

ADVENTURES IN THE IMPERIUM

Epilogue

If you have read Chapter 30, you will know that the companions were taken from the world they knew. In fact they jumped 600 years into the future. Shortly after arriving, they were handed a number of scrolls on which were written some prophecies. Not worried by the prophecies, the group set out to explore the lands of the Imperium. They were soon to learn that a few things had changed...

- For a start, there was a bit of a war between the gods and a few died, including Tarquin, Gruumush and Jonah.
- Now that their god had been released from the Black Heart, the Galwains kicked the Imperium's ass and took over most of the known world.
- With Gruumush dead, the orcs were freed of their evil god and became decent, civilised folk. Thorn was really annoyed about this!
- Horses and centaurs were considered extinct. When Corhynia disappeared in the end of part 30, it's suspected she was taken over by a Leaper and that she unknowingly helped save a lot of people during the god wars. For that, the Galwains hunted down and killed all horses and centaurs.
- The elves and dwarves had disappeared. No-one knew where the elves had gone. Many people thought they were all dead. The dwarves had fought in the great wars and been defeated. Those few who survived had retreated deep into the mountains and had no contact with the rest of the world.
- Darvon only stayed in the future long enough to save Corhynia's life (see end of part 30) and to say goodbye. The gods then sent him back to Greyhawk.
- Caradoc died - he didn't make it back to *Annfwn* in time!
- Thessa was possibly pregnant with the faerie's last child after a rather strange happening involving a druid harp of charming. She left the group to study at the druids' college in Canutes Forest in Albu. (She didn't know of Caradoc's demise.)
- Because of the actions of the Leaper during the god wars, people began to worship Corhynia as the goddess Enion. The druid was shocked by this but there was little she could do about it. She did her best to teach her followers about Vitula.
- Cookon reclaimed his crown in The Wild Lands, now known as The Good Hunting Lands. He had to fight for it in a duel against the existing ogre king.
- Corhynia's Grove Staff that she had planted in her stone circle had grown to become an ancient treant. It protected Enion's holy grove in The Good Hunting Lands.
- There was a new race of people with their own country (Tir Nan Og) who called themselves the Malcoms, Macbeths and Caradocs. You guessed it - the faeries became more than a little successful in that world. People didn't seem to like them much though, because they tended to be cattle raiders.
- Guinevere came back! Strangely, no-one was really happy about this, especially Marcus, after she pretended to be his dead wife's ghost and haunted everyone for a while.
- The goddess Enion (Corhynia) had one of her followers join the group - a young human thief named Conrad who had recently become a priest of Enion. He actually could cast spells! No-one was more shocked about that than the druid herself.
- A large chunk of Mystic (including Port) was destroyed during the god wars. Mysticians became a bit nervous about deities and set up warning systems to evacuate the country if any ever appeared. They also became more than a bit militaristic.
- While visiting Mystic, Corhynia was obliged to attend a number of large gatherings of Enion's followers which Conrad had organised. As a result, there were two unsuccessful attempts on Corhynia's life by some god-fearing Mysticians. Her life was saved the second time by the goddess Vitula, herself! Vitula told

Corhynia that it was her duty to stand in for her for a while as the goddess was pregnant. Vitula's use of her powers to save Corhynia had set off Mystic's warning alarms and Corhynia and her friends were forced to leave Mystic soon after.

- The newest members of the team - a Zakharan elf, Najib, and his tiny gen, Alia, managed to annoy Fate. As a result, everyone was sent to a strange world (London in the 19th Century) to solve a problem for her. The group had to find Jonah and remind him that he was the god so that he would return to his true fate.
- In London, the group found a Dr Jonah who did look suspiciously like the dead god of the same name. The group tried to convince him that he was the god. He, of course, thought they were mad.
- Conrad turned out to be Caradoc in disguise. The faerie had been upset that no-one seemed concerned that he would die if he didn't make it back to *Annfwn* in time. He carried out the charade of his death to see what the others' reactions would be. He was also highly annoyed that people were calling Corhynia a goddess and pretended to be a priest to teach her a lesson.
- Dr Jonah did turn out to be the god after all - sort of. The human form was keeping his soul alive while Vitula was pregnant with him. (Yes, it got very confusing here.) The human Dr Jonah vanished as the god Jonah was reborn.
- Corhynia discovered that she *really* was a goddess! While Vitula was pregnant with Jonah, she had given the druid her powers to stand in for her for a while. (She had hinted at this in Mystic.) Who was the more shocked - Corhynia or the disguised Caradoc?
- Because Corhynia didn't know that she really was a goddess, she unwittingly caused havoc amongst the Daoine Sidhe. She wished that they'd become human and learn to be responsible!
- The newly reborn Jonah was very confused at first. He wanted to destroy the world as all he saw was chaos and despair. It was up to the group to help him find his way and remind him that he was the god of hopeless causes and civilisation. Thorn, with some help from Najib, had the pivotal role in this. There were some very tense moments.
- After being present at the birth/rebirth of Jonah, the group were returned to the new world where they settled down in a large town called Freedom. Corhynia, no longer a goddess, retired to a grove of trees on the outskirts and became a hermit. Marcus and Popellia (the real Popellia) settled down in the town and Marcus rebegan his career in local politics. Najib, with Alia's magical help, began breeding horses in an effort to reintroduce them to Albeit Felspa. Cookon went back to the Good Hunting Lands to reclaim his crown. Thorn became involved in a local war that was brewing, and Caradoc settled down at the new temple of Jonah and started an orphanage.

That's enough for now. The campaign ended about there with our characters more or less beginning new lives in Freedom. We might add a few things later as we remember them.

Cheers,

Vanessa