



# Törnetronen

CAMPAIGN SUMMARY

## SPOILER WARNING!

This document contains many revelations regarding the upcoming adventure Chronicle *thorn Throne* and is addressed solely to the game master. If you intend to play and not play lead chronicle prompts you stop reading here.

Symbaroum



JÄRRINGEN

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SO SAID AROALETA

*"... and in antiquity was generating, the power that creates. Where Nothing ruled since the origin Generate gave life to everything;*

*fashioned here and there, bred now and then, gave birth to one while the other one.*

*And there arose piece, which thrived and multiplied the wild ... .. but from the unbridled formed Chasten, force reigns: the power to violate the intention; prying here and there,*

*that push now and then after the goal and desire; harvesting one and buzzards second.*

*As time grew Taming greed, and resurrection was inevitable ... .. forced breeds hatred begets Rasa, power shootout. Risen from Taming violence generated works Rasa everywhere and nowhere,*

*Always close to where the mother meets the mother, always strongest where the constraint is that skändligast.*

*The black fruit's arrival is given,*

*just as indispensable as dire ... .. and it happens, has happened,*

*and will happen again, that Rasa fed measureless, growing furious, blind in his hunger. It happens that the blackness assume flesh and spirit sharpest claws,*

*the fruit shed seeds poisoning first,*

*in eagerness to trap the other.*

*Then everything dies ... "*



**The barbarian legend as narrated above gives voice to an allegory as barbarians** describes how the world at large operates. They have witnessed battles between the legend's three principles or forces, and they have often fallen victim to the conflict aftermath. Generate represents creation, Tukta the purposeful use of creation and Raging the furious force with which the creation turns back when the use of going to the unbridled exercise - a phenomenon that ambriena known as "corruption".

In any kind of natural sense, the principles of course no names, just as they are linked to the respective body or form - they are not gods. But the principles of their existence and through the centuries, countless people and creatures functioned more or less clear representations of them.

**Adventure suite *thorn Throne* Set in a time and in a place where the force** legend calls Tukta growing in strength and threatening to bring his eternal antagonist, Rasa, to action. It happens in Ambria and Davokar has happened before, in the

olden Symbaroum but also in the city-state Lindaros and the Dark Masters homeland. Anyone who is able to look back even further in time will find further examples of areas where Rasa has been so incredibly strong that its fury has also gone out of the generated creation, with death and destruction as a result.

Chronicle individual adventure will all affect what happens as the Tukta (and thus Rasa) is growing in strength, but it will be some time before the characters works certainly understand how things fit together. Most of deläventyren about situations that arise as a result of the larger events, but that the role of people's perspective, as conflicts over resources, skills or fame - in short, about power. It is only with the last two parts as characters realize what is actually at stake and given a chance to influence the course of history.

The idea is also to chronicle parts must be independent of each other, in the sense that players no means need to have the same characters from start to finish, and that each

Some will be radical but local effects. The latter means that the gaming world at large will only be marginally affected by the outcome of deläventyren, so that existing comb panjmaterial not invalidated, but may continue to be used with only minor adjustments.

This chapter and a presentation of the major power groupings that will be active during Kroni influence time, and a brief description of deläventyren. It is hoped that the report will give you the game master a basic understanding of the chronicle as a whole, so that you can prepare game meetings and plan future interlude with some insight on what to expect in the upcoming modules.

## Clarification

Please note that all titles in this document are the working titles that may change. We also hope you understand that some adjustments may be made regarding the composition of phalanx / strategies and deläventyrens content. It is simply inevitable when it comes to a job as big as this.

## factions

**Below a INTRODUCTION to thorn Throne s most prominent factions. In addition to these, of course, several smaller communities, groups and individuals to emerge in individual adventure, but those considered in this section, has a prominent role in several of deläventyren.**

Most of the factions can be said to act in line with Tukta and it is also these groups' actions that promote development. At first, they will also appear as clearly the most powerful, but remember also that the competing themselves and that by their actions contribute to fractions related to Rasa growing in strength. Mention must also be Iron Pact and to some extent, witches, ie Fractions representing Generate, have a reactive and defensive posture - their primary purpose is to put a spoke in the wheels of others.

Each faction is described on a number of points that will expand on below.

**Role:** Fala's behavior in the overall story. Depending on the positions characters makes the role can vary.

**Prominent figures:** People / creatures that serve as leaders in the wing for a shorter or longer period. Chiefs of smaller groups within the wing takes orders from and accountable to them.

**Principle:** Indicates which or in any case which of the three principles included as phalanx agents mainly represents. Note that both the runners infiltrators can be found in all groups.

**Goal:** The vision or dream that explains phalanx age adjusting. Individual agents who appears in the adventures may however be unaware phalanx overarching goal or have completely own goal in mind.

**Strength:** What speaks for the phalanx and which are their most important weapons in the fight against other power groups.

**Weakness:** What speaks against the phalanx and located them in the dish in conflicts with others.

**relationships:** The general relationship between the wing and the other associations - often closely linked to the principle represented, but not exclusively.

### house Kohinoor

**Role:** The house Kohinoor and its representatives embodies the ambition to cultivate nature, to bring order in the wild, and that for man to extract as much as possible of the world's resources. Queen Corinthia will

with time to develop into a full-fledged incarnation of the force called Discipline.

**Prominent figures:** Queen Corinthia is understood phalanx brightest star. Field Marshal Beremo of Herengol is her unwaveringly loyal and Empire Army Corps is completely faithful to both of them. On their side, they also Ordo Magica grandmaster Seldonio, while other powerful words magicians have a more ambivalent attitude to the Queen.

**Principle:** The house Kohinoor represents Chasten, they see generated creation as a resource and Rasa as evil.

**Goal:** The ambition is to Ambria to become so rich and powerful that future enemies can be defeated quickly or preferably discouraged from all thoughts of war and conquest.

**Strength:** Empire soldiers idolizing both the Queen as field marshal, because of the victory against the Dark Masters, but also for all the successes on the battlefields north of the Titans. Large parts of the Ordo Magica is also adamant on the King ningens side and the same can be said of the overwhelming majority of the ambriska people. Even among those who live in misery directed mostly discontent against other than the house Kohinoor

- against the Dark Masters who killed Alberetor course, but also against the barbarians, rebels, elves and the wild Davokar.

**Weakness:** The house Kohinoor has few weaknesses, but their unwillingness to compromise and tendency to let the purpose (of the kingdom prosperity) justify the means making them prone to acquire enemies. The division that exists between the Queen and some of her relatives should also be mentioned. Duke Alesaro certainly have the same ambitions as the Corinthia, but he would himself be the one sitting on the throne. Even Duke Ynedar, the Queen's nephew, begins to be obstinate on some issues. Queen's popularity will eventually begin dala, much due to the factors mentioned above. Towards the end of the Chronicle, she has managed to turn a large part of the people against them.

**relationships:** Initially dynasty Kohinoor formally allied with both the clergy who Solriddarna but both of these factions will evolve into enemies. It should also be said that the queen from the start concerned at first father Jeseebegais ambitions and therefore secretly helps his opponents within the church - something she later bitterly will come to regret. Witches frac tion will shatter, and then some witches stand on the queen's side while others remain neutral or join the ranks of the enemy ranks. Iron Pact and Blood Eden and becomes dynasty Kohinoors enemies!

## clergy

**Role:** Solkyrkan a bit into the chronicle of undergoing a reformation. The interpretation represented by the first father Jeseebegai and according to which man's task is to process PRIO creation will be replaced by an older, gentler and more loving variant instead emphasizes the responsibility to manage and care for creation.

**Prominent figures:** Initially governed solkyrkan the first father Jeseebegai with Twilight brothers' tales person, brother Eumenos - two men of God who does the same interpretation of both PRIO bid and the kingdom present plight. In the shadow seems the candlelight jug Deseba the Old. A piece in the Chronicle, she will orchestrate a coup that leads to Jeseebegais imprisonment and Sarvolas elevation to the new first father.

**Principle:** Are initially Tukta but will after the Reformation urgently to represent Generate.

**Goal:** Jeseebegais goal is to transform Ambria a sun theocracy and that the PRIO pleasant drive out the "evil" of Davokar. After the Reformation is solkyrkan and its representatives rather a force that is fighting to stop the man's bridle loose rampage, which means that they want to see a new Kohinoor in the kingdom faith - specifically the young Duke Ynedar.

**Strength:** Solkyrkan have their teurger, which are a significant force in themselves. After the Reformation, however, many teurger be expelled from the church because they refuse to accept the new interpretation of the PRIO bid. On the other side wins when the fraction of larger and larger parts of Ambrias population on his side and can count on help from the many old veterans who are increasingly convinced that Korinthias strategy likely to restore the Dark Masters empire, in Ambria.

**Weakness:** Solkyrkan shortage of arms, especially after Solriddarna break with the Curia in the chronicle the start-up phase. They are also plagued by internal strife, partly or wholly prevents them to act with joint force.

**relationships:** At first Solkyrkan formally allied with Corinthia, although the latter secretly conspiring with Deseba the Old. Solriddarna breaks early in the Curia but not developed to the faction enemies until about the middle of the Chronicle - leaving the community only to have freer rein to fight evil, but becomes a real antagonist until they give up on humanity. Regarding Iron Pact and the majority of the witches is developing the reverse: they go from being a faction's alleged enemies to become its allies.

## solriDDarna

**Role:** Solriddarna begins as fanatical fighters of evil, that is, the wild nature and its representatives. A piece in the Chronicle they draw the conclusion that what is happening in the region's happened before and equate PRIO with barbarlegen demas Generate. With the notion that humans unavoidable probably meant to destroy PRIO / Generate become the faction "in the name of light, choose to walk in the shadow of death."

**Prominent figures:** Solriddarna are blindly loyal to their commander lakobo of Vearra. Ervano his son and daughter Alisa Beta evolve over time to the leaders of the respective units, and towards the end of the chronicle ally themselves also nattalven Gidim and his bleksiktiga army.

**Principle:** The dying sun brotherhood begins the story as Taming ardent champions but will eventually break into vengeance bloody road and then becomes virtually Rasas gear.

**Goal:** Fraction goal is first to avenge PRIO death by crushing evil in Davokar. Later, they themselves realize that PRIO is the same as the barbarian generate and that evil occurs when man violates guddomen, then revenge gets another target.

**Strength:** Templárerna rely on their weapons and their faith. Their cavalry is a force to be reckoned with and many of solriddarna also "gudagåvor" in the form of mysterious forces. Towards the end providing they also allies among depicting humanity to the Mother of Darkness.

**Weakness:** When chronicle starts fraction consists of about two hundred solriddarna and as many companion (second constants, party workers, grooms more). So they are relatively few in number, and because of his fanatical attitude isolated from other factions.

**relationships:** Before lakobo of Vearra concludes that humanity must be eradicated is some cooperation possible between solriddarna and fractions house Kohinoor and clergy. All other factions are right from the start to be considered PRIO killer, and thus as templárernas mortal enemies.

## blood oath

**Role:** Blood Eden is "the threat of the North" which is growing stronger in the chronicle time.

**Prominent figures:** Fraction obvious foreground figure is a teenage girl who does not wear any name other than blood daughter and every time she turns soaked in blood from head to toe. The real leaders are, however, her father, saarernas clan chiefs Razameaman, and perhaps even more so gaoiernas infor middle ruler, winding serpent Odralintos (called the Great Father Lint).

**Principle:** Blood Eden remains as clear champion of Discipline as the house Kohinoor.

**Goal:** Restoring Symbaroum with ambierna slave people.

**Strength:** Blood Eden grows larger as more and more clans are incorporated in the fraction. Their warriors are fearless and often fully inflated with invigorating elixir, the same time as they are able to take advantage of the growing number of special forces of the clans who subdued. Finally, do not Odralintos forgotten - with coil snake through fraction may also get help from other power-hungry skogsbestar.

**Weakness:** Blood of Eden's biggest weakness is its lack of cutting capacity in terms of mysterious forces - namely the banning witchcraft at an early stage. In addition there are also an increasing number of internal conflicts, due to rebels within the clans who allow themselves to be incorporated.

**relationships:** Blood Eden is simply at war with everyone else, even with witches since they have banned all forms of mystical practices.

## Witches

**Role:** The witches are in many cases likely allies of characters and trying desperately to get well ambriska as barbarian factions to recognize their role in the impending disaster.

**Prominent figures:** Hulduran Yeleta will not betray their mission. First of hálgánga in Karvosti, later fleeing feet is she who puts words in the mouth of the witches sent to consult the other faction leaders. Her aide, Gadramon and Eferneya, often acts as a leader in various tasks to be performed.

**Principle:** The witches are convinced that a balance can be maintained between generate and Discipline - something that the clans have actually shown through the lives they have lived in Davokar.

**Goal:** Most of the witches see it as their task to relieve the effects of Rasas awakening. They want to put an end to ambrienas and blood daughter's progress, and at the same time help to keep Rasa sleeping. Where the latter is not possible, it is important to quickly send witches to the site to limit the damage of the resurrection.

**Strength:** The witches have their mystical powers, a superior regional knowledge and can also conclude agreements with the mighty creatures of the forest that share their ambition to keep Rasa sleeping. When a piece in the Chronicle forced to leave Karvosti they also bring parts of Dormant wrath garde.

**Weakness:** In addition to being few in number are the witches also scattered among many different tasks. Some are always traveling with the task of trying to persuade other faction leaders to the right, the rest will do their best to "put out fires" - that is, go to places where Rasa threatens to wake up and prevent this from happening; alternatively, to try to lull already awake aspects of Rasa laurels.

**relationships:** The witches are the most neutral of all fractions nerna - they are nobody's enemy, but also mixture friend. The exception, of course, those that are contrary to Rasas belief, but neither they regarded the witches dedicated enemies. Rather, think well Yeleta that most of her followers sorry for "Rasas tools".

## iron Pact

**Role:** Iron Pact will chronicle the time to pursue a desperate and ultimately losing battle that ends with the full or nearly extinct.

**Prominent figures:** The yndarobaserade Elori and elf prince Eneáno in Thousand tårars halls are most prominent among the Iron Pact members who initially seek a diplomatic solution. Towards the end the latter will join with hóstalvskrigaren Adreanea and the more warlike oriented elves while Elori flee to Ravenia in order to establish a partnership with Duke Ynedar and Solkyrkans new management.

**Principle:** Iron Pact struggling generated behalf, always against both Tukta as Rasa.

**Goal:** Elves and their allies want to prevent peopl iskornas dominance over the mainly Davokar continues to grow, through diplomacy or by violent means.

**Strength:** In addition to the unrivaled knowledge Pact members have about historical events and Davokars nature possesses the powerful magic and martial devices that are both agile and accurate.

**Weakness:** Iron Pact members are far too few in number to be able to go into open war against the region's second power groupings. They also have difficulty keeping up with the face connections and to act jointly, primarily because the elves in different phases of life tend to perceive the world differently - it

as a sommaralv appears to be an urgent and serious problems can be a vinteralv seem like a gentle ripple at the time of the sea surface.

**relationships:** Since iron Pact consists of various groupings, with partly different methods and objectives, it is difficult to describe their relationship to other fractions in an unambiguous way. Elori is an example that they are willing to cooperate and many witches can testify that they have good relations with individual elves. Basically, however, refuses members to compromise in defense of the generated creation, and they have absolutely no sympathy for Taming representatives.

## oldest blood Holy

**Role:** Oldest blood is sacred "power in the shadows" that pop up where you least expect it, to the lies and manipulation tenth cause problems for the other factions. With time depraveras cult members and is one of the most powerful tools Rasas.

**Prominent figures:** The cult has been established on the initiative of the Duke Sesario but it is a secret that only his daughter, Esmerelda know. It is she who is the duo face new recruits, recruits who in turn either know each other or their real leader identity.

**Principle:** Initially stands Oldest holy blood of Taming side but with time members will be corrupted more and more so that they end up being fulfilled by the desire to serve Rasa.

**Goal:** Sesario (and Esmerelda) has two goals with the cult - both to tame Davokars dark forces and use them to refine Ambrias already noble blood, and thus repatriate the undead Queen Mother Abesina to real life. Other members focus on the former, convinced that their essentially noble blood can never be corrupted. But of course it is wrong, and before the end comes Oldest blood Saints to really strive to bring Rasa - primarily by the lies and manipulation as a weapon incite their environment.

**Strength:** The cult's greatest strength is that they appear in the hidden and that they have good connections and access to the corridors of power. It should be added that in time they will become greater and greater with regard to the cultivation of the dark arts - which among other things gives them access to more weapons power in the form of undead warriors and enslaved skogsbestar.

**Weakness:** The cult's biggest weakness, not least in the beginning, is that all its members are basically serve their own self-interest. Even at the end, leadership duo have problems that they can never rely on their agents really do as they're told.

**relationships:** Oldest blood is sacred in early chronicle completely unknown to everyone else. Only in the final stages they emerge from the shadows and becomes a relatively strong power that is in conflict with any other - even with Solriddarna which will consider the cult nobles as their main enemy!



## chronicle deläventyr

**This section tries** provide a comprehensive and concise picture of the chronicle as a whole. The description is based on three main components: the environment, the main theme and fractions.

Although it may seem obvious tolerate it noted that all these deläventyr provides room for the game master to adjust, add, drag IFRA and thus adapt them to actual head. The adventures will also be a greater or lesser degree giving influence to the players and the role of people, which can mean different games groups ultimately experience them in very diverse ways.

The issues and concerns that arise after the time of the campaign overview, you are of course welcome to raise our discussion forums. Remember, however, to issue a warning to all those who in the future will experience the chronicle through their role in people's minds can do it without experience is clouded by "undeserved and annoying knowing".

### **TisTla bracket: guard anger**

The adventure of the first book is set mostly in Tistla bracket. A few detours into Davokar and the underworld will be made, but otherwise it is in lycksökarnas city that characters will meet their challenges.

Adventure main theme of an introductory character. The idea is that the role of the people (and the players) will get a chance to familiarize themselves with the Chronicle main factions and learn a lot about their objectives, methods, and internal and external conflicts.

Virtually all factions will be represented conditioned in Tistla bracket and be possible to meet. The only exception is the oldest blood saints, whose agent in town certainly is behind the adventure plot, but without that emerge from the shadows, other than in the form of loose rumors.

### **KarvosTi: Hammer of Witches**

The second book focuses on the cliff Karvosti and the region. The characters will be able to travel down through the rock labyrinthine hålgångar but are also reasons to visit the islands in the giant lake Volgoma and a pair barbarklaners main settlements.

The theme of the adventure is the escalating conflict between different factions ambriska - especially between starter Kohinoor and groupings within PRIO church. The Queen wants to force witches to show her the way to Symbar and the situation will be extra tight when it turns out that Solriddarna left Kurian and want the same information for themselves. And it does not get better when tussle in the clergy begin to appear in full light. The characters can become involved in conflicts in many different ways, but regardless, they will learn a lot about Symbaroums high culture and what made it great civilization construction on the case.

In addition to the above fractions, a war band from iron Pact and a group assassin from Blood Eden to figure in the scenario. The latter attempt to break into storhövdningens stone castle is a central part of the adventure's plot.

### **Yndaros: extinct star**

Chronicle third deläventyr takes place mainly in the capital Ambria Yndaros. In addition to a trip to an anything but prosperous village in the countryside will yndariska characters to visit Lindaros - both its sunken ruins and the mysterious ways also the city-state as it appeared during its heyday.

Adventure main theme is about to unveil the his toric links between Symbaroum, Lindaros and Dark Masters kingdom - connections that it turns out that Queen Corinthia want to cover up. Several other factions get wind of the cover-up and the characters begin to unravel the whole, either on your own or through a partnership with an ally.

In Yndaros is understood all factions were represented, and all conflicts both between and within them will come into play. The only exception is Blood Eden, whose agents have not yet been any significant presence in the city.

### **sYmbar: darkness parent**

Chronicle turning point occurs in the depths of Davokar in the place from which Symbaroums last ruler reigned. In addition to the grand adventure environment itself devoted a large part of the adventure to describing the journey through the forests.

In the ruined city that during his prakts days called Symbar receives characters a deeper understanding of what is at stake. It turns out that the name Symbar not only this refers to a place, but also to a person and to the effect that occurs when generated creations are violated (the barbarians call Rasa). The characters are not alone in trying to uncover the ancient secrets herresätets ...

In this adventure, faced for the first time all the power gruppe rings together, and it is in a secluded spot from which only the winner will return with stories of what actually happened. It is not about some armies, but of small groups of explorers, most of which have been decimated on the way to the ruined city.

### **albereTor: Wild vålnaDers impotence**

Alberetor, ambriernas once beautiful, now doomed motherland is the scene of the chronicle fifth part adventure. Important adventure environments is the castle where the Corinthia was imprisoned by the Dark Masters, but also an ancient monastery archive full of knowledge taxes and the resting place of a powerful artifact - an oasis of life in all of the dead.

The adventure gives further clues to Symbaroums, Lindaros and Dark Masters common destiny and also suggests disturbing connections to what is now happening in Ambria. It shows that the queen Korinthias stay in the castle was perhaps not altogether unpleasant, and that the stories of her rescue is far from true.

The main antagonist of the adventure is the oldest holy blood, which has sent a group of agents to the fatherland in search of the same information as the characters want. But dynasty Kohinoor have agents in place, with the task of preventing others from meddling in the past.

### **Ambal Sheba: ärkemagins keys**

Ambal Seba is the valley of Ravennera who long ago was the main seat of Symbaroums powerful magicians, and where they imprinted their secrets along the roundel of sixteen

golden pillars. In connection with Symbaroums cases flooded the entire valley when two mountainsides crushed and rubble dammed up a bergsälv. But now Ambal Seba to be exposed again, with or without the role of people's direct involvement.

Among magicians secrets were the keys to the so-called arch magic - it's like magic, the magic that creates without corrupting. Generated power. The adventure is about yak ten on this powerful secret. By now, much has happened in the Chronicle main factions and characters will have a fiery, whether they get there as members of a faction or driven by self-interest.

Solriddarna is there with the ambition to keep one and all from revealing ärkemagins mystery. Corinthia gets there with his bodyguards, firmly convinced that the pure magic key is to find the "real Symbar" and thus Symbaroums say much spoken thorns throne. Solkyrkan, witches and Iron Pact join forces hoping to get first to the valley's knowledge treasures and bring the secrets to a safe place. And when the situation does not look set to become more loaded ride Archduchess Esmerelda into Ambal Seba, at the forefront of these undead warriors.

### **saroKlaw: aT Sovereign hard**

The last deläventyret discloses several places in Davokar depths to which the characters and other groups set out in search Symbar - simply stated: the location on which the person Symbar located. The largest portion, away from the storming finish, played out, however, in the Underworld and the Sunken Ruins which long ago was called Saroklaw.

The question for the adventure is who will succeed Symbar as Symbaroums emperor. There are three main throne pretenders, one representative for each primal force, probably Queen Corinthia (Discipline), Esmerelda (Rasa) and father Sarvolas bastardson Aluin (Generate). Depending on what has happened in previous adventures, and above all who is in possession of ärkemagins secrets (if any), the control keförhållandena between the three main factions vary and it is also not unlikely that there are more hopeful that want to represent one or other force, such as blood daughter (Tukta).

The characters will of course have the opportunity to influence who will be crowned or ally with the factions any time see that Symbaroums throne remains empty. Regardless promised plenty of pressure on negotiations, stealth maneuvers and epic battles in the archipelago lava lit halls.