and New Units: (in progress - incomplete as of 10-8-2023)

Infernals:

Troops-

- **Combat Imps:** HP 1, Mana 2, STR Low, AV 0, Size ½ INT Stupid (Dense in Combat). Looks-like a tiny devil hopping around on the ground laughing menacingly and gloating about it's power. Abilities- Leap, Minor Undead, Flame Ray/Lightning Ray Multi Cast).
- **Infernal Skeletons:** As Skeleton but with Outsider Regenerating.
  - Battle Formations

- **Infernal Skirmishers:** 1 R2 Behowl, 2 R3 Minor Devils, 3 R2 Infernal Skeletons, the rest R1 Skeleton.
- **Infernal Crashers:** 1 R2 Death Knight, 2 R2 Battle Bones, 3 R1 Medic Imps, Infinite Reinforcing Combat Imps.
- **Infernal Haze:** 1R3 Beast Demon Insect Swarm!, 2 R3 Doom Guards, 3 R2 Minor Devils, the rest R1 Phantoms.
- **Infernal Sludge Unit:** 1 Size 10 R3 Spiga, 2 size 8 (chosen color) Morgal Mud, 3 R2 size 6 Slimes with Outsider Regeneration, 4 R2 Battle Bones keyed to one Morgul Mud, Infinite reinforcing R1 Grave Ghouls.
- **Infernal Behemoth Division:** 1 R3 Size 11 Wyrm Beast Demon, 2 R3 Minor Devil Greater Giants Guardian Bound to the Wyrm, 3 R2 Dark Troll Death Knights, the rest Cave Troll Battle Bones!
- **Infernal Troll Division:** (These troops have Limited Missile Magic Resistance: Ball Spells only) - 1 R3 Dark Troll w Outsider Regeneration, 1 R2 Blood Troll, 1 R2 Force Troll, 1 R3 Cave Troll, 2 R2 Wood Trolls, the rest R1 War Trolls.

Armies-

Dark City:

- **Anointed Aristocratic Revenant**- Add (manifest in 20 count)- going etherial from a Conjure Charges a use of Charm Aura (on Manifest only). Reflect Mana drains. Immune to death from Damage*
- **Aristocratic Noble**- Noble Vampire but add “They may take any attack as if it were a Greater Illusion.” (May call “Disbelieve lose that for the encounter.” Illusions cannot be Disbelieved by opponents unless this is down for a 20 count. One random opponent (character) is secretly a Greater Illusion of themselves instead, helping this vampire, with “Those you kill don’t pull for death.”
- **Psionic Shade**- Plays as CN haunt like being attacking none. stat block as Specter. Attacks on this are prevented and cause Effective Charm on the attacker (works vs Undead, and anything that isn’t born Immune or Psyionic). -Vampires gain High Int. -Charm is Warded. -Anyone who takes a Charm in an encounter with these gains a -1 mana counter for the day. Can be removed with Cure Insanity lvl 36+, Intelligence Drain: 20 count, down or dead players only. Minus 1 INT for the day. Stacks. (They don’t take more than one Int from a single target per encounter). Last the day as well and can be cured the same as above.
    - Battle Formations
- **Dark City Aristocratic Paranoia Unit:** 1 R3 Aristocratic Noble, 1 R2 Anointed Aristocratic Revenant Vampire, 1 R4 Noble Vampires, 2 R3 Aristocratic Revenants, 2 R2 Wraiths, The rest R1 Aristocratic Sired Bys/R1 Specters/R1 Humans.
- **Dark City Aerial Destruction Unit**: R3 Elves-> roll for each baddy (30% Sired-by, 30% Aristocratic Sired-by’s, 35% compromised living troops, 5% Noble Vampire/Anointed Aristocratic Vampire), riding on their choice of either R1 Griffins (this gives them the Ranks of the Griffin as well due to special training), or Journeymen Flying Serpents (grants Dragon Scales on legs due to training, average your AV with it’s 4 AV, and one use, no mana cost, Red Dragon Blast). Note, both mounts have HP and thus these troops deboost on legs.
- **Dark City Beast Division:** 1 R5 Dark Hero Noble Vampire $, 1 R2 Knight Wraith, 2 R4 Aristocratic Beast Vampires with (Command Elite (Warded Mental Effect) vs Mounted players), the rest R1 Beast Vampires with (Shape Change Full heals & Animates you).

- **Dark City Aristocratic Mirror Unit:** 1 R3 Aristocratic Noble, plus Greater Illusion duplicates of whatever the Unit is facing, but flat classes, specs, species, abilities only (does not copy magic items, special effects, ES, etc.).
- **Dark City Psionic Shade Unit:** 1-3 Psionic Shades, 1 R3 Anointed Aristocratic Vampire, 3 R3 Aristocratic Revenants, The rest, their choice of Aristocratic Sired-By's or Standard Sired-By's all R2.

Plague Zone: (NEW UPDATE TO ALL ZOMBIES IN ROEKRON FOR THE REST OF THE SEASON! Zombies die if they contact any Alchemy or an Alchemical effect would affect them (even player made Zombies and Zombie Lords). Zombie Shells have been eradicated.

New Zombie Units:

Zombie Undertaker: Stats as Shambler, but Low INT instead of Dense. These grant all Zombies in the encounter Deathrattle, until the Undertaker has been down for a 20 count.

Zombie Corona Lord: Stats as Shambler, but Low INT instead of Dense. They grant Spelltrigger of one chosen Mage Crown (can rotate this each encounter) which is NOT visible to opponents, until the Undertaker has been down for a 20 count.

Zombie Plaguemaster: Stats as Shambler, but Ave INT instead of Dense. These cause anyone in the encounter who dies to immediately be Conjure Force Zombified under the control of the Plague Zone (note this is NOT a disease or poison, but a magical field effect. Also note that Rebirth or Regen. Touch returns them to life as normal, but all instances of Zombify, regardless of source, return them to a Zomby under Plague Zone control). If the Plaguemaster has no body left in the encounter, this effect turns off, but if their body is destroyed in the encounter, this triggers the entire field to take Poison.

Zombie Zealot: Stats as Grave Ghoul but looks like a Zombie (except without any AV). Whenever this drops, it may elect pay a Cumulative Mana cost to trigger a field wide effect of "Zombies gain Full Speed and AVE INT for 20 count."

~~**Zombie Lord Shells:** A Shell of a Zombie that counts as a zombie and another undead that is "inside" it. It has all the abilities of the other undead, but also counts as a Zombie Lord.~~

~~Plague Zone Army Types-~~

- ~~**Zombie Bubbles:** A crack will open in the ground spilling forth Zombies and shells (15% each Zombie is a shell). A circle of protection around lvl 50 will go up making it impossible to leave until all waves are defeated. In each wave, the GM will call "All Zombies take Zombify!" Whenever is most advantageous to the Zombies, and then again which causes all Zombies to gain Average INT and full speed for about 1min. In one of these waves, a field wide Charm goes of as well.~~
- **Plague Zone Boss Divisions:** 2 R4 Greater Undead with a custom alteration (effective Bless Self), 4 R2 High Int Shamblers that copy the alteration (of one of the two Bosses), ~~2 R1 Zombie Shells that are one of the chosen types (Skeleton, Specter, Plague Ghoul)~~, the rest Zombies with Zombify.
- **Plague Zone Carnage Unit:** 1 R2 Revenant, 1 R2 Zombie Undertaker, 1 R2 Zombie Plaguemaster, ~~2 R2 Shells (choice of Moriplate AV4, Crypt Sentinel, or Battle Bones)~~, the rest Zombies with Zombify.
- **Plague Zone Sprinter Division:** 1 R2 Shambler, 2 R2 Revenants, 3 R1 Zombie Zealots, the rest Zombies with Zombify.

Other Creatures Discovered

- Blood Troll- Originally a troll from the Wildwood that was mutated by the Infernals for their armies. As War Troll + High INT. Triumph: target loses a HP (they full heal and gain +1 HP for the encounter).

- Force Trolls- As War Troll + High IntTriumph: target deals deboosted damage for the encounter. You gain an adept use of Forcefield and deal +1 Individual damage with non-spells.