



The Throne of Thorns

CAMPAIGN OVERVIEW

SPOILER ALERT!

This document contains numerous revelations regarding the Chronicle of the Throne of Thorns and is written for Game Masters only. If you plan to experience the chronicle as a player you really shouldn't continue past this sentence.

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THUS SPOKE AROALETA

*“... and at the dawn of days was Wyrhta, the power that creates.
Where Nothing had reigned supreme, Wyrhta gave life to All;
shaped here and there, spawned now and then,
formed the one and in chorus the other.*

*And where attraction arose,
the wild thrived and multiplied ...*

*... but out of the untamed Wielda appeared, the power that rules:
the power of willful violence, that bends here and there,
that curves now and then according to ideals and cravings;
that harvests the one and rejects the other.*

*With time, Wielda’s appetite grew,
and the birth was inevitable ...*

*... because violence begets hate begets Wratha, the power that reacts.
Born of Wielda’s hunger for Wyrhta’s design, Wratha is everywhere and nowhere,
always close where mother meets mother,
always mounting in strength with the force of the violence.*

*The arrival of the black fruit is fated,
as inescapable as terrible ...*

*... and it happens, has happened, will happen again,
that Wratha grows boundless, furious, blind in her hunger.
It happens that the blackness grows flesh and spirit and the sharpest of claws,
that the fruit sheds seeds that poison the first,
in the aim to suppress the second.
Then dies All ...”*



THE BARBARIAN LEGEND recounted above gives voice to an allegory describing the basic design of the world. The barbarians have borne witness to battles between the three principles of the legend, and have again and again been victimized by the aftereffects of such conflicts. Wyrhta represents Creation, Wielda the willful cultivation of Creation and Wratha the furious force with which Creation reacts when cultivation extends into exploitation – a phenomenon known as Corruption among Ambrians.

In reality, these principles have no names, no more than they are bound to some bodies or physical forms – they are not Gods. But the principles are none the less real, and over the years countless individuals and creatures have acted as their more or less distinct representations.

The Chronicle of the Throne of Thorns is set in a time and place where the power called Wielda is growing in strength, threatening to stir its age-old antagonist, Wratha, into action. What happens in Ambria and Davokar has happened before, in ancient Symbaroum but also in the citystate Lindaros and in the realm of the Dark Lords, once known as Lyastra. One who can gaze even further back in time will find more examples of regions where Wratha has been fed to the extent that its rage has affected not only the agents Wielda but also Wyrhta's creation, resulting in widespread death and destruction.

All episodes of the chronicle will touch upon what happens as Wielda (and thereby Wratha) mounts in strength, but it will take some time before the player characters understand how to interpret the signs. Even if a majority of the scenarios deal with situations related to the grander scale of events, the players will most likely perceive them as being rooted in conflicts about resources, knowledge or fame and glory – in short: in the quest for power. It is only during the last two

Clarification

Please understand that all book titles mentioned in this document are placeholders. Also, we hope you understand that some adjustments may be made regarding the factions' composition/strategies and the content of the episodes. This is simply unavoidable in a project as massive as the Throne of Thorns.

episodes that they will realize what is at stake and are given an opportunity to influence the course of history.

Another guideline when designing the chronicle has been that the episodes should be created as independent from each other, meaning that the players will not have to play the same characters from start to finish and that each episode will have radical but local consequences. Regarding the latter, the individual episodes will only have a marginal effect on the game world at large, so that existing campaign material will not become obsolete but may be of continued use with some small modifications.

This text introduces the most important factions that are active during the course of the chronicle's adventures, and also provides a short description of the episodes themselves. Our hope is that this will provide Game Masters with a basic understanding of the chronicle as a whole so that you may prepare gaming sessions and plan upcoming intermissions with some knowledge of what is to come.

The Factions

THE THRONE OF THORNS features an interesting mix of powerful factions. Aside from the ones described in this section, other organizations, groups, and individuals will appear in single episodes, but the ones listed below have a crucial role to play in all or most of the adventures.

A majority of the factions can be said to act in line with Wielda, and it is the actions of these groups that propel the developing events. Initially, they will also come off as the most powerful factions, but never forget that they are competing with each other, and also that their actions contribute to making the factions of Wratha grow stronger. Finally, it should be noted that the Iron Pact and the Witches (in other words, the factions fighting for Wyrhta) have a defensive and reactive stance – their primary objective is to overthrow the plans of the others.

Every faction is described based the following characteristics:

Role: The faction's part in the story at large. Depending on what decisions the players make, this role may come to vary.

Figureheads: Individuals/creatures who act as leaders of the faction, for a longer or shorter period of time. The leaders of smaller groupings within the faction take orders from and are accountable to the figureheads.

Principle: States which principle is represented by the agents of the faction, in some cases more than one. Note that defectors and infiltrators can be found within all major organizations.

Goal: The vision or dream that explains the actions of the faction. However, single agents who appear in the episodes can be totally unaware of its faction's "higher purpose" or have goals of their own.

Strength: That which speaks in favor of the faction and is its most important weapon in the competition with others.

Weakness: That which speaks against the faction and is a liability that others can exploit.

Relations: The overall relationship between the faction and other groupings – often closely tied to the principle it represents but not solely.



HOUSE KOHINOOR

Role: House Kohinoor and its representatives embody the ambition to cultivate nature, to bring order to the wilds and to extract as many resources as possible from the world and its nature. As the story moves forward, Queen Korinthia will evolve into a full-fledged incarnation of the principle known as Wielda.

Figureheads: Queen Korinthia is obviously the brightest shining star of the faction. Field Marshal Beremo Herengol is unswervingly loyal to the Queen and the army is devoted to both of them. Ordo Magica's Grand Master Seldonio should also be counted among the figureheads, while other wizards may have more ambivalent feelings towards House Kohinoor.

Principle: House Kohinoor represents Wielda, regard Wyrhta's creation as a resource and Wratha as the source of evil.

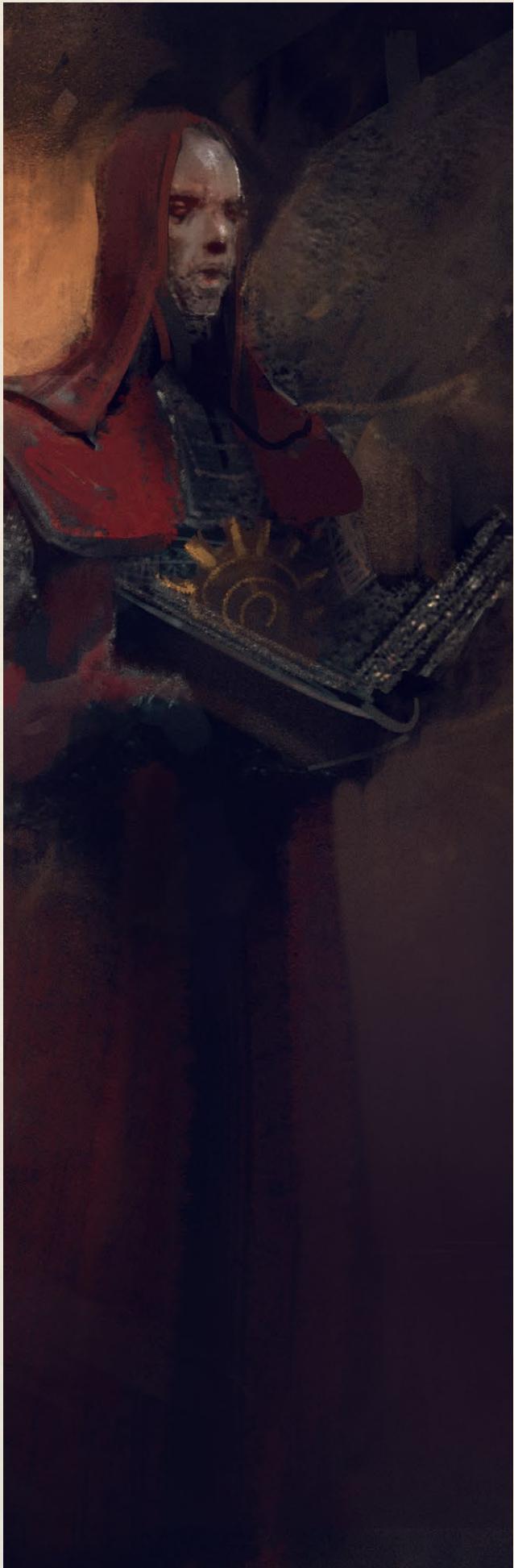
Goal: The ambition is that Ambria will grow so rich and powerful that future enemies quickly can be vanquished, or preferably be deterred from attacking at all.

Strength: The soldiers of Ambria idolize both the Queen and the Field Marshal, because of the victory over the Dark Lords and all triumphant battles north of the Titans. Large parts of Ordo Magica also stand firmly with the Queen, and the same can be said about an overwhelming majority of the Ambrian people. Even among those living in the deepest misery, most of the discontent is aimed at others than House

Kohinoor – at the Dark Lords who murdered Alberetor, but also at barbarians, rebels, elves and the wild dark of Davokar.

Weakness: House Kohinoor displays few weaknesses, but their unwillingness to compromise and tendency to let the aim justify the means make them prone to create enemies. The schism found between the Queen and some of her relatives must also be mentioned. Duke Alesaro may have the same ambitions as Korinthia, but naturally he wants to climb the Ambrian throne himself. Duke Ynedar, the Queen's nephew, is also starting to grow a mind of his own in some areas. In time, Korinthia's popularity will start to dwindle, mainly because of the aforementioned reasons. As the chronicle nears its end, she will have turned large parts of the population against herself.

Relations: Initially, House Kohinoor is officially allied with the Priesthood and the Templars, but both these factions will develop into its enemies. It should also be mentioned that the Queen worries about First Father Jeseebegai's ambitions right from the start, and therefore secretly supports his adversaries within the Church – something she will come to regret before the end. The Witches' faction will fall apart, after which some witches opt to stand with the Queen while others remain neutral or join up with the enemies. The Iron Pact and the Sovereign's Oath are and remain antagonists of House Kohinoor!



THE PRIESTHOOD

Role: Some time into the chronicle the Sun Church will undergo a reformation. The gospel preached by First Father Jeseebegai, saying that man's higher duty is to refine the creation of Prios, will be replaced by an older, gentler and more loving interpretation, emphasizing man's responsibility to care for and take care of Creation.

Figureheads: Initially the Sun Church is governed by the First Father and the spokesperson of the Twilight Friars, Brother Eumenos – two men of God with the same take on both Prios' commandments and the current state of Ambria. However, in the shadows the living Lightbringer Deseba the Old is working. Later into the chronicle she will orchestrate a coup, leading to the imprisonment of Jeseebegai and Sarvola's elevation to First Father.

Principle: At the start, the Priesthood represents Wielda; after the reformation they work more in line with Wyrhta.

Goal: Jeseebegai's goal is to turn Ambria into a theocracy of the Sun and to please Prios by driving the evil from Davokar. Following the reformation, the Sun Church and its agents will become a force fighting to put an end to mankind's uninhibited exploitation, meaning that they will want to see a new Kohinoor on the throne – namely the young Duke Ynedar.

Strength: The Sun Church has its theurges – a considerable force in their own right. However, after the reformation, many theurges will be excommunicated since they refuse to accept the new interpretation of Prios' commands. On the other hand, the faction will attract larger and larger parts of the Ambrian population and can count on the support of many veterans from the Great War, convinced that Korinthia's strategy is at risk of reawakening the realm of the Dark Lords in Ambria.

Weakness: The faction is suffering from a lack of warriors, especially when the Templars leave the Curia at an early stage. They are also plagued by internal struggles that to some extent stop them from acting with full force.

Relations: In the beginning, the Sun Church is officially allied to Korinthia, although the latter secretly conspires with Deseba the Old. The Templars leave the Curia but will not grow into enemies until half way through the chronicle – they leave the Priesthood to gain greater independence for fighting evil, but will not become real antagonists until they lose all hope in humanity. And regarding the Iron Pact and most of the witches, the trend is the opposite: they move from being the factions appointed enemies to becoming its allies.



THE TEMPLARS

Role: The Templars start off as fanatical combatants of Evil, in other words of the wilderness and its agents. Later on, they will reach the conclusion that what happens in the region has happened before and start to equate Prios to Wyrhta of the barbarian legends. With the conviction that humankind is destined to annihilate Prios/Wyrhta, they turn into a faction that “in the name of Light, wanders the valley in the shadow of death”.

Figureheads: The Knights of Prios are blindly loyal to Commander Iakobo Vearra. Later on his son Ervano and daughter Alisabeta take charge of one corps each, and as the chronicle closes in on its ending they also join forces with the bonepale warriors of the night elf Gidim.

Principle: The Knights of the Dying Sun start off as the most tenacious champions of Wieldra but will eventually embark on the bloody road of revenge, thereby becoming uncompromising agents of Wratha.

Goal: Initially the faction seeks to avenge the death of Prios by crushing the Evil of Davokar. Later they conclude that

Prios and the barbarians' Wyrhta are one and the same and that Evil emerges when humans violate the deity, whereby their target of revenge shifts.

Strength: The Templars rely on their weapons and their faith. The faction's cavalry is a force to be reckoned with and many knights have “gifts from Prios” in the form of mystical powers. Close to the end they will also gain allies among others who regard humankind as the Mother of Darkness.

Weakness: At the start of the chronicle, the faction includes about two hundred Sun Knights and about as many followers (pages, laborers, stable workers and so on). Hence, the faction is not large in numbers and is also isolated from others because of their fanatical tendencies.

Relations: Before Iakobo Vearra reaches the conclusion that humankind must be eliminated, cooperation with factions like House Kohinoor and the Priesthood is possible to some degree. All other factions are right from the get go painted out as Prios' murderers and therefore as deadly enemies to the Sun Knights.



THE SOVEREIGN'S OATH

Role: The Sovereign's Oath is the "threat in the north" that grows ever stronger with time.

Figureheads: The obvious figurehead of the faction is the Sovereign herself: the teenage girl who goes by no other name than the Blood-Daughter, and who is drenched in blood whenever she makes an appearance. However, the true leaders are her father, Clan Chieftain Razameaman of Saar-Kahn, and maybe even more so the informal ruler of Gaoia, the lindworm Odralintos (Grandfather Lint).

Principle: The Sovereign's Oath is and remains a champion of Wielda, like House Kohinoor.

Goal: To reestablish Symbaroum with the Ambrians as subjugated slaves.

Strength: The faction grows larger as more and more clans swear the oath. Its warriors are fearless, often pumped full of powerful elixirs, and the warlords can also make use of the special elite units of the subdued clans. Finally, Odralintos should not be forgotten – with the help of the lindworm, the faction can call other power hungry beasts of the forest to its aid.

Weakness: The greatest weakness of the Sovereign's Oath is their lack of mystical powers – they ban all practice of witchcraft at an early stage. Adding to that are the escalating number of internal conflicts, caused by rebels within the subdued clans.

Relations: The Sovereign's Oath is purely and simply at war with everyone, even with the witches after having banned the use of mystical powers.



THE WITCHES

Role: In many situations the witches will stand out as likely allies of the player characters, as they are desperately trying to get both Ambrians and barbarians to understand their role in the impending catastrophe.

Figureheads: The Huldra Yeleta will not abandon her mission. From the tunnels of Karvosti and later on from where she is hiding in the wilds, it is she who dictates the words spoken by witches sent to advise the leaders of other factions. Her helpers, Gadramon and Eferneya, often take the lead when there are more serious tasks to handle.

Principle: The witches are convinced that a balance between Wyrhta and Wieldra can be upheld - a conviction supported by how the clans have lived and survived in Davokar.

Goal: Most witches have taken it upon themselves to ease the effects of Wratha's awakening; they want to put an end to the rampage of the Ambrians and the Blood-Daughter, and also do what they can to keep Wratha dormant. When the latter is unsuccessful, the Huldra is quick to send witches to the site trying to limit the damage.

Strength: The witches have their mystical powers, an unsurpassed local knowledge and can reach temporary agreements with mighty beings who share their ambition to keep Wratha asleep. In addition, when they are forced to leave Karvosti, about halfway through the chronicle, they will be accompanied by parts of the Wrath Guard.

Weakness: Aside from being small in numbers, the witches are divided between many different tasks. Some are always traveling, hoping to talk sense into the leaders of other factions. The rest do their best to "quench fires" - that is, journey to locations where Wratha threatens to awake and prevent that from happening; alternately try to sing the already awakened aspect of Wratha back to sleep.

Relations: The witches are the most neutral faction of all - they are no one's enemy, yet no one's friend. The exception is, of course, the groups fighting with the conviction of Wratha, yet even they are not regarded as pure enemies. Instead, Yeleta, as well as most of her followers, feels sorry for the "Tools of Wratha".



THE IRON PACT

Role: During the course of the chronicle, the Iron Pact will wage a desperate and ultimately hopeless battle ending in their near annihilation.

Figureheads: The Yndaros-based Elori and Prince Eneáno in the Halls of a Thousand Tears are the most prominent among the Iron Pact members who initially seek a diplomatic solution. Towards the end, the Prince will join with the elf warrior Adreanea and the more bellicose elves, while Elori escapes to Ravenia where he will advise Duke Ynedar and the new regime of the Sun Church.

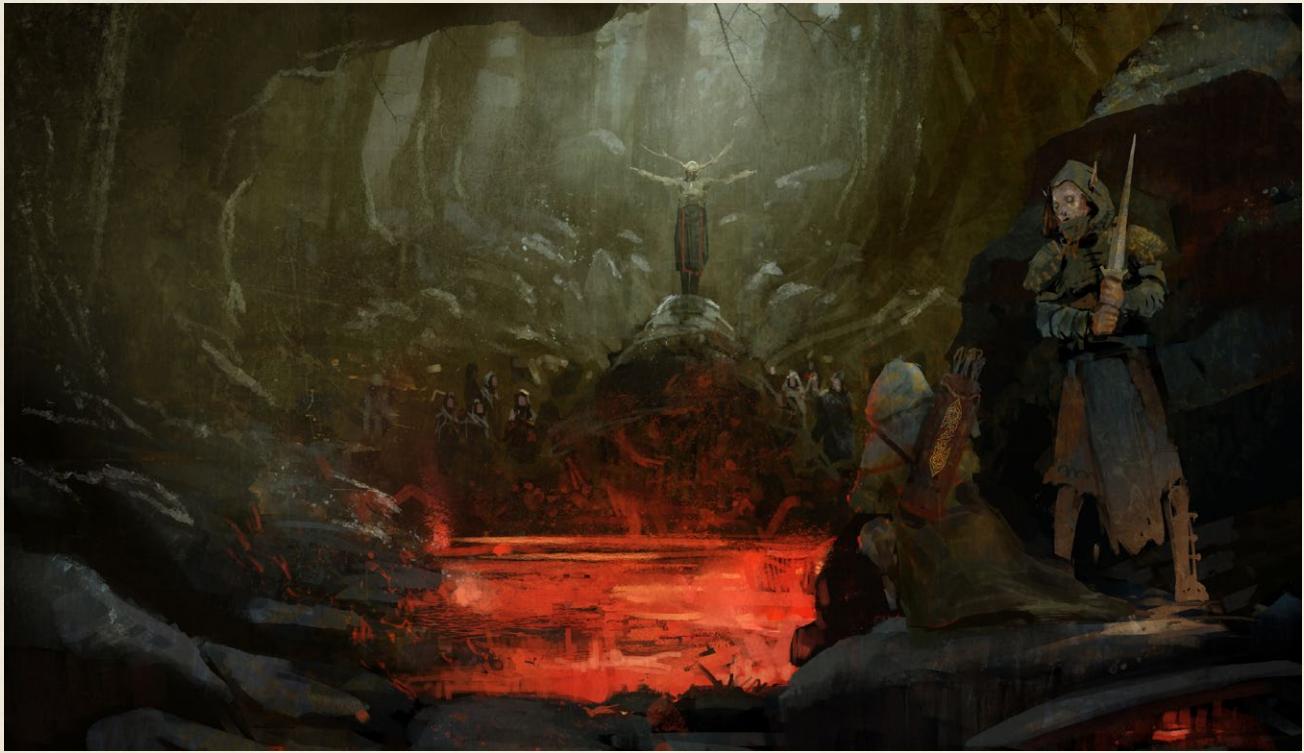
Principle: The Iron Pact fights for Wyrhta, always in opposition to Wielda and Wratha.

Goal: The elves and their allies want to put an end to humankind's continuously growing dominance over, primarily, Davokar - through diplomacy or acts of violence.

Strength: Aside from an unsurpassed knowledge about historical events and Davokar's nature, the pact members possess powerful magic and have warbands that are both fleet-footed and accurate in their aim.

Weakness: The members of the Iron Pact are too few in numbers to wage an open war against the region's other factions. They also have a hard time keeping up with events and acting in unison, primarily because elves in different life stages tend to perceive the world very differently - that which appears as an acute and serious problem to a summer elf may to a winter elf seem like a gentle ripple on the ocean of time.

Relations: It is hard to describe the faction's relations to other groupings in an unambiguous way since the pact is made up of many divisions with different ideas when it comes to goals and methods. Elori is one example showing that the pact members can cooperate and many witches can testify about having friends among the elves. But basically, the members of the pact refuse to compromise in the defense of Wyrhta's creation and they have no sympathy for the agents of Wratha.



THE SACRED OF THE OLD BLOOD

Role: The Sacred of the Old Blood is “the power in the shadows” who appears when one least expects it, using lies and manipulation to make life difficult for everyone else. In time, the cult will become depraved and turn into one of Wratha’s most powerful tools.

Figureheads: The cult was established by Duke Sesario, but that fact is only known to his daughter, Duchess Esmerelda. She represents the duo when meeting with new recruits; recruits who in turn neither know about each other’s identities or who their true leader is.

Principle: Initially the Sacred of the Old Blood sides with Wielda, but later on the followers and leaders will become more and more corrupt, filling them with the desire to serve Wratha.

Goal: Sesario and Esmerelda have two main aims – partly to tame the dark powers of Davokar in order to ennable the already noble bloodlines of Ambria; partly to use this power in order to restore the undead queen mother Abesina to life. Other members of the cult focus on the former, convinced

that their fundamentally noble blood cannot be corrupted. But that is, of course, erroneous and before the end the cult will have as its main aim to wake Wratha – primarily by using lies and deceit to seduce the members of other factions.

Strength: The biggest strength of the cult is that it acts in secrecy and that the members have lots of contacts in, and access to, the halls of power. It should also be mentioned that they will grow more and more powerful as sorcerers – giving them access to ever increasing numbers of undead warriors and enslaved forest beasts.

Weakness: The cult’s greatest weakness, not least in the beginning, is that its members primarily serve their own self-interest. Up until the very end, the leader duo will never be fully confident that their agents do what they are told.

Relations: At the start, none of the other factions know of the cult’s existence. Near the end, they emerge from the shadows to become a powerful adversary to everyone else – most notably the fallen Sun Knights who will regard “the Sacred” as their main enemies.



The Episodes of the Chronicle

THIS SECTION AIMS to provide a general and concise description of the chronicle as a whole. The portrayal of the episodes is based on three main components: setting, theme and factions.

Even if it may be considered self-evident, it should be mentioned that all episodes leave it to the Game Master to tweak, add, subtract and by other means adapt the adventures to the preferences of his or her gaming group. Furthermore, all episodes will invite the players and their characters to take ownership of events, which in the end may mean that different gaming groups will play them in very different ways.

You are of course welcome to bring any questions and thoughts inspired by this overview to debate on various social forums. But please remember to offer fair warning, so that all those who plan to experience the chronicle as players may do so without the burden of having “unwanted and vexatious insights”.

THE COMPOSITION OF THE EPISODES

First a few words on the composition of the books in the series. Aside from the episodes of the adventure chronicle, each book will have two more sections. The idea is that all books will begin with a segment meant to be read by both players and Game Masters, depicting the facade (or surface) of the main setting, such as it appears to people in general - including noteworthy historical events, establishments, conflicts, individuals and so on. This way, the players (and their characters) can navigate the setting and will have a greater capacity to

take initiative and solve problems without the Game Master guiding their steps. This part of the books will also be made available as standalone ebooks.

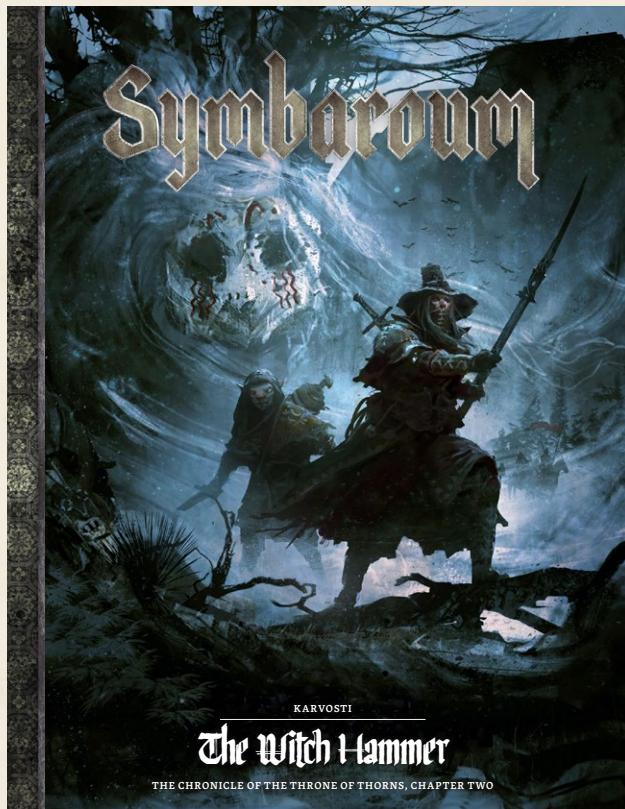
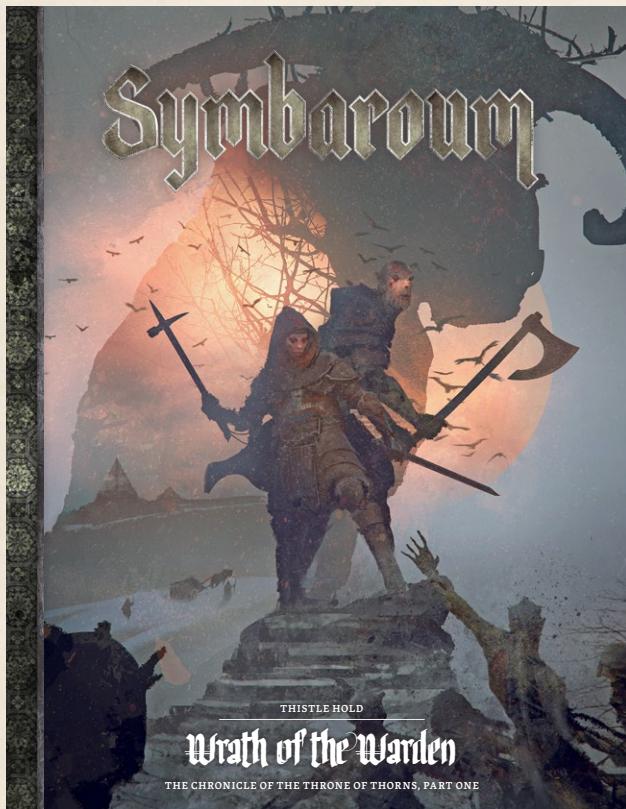
After that comes a section exclusively meant for the Game Master's eyes, delving deep below the surface. Here you will learn the truth behind the popular version of historical events, and get glimpses of what hides behind the counters, in the backrooms and cellars of the setting's establishments. The section also includes a long list of plot hooks for you to develop into adventures and tools or guides on how to design different types of scenarios. Finally, the Game Master's section contains new rules, powers, creatures, elixirs and so on - related to the featured adventure or to the main setting at large.

The third section will be the adventure, and together the three sections will number about 130-170 pages. So, that being said, let us take a closer look at the adventures.

THISTLE HOLD: WRATH OF THE WARDEN

The first episode of the Throne of Thorns will mainly be played in Thistle Hold. A couple of detours into Davokar and down into the Underworld will be made, but other than that the characters will meet their challenges in the town of Mayor Nighthitch.

The main theme of the adventure is introductory in nature. The idea is that the characters (and players) will get to acquaint themselves with the chronicle's main factions and learn some things about their aims, methods and internal as well as external conflicts.



All factions will have agents or representatives in Thistle Hold that the characters can encounter. The only exception is the Sacred of the Old Blood, whose agent in town is the root of the adventure's plot but without stepping out from the shadows other than in the form of fleeting rumors.

KARVOSTI: THE WITCH HAMMER

The second book focuses on Karvosti and its surroundings. The characters will enter the labyrinthine tunnels inside the cliff but will also have reason to visit remote outposts, islands in Lake Volgoma, ancient Symbarian ruins and a couple of barbarian settlements.

The theme of the episode is the escalating conflict between various factions – primarily between House Kohinoor, the witches and groupings within the Church of Prios. The Queen wants to force the witches to reveal the location of Symbar, and the situation grows tense when the Templar's leave the Curia hunting for that same information. And to make matters worse, the tensions within the Priesthood flare up. The characters can become involved in multiple ways, but irrespective of how, they will come to learn a thing or two about the civilization of Symbaroum and what eventually caused the empire to crumble.

Aside from the factions mentioned above, a warband from the Iron Pact and a group of warriors from the The Sovereign's Oath will appear in the episode. The latter's attempt to take out the High Chieftain is actually what sets the ball rolling ...

YNDAROS: THE DARKEST STAR

The third episode of the chronicle is mainly set in Ambria's capital Yndaros. Aside from adventures in the city and a trip to a struggling rural settlement, the player characters will visit Lindaros – both its sunken ruins and, by mystical means, the citystate as it appeared during its glory days.

The main theme of the episode is about uncovering the historical connections between Symbaroum, Lindaros and the realm of the Dark Lords – connections that Queen Korinthia apparently wants to be kept in the dark. Several other factions learn about the cover-up and the characters start to unravel the situation, on their own or together with allied parties.

Of course, in Yndaros all factions are present and all conflicts both between and within them will come into play – the only exception being the Sovereign's Oath, whose agents are occupied laying siege to Karvosti.

SYMBAR: MOTHER OF THE WILDS

The turning point of the chronicle is set deep inside Davokar, where Symbaroum's last emperor once had his seat. Besides the grand adventure setting itself, a large part of the book will describe the journey to the deeper, darker parts of the woods.

In the ruined city that was called Symbar during its prime, the characters will unearth a deeper understanding of what is at stake. It is revealed that the name Symbar not only alludes to a place, but also to a man and to the power that comes into being when the creation of Wyrhta is ravaged (the one called Wyrtha by the barbarians). And the characters are not alone in trying to uncover the secrets of the ancient ruins ...

In this episode all major factions clash for the first time, and this happens in a remote location from which no one but the victors will return with tales of what actually transpired in the dark of the woods. However, we are not talking about large armies here, but of smaller groups of potent explorers, reduced in numbers on their way to the site.

ALBERETOR: THE HAUNTED WASTE

Alberetor, the once so beautiful, now blackened homeland of the Ambrians, is the setting for the fifth episode. Important locations are the fortress where Korinthia was imprisoned by



the Dark Lords, an old monastery with its archives filled with valuable knowledge and also the resting place of a powerful artifact – an oasis of life in the midst of death.

The adventure provides further clues on the common fates of Symbaroum, Lindaros and the realm of the Dark Lords, and implies alarming connections to what is happening in present-day Ambria. Among other things, it will come to show that Korinthia's stay in the fortress may not have been totally unpleasant and that the stories concerning her liberation are far from true.

The main adversary of the episode is the Sacred of the Old Blood, who have sent agents to the fatherland hunting for the same information the characters seek. Also House Kohinoor has agents in place, ordered to stop anyone from uncovering the past.

AMBAL SEBA: THE ALTAR OF TRUTH

Ambal Seba is the valley in the Ravens that long ago was the main seat of Symbaroum's most powerful mages, and where they imprinted their secrets along the roundel of sixteen golden pillars. In conjunction with the fall of Symbaroum, the whole vale was flooded when two mountain sides were crushed and the rubble dammed a river. But now Ambal Seba will be laid bare again, with or without the involvement of the characters.

Among the secrets of the mages were the keys to the alleged Arch Magic – the pure magic; magic that creates without corrupting. The power of Wyrhta. The adventure is about the hunt for this mighty secret. At this point much will have happened to the chronicle's main factions and the characters will be jumping straight into a boiling cauldron, whether they arrive on their own or as supporters of one of the factions.

The Templars are there with the aim of stopping everyone else from gaining the keys to the Arch Magic. Korinthia arrives

with her guard, convinced that "pure magic" will reveal the location of the "One True Symbar" and its legendary Throne of Thorns. The Sun Church, the Witches and The Iron Pact join forces hoping to be first to the source of knowledge so they can spirit the secrets away for safekeeping. And when it feels like the situation could not become more highly charged, Arch Duchess Esmerelda rides into the vale, spearheading a host of undead warriors.

SAROKLAW: THE SOVEREIGN SCOURGE

The final episode describes a number of locations in the dark depths of Davokar, to which the characters and other groups will venture in the hunt for Symbar – or more precisely: the place where the man Symbar currently resides. However, the larger part of events, including the epic crescendo, is set in the Underworld and in the sunken ruined city that once was called Saroklaw.

The question to answer is who will succeed Symbar as Symbaroum's emperor. There are three main candidates, one representative for each of the primal principles, most likely Queen Korinthia (Wielda), Esmerelda (Wratha) and Aliun, the bastard son of Father Sarvola (Wyrhta). Depending on what has happened during previous adventures, and above all on who owns the secrets of Arch Magic (if anyone), the balance of power between the factions may vary, and it is not unlikely that there are other hopefuls wanting to represent one of the principles – for instance the Blood-Daughter (Wielda).

The player characters will, of course, have an impact on who will be crowned, or can side with the factions who would rather see that the throne of Symbaroum remains empty. Irrespective of which, we can promise lots of tense negotiations, sneaky maneuvers and epic battles in the lava-lit halls of the Abyss.