1. **If they choose Good**: Tirion raises on the brink of civil war, but the king is protected from assassination by \_\_\_\_\_\_. The old king takes this as leave and steps down, appointing his savior to take his place.

The forces of Annuntol land in the south, their armies and their dragons burning the sky.

Sails from the west cover the horizon, the pikes of Aamir come to aid the east.

1. **Knowledge:** Tirion raises on the brink of civil war when Brund closes its walls, cutting them off from the death below. The rebel leaders are put down with the help of Hera’rosintilya, and the land is united.

The knowledge of the Great Cannons is improved—their power is increased, but is fed by the powers of the

Strike teams are put out with the knowledge of the undead kings, and the battles are taken to the head-honchos themselves. Scout teams discover earlier the horrid force that Vecna built, and the inevitability of destruction.

The enemies seem to evolve to the circumstances, and the skeletons—even the grunts—seem to learn. Soon, the lines between undead and living blur, and the armies of Ilia face a greater challenge.

Inevitable destruction yes, but it may be minimized. Using Hera’rosintilya’s advise, you advise the peoples of the land to hide, abandon their old towns and villages and move to the safety of the masses. They join together into new towns, new cities, new cultures—distraught, scarred from the dead.

1. **Evil**: Whenever he is used, he will come out in force. Hera’roba shows his true powers, and lays cascading flames down upon the land, shattering Ilia and burning Vecna’s largest armies. The land is shaken by the force of the blast, and the old cities fall. Statues crumble and walls left standing for thousands of years fall.
2. **Chaos:** The lands fall under the will of change—roll twice to see which shards he acts like, taking some of their effects or emphasizing them.
3. **Law:** Law sees one solution. If they choose him, he will see that fate has not called for Vecna’s return. Law would call his fateful army and march on the armies of Vecna. The land would be scarred, destroyed, and desolate at the end of the fighting—Law would not stop only at the few in the Material plane, but he would wait until Vecna had covered the world, then he would move to cleanse it.
4. **Creation**: Hera’rontan shows the methods of creating the Great Cannons far more quickly and efficiently. The cannons—and other clockwork machines—are produced in number, and far more quickly. The first cannon is finished 50 years faster than had Creation not aided.
   1. The machines work to hold Vecna’s armies at bay for a much longer time, starting earlier. Less of the east is in wastes, and the dead are less prevalent there and in the north. The Great Barricade is created, a line of cannons pointing towards Erresea. This great line burns the forests and plains of Erresea, leaving the land on fire.
5. Yorick/Magnus: Diplomat for Tirion and Brund. Would take power. Protect Era. Magnus sticks with Yorick. Would ask for help if…
6. Isabella/Rowan: Find Father, go to Heletal, if ally called for aid she would leave—only in dire circumstance. Protect Era or Arear. Rowan would leave if Yorick called…
   1. After training, they continue to go on assassination mission/covert missions. If fail, go hide forever.