Nordic Equinox 2016

Introduction to this year’s roleplay

Information about the game, ticket sales and registration: www.nordicequinox.com

Everyone can participate in the roleplay, even those who have attended just to fight and hence have not bothered to create a (decent) character. However, those who wish to participate in the roleplay exclusively should register their characters by the end of July at the latest and DEFINITELY add a character description to the registration.

The description may be for a group and not every individual if need be.

Who has no time, skill or desire to write their own character, can turn to us (in a timely fashion please). We have several NPC characters (cheaper ticket) to offer as well as pre-written and wonderful player characters.

But now, without further ado, Nordic Equinox 2016 roleplay introduction:

World in flux

Camps and Freetown

Unexpectedly and for the first time the portals to the Battlegrounds opened on times other than the Great Contest. This has allowed the stronger groups to establish a more permanent connection to their realms of origin and fortify their positions before Equinox. The strongest presence is still maintained by humans, orcs and shadow-elves. Their camps have spread, been strengthened and become more permanent and unique.

Aside the four great powers an odd mix of smaller groups has appeared that have captured their own small corner of the world, which they call “Freetown”. Freetown consists of most different and colorful characters, who are not tied to one another by nothing but the desire for freedom and independence. To this time there hasn’t arisen a single leader of prominent group for the Freetown, any alliances and cooperation has to be agreed upon and conflicts are not uncommon.

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Freetown is an exciting and colorful place (usually) open to everyone. Several merchants have settled themselves there.

**Mana nodes**

Permanent presence on Battlegrounds has given the wizards and scientists of all races unprecedented chance to delve into the workings of this realm. The magicians of Shadow-elves where the first to discover a place near their camp which they started calling “mana node”. This is a strange area that actively repels anyone who has no innate magical abilities.

Those nodes are always in the wild zone and wizards believe that they are the conduits which Ancalagon uses to seed magical energy to Battlegrounds. More ambitious of them are under the assumption that given a proper catalyst, the energy of those nodes can be focused and used to benefit their host or cause.

**Immensely Illuminated Brethren and The Underworld**

After the end of last year’s contest, the knights and paladins of Immensely Illuminated Brethren, for reasons unknown, undertook an expedition into one of the underworlds. This was achieved because of the properties of this realm where the walls between realities are exceptionally thin.

According to the brethren they were sorely and cruelly tested and not all of them managed to escape alive. The underworld was full of dangers and temptations.

With great difficulty the brethren managed to shed the dread of the underworld and return to Battleground. The details concerning their entry and exit to and from the Underworld still remain confusing and the brethren are strangely reluctant to talk about it. There are obvious gaps in their recollection of the horrific experiences of the underworld itself as well.

But for a more positive note, after their return there have been reports of beautiful and playful shouts, laughter and even singing of female voices near their camp. This wonder has attracted more and more wanderers who would like to see the beautiful creatures behind those voices – mayhap even meet them.
Giant spiders

The population and danger of giant spiders and ettercups has apparently greatly diminished in some areas. Specifically, in the proximity of orc and shadow-elf camps. There have been no attacks, known nesting places remain empty and even the remnants of webs on roads have rotten and dissolved. It seems like the spiders and their kin avoid those camps deliberately.

The spiders themselves, however, are still very much present. Activity near human camps is on the rise. Sightings, although rare, have been increasing. Deeper and darker thickets have whole areas covered in giant webs. The roads have remained clear so far and there have been no reports of attacks but the presence of ettercups and maybe even giant spiders is palpable.

The reason for the migration is unknown but one thing is sure, spiders are a problem for lone wanderers, especially and exclusively on human territories.
Cult of the Necromancers, covenant, cultists

It was wrongly assumed that dispatching the Necromancer will put an end to undead infestation on the Battlegrounds. Now it is apparent that the Necromancer in her thirst for power did unfortunately not just act alone but had been secretly building a cult.

Her last and utterly loyal followers have gathered into a covenant set to resurrect the Necromancer. All attempts to convince them in the utter and ridiculous impossibility of that task have failed. Despite the total destruction of their mistress two years ago they still believe they can resurrect her.

And although their efforts have had no success whatsoever, their activities mean that the undead have not disappeared from Battlegrounds. Covenant often rises long dead warriors from their cold graves to submit them to Cultist’s twisted will.

Druids and the Wood-spirit they summoned to destroy the Necromancer, disappeared without a trace, after two of them where turned to undead during the struggle. No one has seen or heard from the Druids since.
Deep secrets of the land

There are rumors amongst the permanent residents of Battlegrounds that last year’s cataclysmic and unexpected opening of portals resulted in several large earthquakes that have opened rifts into the depths.

Naturally this immediately grabbed the attention of Dwarves who are mostly in the host of Darkness. The desire to find precious stones and metals is deeply ingrained in every dwarf. But other races and camps have let it be known that the secrets of the land might interest them as well. Because in addition to ore and gems, who knows what strange things may be hidden in the earth, in a place where powerful mortals have struggled from the dawn of time.

So slowly but inexorably small groups of adventurers have started wandering around and “for some odd reason” carry pickaxes, shovels, lanterns and other mining gear in addition to their regular tools.