

The Falling Sun

THESE EVENTS HAPPENED IN THE FRIEND'S SLUMBER YEAR, IN THE 186TH KING'S AGE

- "Shhhhh... they might hear us", said an old dwarf sitting alone on the ground outside the Tor'gan Earth temple of Raam.

At that same moment, a group of children passed by the temple, one of them hearing the mumbling dwarf.

- "What are you talking about?" said one of the children happily.

- "Shhhhh . . . don't speak too loud, they might hear us", said the dwarf once again surprised to have someone to talk with.

- "Who will hear us?" said the child, but this time in a much weaker voice.

The dwarf looked at the surrounding area and then gestured for the children to approach. The children looked at each other, fearing the old dwarf a bit. The first to speak was also the first to move toward this strange dwarf. All of them took a comfortable spot on the ground near the robed dwarf to listen to what he had to say.

- "Have you been tracked? I assume not." The dwarf looked about with a hint of paranoia. "Do not interrupt me children. This is very important." He takes a deep breath. "You must remember this through the ages and keep this prophecy with you and your children to come until this vision comes to pass. Don't go speaking this aloud. Otherwise, you would only cause panick and hysteria. In the here and now, at this day and age, you'd only receive mockery from the incredulous. They may even try and stop you from spreading a truth that they think is but a rumor and they will see you as fools.

At this moment, some of the children let their attentions drift as they were not sure the old robed dwarf was really sane. Two of them however, a

young dwarf boy and a human girl, kept their concentration on the strange tale.

- "The dark sun will one day fall on our beloved city of Raam, children, this I tell you..."

Though most of the children were getting up and leaving to play in the dusty streets, two remained to listen.

The dwarf stomped his feet, yelling "Stop there!", suddenly sitting back as fast as he could, covering himself with a part of his robe while the other children playing nearby in the street began to scatter in surprise. A patrol of Raamian guards entered the street.

- "They are young, they will forgive. I should stop before someone see me", did he say with the weakest of the voice.

- "You two, you need to tell your children and their children too that their families will be destroyed if they do not flee before the fall of the dark sun. They will need to tell the city, 12 years after the great earthquake, the city will suffer because the sun will come down to destroy the heretics. You will need to be vigilant for the great earthquake may not be felt in our city. You will need to stay informed about the lands beyond Raam.

- "But who told you about this old man?" asked the girl.

- "Praise! Praise the earth!" yelled the dwarf before passing out.

The two children, stunned, starred at the dwarf's corpse before fleeing the scene, never to return here.

ADVENTURE PLOTLINE

Diplomacy was failing, order struggling and democracy only a rumor in Raam. Who would have thought that, events of importance would be starting to form around this city filled with turmoil's.

After years of investigation in Raam, Dregoth, father of the Drays, launch an attack on the city of his old nemesis, Abalach-Re. Although, the ravager of giants was surprised to find resistance from House Stel and the clerics of the earth temple. What he didn't know, is that some of his agents were caught, tortured and scanned. Therefore, an alliance between some small merchant houses, the House Stel and the Earth temple of Raam was formed. They began to plan a defense for the day they would have to suffer the wrath of undead sorcerer-king.

The city was divided in two major parts, one controlled by the Dregoth armies and another by the alliance of the clerics and traders. The war within the city had destroyed almost completely some city sections that nobody has been able to gain. Of course, within the way, there is always opportunist. Letting the war take place, the

Night Runners were raiding the whole city and raised all price in the market, which became a huge black market. After a month of darkness, while war was still roaming the city, the dark sun erupted from the sky, as the myth was saying.

Luckily, the dwarven families who kept this secret for these 300 years and some of the human ancestors had left Raam, a month before all these events. A tremendous crash shocked the city, while a dark sun, a meteor, destroyed what could be seen of the Abalach-Re sanctuary.

The hostilities stopped with this loss of many troops. The drays consolidated their force in the eastern part of the city and made the arena as their headquarter, while the alliance reinforced the west part of the city. Some parts of the city aren't secured and both factions are trying to take on these.

Here is the map of the town before the meteor and Dregoth coming (not finished, of course!).

