

Player-Facing Timejump Outline (S14)

Timejump Length: 18 Years

• Whole Jump

- The entire southern half of Falnorian is locked in a fight to defend itself against the elemental hellscape that is the rainforest. The forest devouring swaths of land miles wide, earthquakes, small budding volcanoes, etc. Elementals, fey, twisted rainforest creatures, undead, more.
- Halimin & Eldar work to build vast enchanted walls in the style of the old Halimin Wall; but both have problems with the rainforest slipping through the cracks, particularly around rivers and other waterways; but lots of other ways too. The wall slows, but doesn't stop.
- Harmini is not building any kind of wall, but is holding its own nonetheless. It's not clear what exactly it's doing to stop it, but there is an Elidhu cult movement growing down there that may or may not have something to do with it.

• Early Jump

- Eldar completes a mage school.
- Coradel is able to close its Vraak Gate not long after the end of last season; however, the damage has been done and the ley line between Syenon and Lirion becomes a black ley line. It is a particularly active ley line, and the area around Syenon quickly turns to swamp. The region adapts, but it has lasting impacts on a variety of magical creatures there.
- Bellmorn begins working to build settlements on top of the plateau; most of them fail due to weather, natural disasters, poor soil, or other assorted dangers up there. They are slowly working to even out the land up there, with some help from Torkord; this process is ongoing.
- King Valerian dies, his grand-niece Queen Violet takes over; brief period of political instability follows, then is resolved. Bellmorn completes a bard school.

• Mid Jump

- This is where the fight with the rainforest becomes gnarly, and when any and all regions with proximity really start to struggle. A lot of this part of the jump is working to beat the rainforest back, with moderate success, and expand the reach of the wall and hunt down breaches.
- Trade Talk finally becomes a proper Common thanks to the traveling Harmini Traders, and Eldar establishes a proper country-wide standard currency.

• Late Jump

- Towards the end of the jump, the Stone-Call passages that the Riftlands and Eos started building have begun to act up. Initially it was small things - strange sounds, shadows and figments, and sometimes people becoming lost. Eos is unable to help investigate because of trouble at home, and the Riftlands is doing their best to figure out the cause.
- The Riftlands is ending the jump with some infighting between clans, but Halidar is intact and the region is relatively stable. Pendra, Torkord, and Illionor have built quarters there; Gongolia has not, and neither has Adrakhbair or Chacq'ayes.

• Illionor

- Tuvalial and Kivakada are married; their first child miscarries. Illionor erupts into civil war.
- The Mage Schools control the regions of Nelenor and Celenrion; the diplomats control the regions of Meilion, Lirion, and Anmínas; Illion is contested and the site of the worst fighting.
- Late in the jump, the King & Queen have their first child - a daughter, who is thriving.