***The Great War of Ila***

415 AC- Despite the destruction of Kalma, his legacy lives on. His numerous generals and corrupt humans dot the land, and his Apocalypse army marches from Erresea.

-*Hammer:*

-With Nenril just fallen, Kalma’s Nenril army, Army 1, moves south towards Iant, joined by his Iant army, Army 2. They quickly reach the mountains of Albos and are slowed. Generaux Serge Delys heads the ranger groups fighting the dead in the mountains.

-Queen Anastasia Blue begins research on a means to make the technical power of Arear mobile, through magical power stored in battery packs. This research is aided by Hera’rosintilya. With this step forward, Arear’s ability to become a major power in the war will increase.

-*Alturiak:*

-Yorick Alibaster begins his work as a Tirish diplomat working to better the relations between Brund and Tirion. He is joined by his aid Magnus Ritamir.

-Queen Anastasia Blue in Arear orders the construction of a massive mechanized army, biomechanical enhancer suits, and the Big Blue, a massive magically powered cannon, the first of its kind. She orders the Big Blue to be guarded by her two clockwork colossuses until it is completed.

*-Ches:*

*-*After months of searching the refugee camps around Arear, Isabella Marx and Rowan Fenrir find Rowan’s father. After failing to convince him of moving to a safe location, Isabella and Rowan begin their move to Era, Tirion. There, Isabella hopes to train Rowan as a bard at the Queen’s guildhouse.

*-Tarsahk:*

*-* Generaux Serge Delys and the rangers of Albos launch more frequent skirmishes as the winter’s snows melt. The mountains are thick with trees, and the fighting is spread out and remote. The rangers are experts at ambush and guerilla warfare, but their reliance on archery and ranged weaponry means an inability to effectively kill the undead creatures.

*-Mirtul:*

*-*Kalma sends an army towards the Grey City, Army 3.

*-*Isabella and Rowan search for the bard Ander to train under.

*-Kythorn:*

*-*Army 3 reaches the Grey City, led by the mysterious shadow man Lim Vithara. The dead burn no torches in the night, but the city is ready. Stocked with food and supplies, it can withstand a long siege. The undead begin to construct siege weapons, and, on the Summer Solstice, the Siege of the Grey City begins. General Samuel Maitre heads the siege and Grand Duke Nycolas calls out for Tirish and Arearian aid.

*-Flamerule:*

*-*The Tirish king, King Huelin—now 68—mobilizes the Tirish military towards the Sword of Stah. In addition, he orders a mass draft of the populous. The peasentry is outraged, and small revolts begin to flare up throughout the countryside.

- Generaux Serge Delys calls to the order of Telivant Priests in Iant to come and bless the weapons of his men—this is the first use of widespread holy magic, and it significantly increases the effectiveness of the Albosi rangers.

*-Eleasias:*

*-*Kalma’s fourth army marches from the portal in Erresea. It moves north towards the Shield of Stah. It quickly reaches the Shield, and the dead begin a siege of the fortress. The siege is mainly a diversion headed by the Lich Lord Abraham as the death begin to traverse the mountains.

*-*General Samuel Maitre of the Grey City orders and evacuation of the outer rings of the city, forcing people into the inner rings or onto ships to be moved to Pike in Tirion. He then begins a repurposement of the outer rings, turning the buildings into siege engines and war camps.

*-Eleint:*

*-Marpenoth:*

*-*Nearing the end of the month, the dead of Abraham’s fourth army who began to cross the mountains begin attacking the Shield of Stah from both sides, cutting off any supplies coming to the defenders. Hessoh Totah saw this coming, and had called for the brunt of the Brundi army. The desert riders and skirmishers caught the dead as they descended from the jagged peaks, and the elves and men were able to expunge the undead and hold them at bay in the mountains. The mountain fighters were named the Suth Peak Fighters, and they were led by the elf woman Naa Sebah. The Suth Peak Fighters were joined by the Voices of Nara, a group of barbarians led and trained by Magnus Ritamir, devout friend and follower of Yorick Alibaster. Magnus was sent to aid Naa Sebah by Yorick himself.

-Samuel Maitre begins his counter assault on Lim Vithara and Kalma’s third army using the city itself as ammunition. With the evacuations long underway, the number of supplies needed to support the city is drastically lowered. Samuel Maitre believes the city could hold for a significant number of years.

-The evacuated peoples of the Grey City form camps and settlements along the coast near Pike. King Huelin doesn’t take kindly to their presence, and decides it is in his best interest to draft many of them.

*-Uktar:*

*-*Brund keeps its gates closed to the Tirish forces. The Brundi king Juhul remains adamant that the Shield of Stah will be able to hold Abraham’s forces back. Yorick Alibaster works to persuade him otherwise. The Shield is held by Hessoh Totah.

*-Nightal:*

*-*The rangers of Albos lose ground in the dark of winter, and are pushed back to Iant. The massive undead force, led by Caqirin, lays siege to the city.

-In the gentle winter of northern Erresea, many of the undead of Abraham’s fourth army push through the mountains around the Shield of Stah. Naa Sebah and the Suth Peak Fighters and Magnus Ritamir and the Voices of Nara lay in ambush throughout the peaks and valleys of the craggy cliffs, and the skirmishing defenders were able to cause heavy casualties to the attackers.

416—King Huelin of Tirion begins the construction of a great fleet to carry the armies of Tirion across the waters of the sea while the south is besieged by Kalma’s seven emerged armies. The skies are dark and the land is cast in a shadow of grey.

-*Hammer:*

-During the winter months of 416, Naa Sebah of the Suth Peak Fighters begin work on outposts, towers, and small forts to help defend the mountain passes of Brund. They are aided by the Voices of Nara.

-*Alturiak:*

*-*An assassin attempts to kill King Huelin of Tirion, but is stopped by Yorick Alibaster, positioned by Hera’rocoia. Yorick’s standing with Huelin is greatly increased. Yorick convinces Huelin to construct a massive fleet to bypass the Brundi Sea.

*-Ches:*

*-*King Huelin promptly begins construction of a great fleet.

*-*The fifth dead army marches from Ravenloft towards Ebun in Olaea, led by the Vampire Matriarch Areth. In a few weeks, they reach the smooth golden plains, the black armor and looming clouds in stark contrast to the rolling wheat. They don’t burn and pillage the land, however, but move straight towards Ebun.

*-*Hessoh Totah, the keeper of the Shield of Stah, realizes that his siege cannot be broken—they cannot win. Abraham, the powerful lich-wraith, is using divination to cut off any forms of magical communication, but Hessoh Totah is able to sneak a messenger bird out of the fortress towards Arear. He calls for a sort of weapon to do whatever he can to aid Brund.

-The siege of Iant is grueling, as the city can only be starved out. Caqirin has, however, figured out a way into the city. The Great Telivant Bridge spans the straights to the south of the city, and its southern passage is not as heavily defended. He sends half of his force to wade through the sea to the other side of the city. Generaux Serge Delys sees the dead move to the waters, and he immediately orders that the Great Telivant Bridge be more heavily guarded, and the people evacuated to the city proper. Generaux Serge Delys calls for outside aid, and he sends his pleas to Arear.

*-Tarsahk:*

*-*Areth reaches Ebun, but the city, carved into the walls of a ravine, is varitably impossible to assault on the ground. She sieges the city while building devices to take the city. Belerand Redmane organizes the adventure guild in Ebun to fight back against the dead army.

*-*Hessoh Totah’s messenger bird reaches Arear, and Queen Anastasia understands his plight. She personally begins work on a new type of bomb. Queen Anastasia also receives Generaux Serge Delys’s call for aid from Iant, but must wait to continue work on her previously envisioned ideas—magically powered battery weapons.

-Halifax and Luck Looney sail to Iant to help Generaux Serge Delys. They arrive at a surrounded city, locked by a brutal swath of undead at the North Gate and the South Gate. Huge black bats circle overhead the wood and stone houses, screeching in the night. The siege engiens of Kalma’s Warlord Caqirin encircle the walls, and dark drums beat through the shadows. Caqirin sits on high, looming above the battlefield on a huge palanquin pyramid. There is not way for them both to enter the city, as Caqirin’s presence blocks teleportation within range of the city. Halifax leaves for Arear while Luck Looney infiltrates the city, perfectly avoiding all perceptions. He slips into the city and meets with Generaux Serge Delys, discussing ways to make the city impenetrable.

*-Mirtul:*

*-*Kalma’s sixth army moves to the waters off of Erresea, wading along the bottom until they reach Anor in the north. They are led by the wraith Rhuncia.

*-*Generaux Serge Delys begins to implement Luck Looney’s plans to make the city impenetrable to Caqirin’s forces—the walls are thickened, spiked, and warded, and multiple outer defensive rings are created within the walls of the city. Defensive weapons are crafted en-masse, such as boiling oil and heavy rocks.

*-*Halifax reaches Arear, and he is able to continue Queen Anastasia’s progress on energy-powered weapons while she works on Hessoh Totah’s bomb.

*-*Luck Looney travels to the dwarven cities to the north of Iant as Generaux Serge Delys builds the defences of the city. The deep dwarves of Albos live in the darkness beneath the world, in thin tunnels that open into magnificent and cavernous natural hollows of the deep-world. The tunnels and cities of the stone connect to a deeper, darker world that seems to run for thousands of miles. Luck meets the Khaza of the dwarves, Khaza Kromir, and inspires him to work on a magnificent weapon—a bow unlike any other. Khaza Kromir’s mighty hammer rings in the halls of the dwarves for weeks on end as he and Luck work at the Star Forge of Harn Kahlduhr.

*-Kythorn:*

*-*The Lad’cathwaith of Olaea are gathered together by a great leader, Teruo.

-Rhuncia and the sixth army of Kalma reach the frozen shores of the north, and they trudge towards Arcum.

-Areth the vampire matriarch besieging Ebun finds a way into the city. The massive undead army begins to form themselves into chains and descend into the ravine, swinging into the city from the city. Corpses of the undead fill the ravine as the chains are cut and burned by Belerand Redmane, but the overwhelming numbers of Areth’s force begin to take their toll on the defenders. Belerand and his guild fight for days on end, but with no end in sight. Areth’s laughter echoes throughout the ravine as the city of Ebun is stormed by the dead, and soon Belerand is forced to retreat with the few soldiers remaining. The city had already been evacuated, with the civilians leaving through secret underground tunnels. The refugees head towards Arear, adding to the camps outside the city, now spanning for miles.

-With Ebun of Olaea taken, the supply line of Ilia is wounded. **Jaton, Brund, Albos, and Ibos’ cities will not have the supplies to last much longer, unless they were to receive outside aid.**

-This is the one-year mark of the siege of the Grey City. Lim Vithara begins to unleash his power—an ancient echo the Great Shadow of Amarth, Lim is able to extend his mind to the bodies of others, as if he were the shadow controlling all. He takes control of the entire third army—the one million dead are all Lim Vithara. He uses the hive mind and domination abilities to begin to seep into the city through the walls themselves.

-In a massive wave, Caqirin’s undead at the north gate of Iant raise hundreds of huge ladders onto the walls. The ladders slammed onto the stone parapets, and undead flooded the walls, fighting the defenders in the dim light. The defence of the walls seemed hopeless; the undead’s numbers are overwhelming, but through the darkness, one hundred streaks of light arc over the armies from the mountains. Luck Looney charges with an army of the dwarves of Harn Khalduhr. Luck wields the Vuichiva, a spectacular golden bow which seems to be woven from the heartstrings of the world itself. The center strings pulses with anguish, and it is said that the bow’s heartsring will glow with a soft light only when a time of peace is reached. Each arrow fired from Vuichiva multiplies with the strength of the weilder’s anguish, and as Luck charges, Vuichiva’s arrows split into one hundred holy arcs of light. The dwarves only lead a preliminary charge against the massive undead force—they plan to fall back to their mountain defenses after the initial attack is finished. The shock of the flanking armies allows Generaux Serge Delys and the defenders of Iant to destroy many of Caqirin’s ladders and expunge the undead from the walls of the city.

*-Flamerule:*

*-*Kalma’s seventh army moves towards Etrun, and is led by Dzuzzun, a massive nightwalker. When the army reaches Olaea, they are beset upon by Teruo’s cats when the sky was as red as blood. The cats tore into the dead ranks, but soon they began taking heavy casualties. Teruo orders a retreat, and the cats melt into the high grass.

*-*At the beginning of the month, the wraith Rhuncia and her sixth army reach Arcum. The wraith’s army surrounds the city, wading into the icy bay. The city in the north is not weak—its walls are thick with ice and stone, and with the Talath’caithwaith and elite tundra fighters, the undead army is slowly picked away at. The Immunes, elite soldiers and innovators under the command of Dux Blossia Ingenua, begin to work on a means to destroy the dead en masse.

*-*The forests and plains north of Iant are a massive battleground, as Luck Looney and Khaza Krumir lead small guerilla parties of dwarves throughout the hills. Caqirin falls for Luck’s plot, and his spreads his northern army thin to follow the dwarves. The bands of dwarves become known as Daanthrage, or Dead Runners.

*-*Areth and the Fifth Army move towards Arear.

*-Eleasias:*

-Kalma’s eighth army marches towards the Grey City, but only to move past it. They plan to march into the bay, and then turn north towards Ordos. The army is led by Raeg the Dracolich.

-Dzuzzun and Kalma’s seventh army reach Kuritori, but the forest city is difficult to besiege, and the invasion unites the orcs and wood elves against a common foe. The combines forces of Etrun are led by the orc Gihihk and the elf Nellion. The fighting is viscious and unorganized, with the recent enemies turned allies fighting in the trees and in the brush. Gihihk is slain.

-This is the one-year mark for the siege of the Shield of Stah.

-The Fifth Army of Areth reaches the far outskirts of Arear, but Areth does not besiege the city. She breaks her army into bands and sends them to bring chaos to the kingdom, bringing more and more refugees to Arear. She plans to deal with the city alone. She begins a dark and ancient plague—the plague of the Saith. Areth infiltrates the city alone, and begins enthralling those in the low parts of the city. The heat of the summer is rank in the smoky city, and the Saith spread quickly. The Saith are weaker in the heat, but this only encourages their hunger and causes them to spread the plague more rapidly.

*-Eleint:*

*-*Raeg the Drocolich reaches the bay of Ordos, and his army surfaces and lays siege to the swamp city. Raeg himself flies over the city, breathing his horrible fire upon the defenders.

*-*After only a short time of fighting, both Nellion, leader of the elves in Etrun, is killed. Ghihihk and the orcs are more unified, and have moved back to the fortified coast city of Penin. The elves of the land have scattered, forming small roaming bands in the forests and valleys of the mountains.

-Queen Anastasia’ bomb plans made for Hessoh Totah are complete, and she begins constructing the amount that Totah requested.

-As Lim Vithara infiltrates the Grey City, he begins to take control of the soldiers of Samuel Maitre. Maitre, seeing this, orders a retreat to the second ring of the city, moving as many of the siege engines as possible. He orders thousands of fires to be lit in the second ring, keeping the vile shadows at bay. With the help of Knowledge, he creates a ring of impenetrable magical light around the second ring. Hearing the reports from the Grey City, Magnus Ritamir travels there with his band of vicious fighters—the Voices of Nara. Magnus trained the Voices of Nara on the orders of Yorick Alibaster to aid with the war while Yorick was gathering worldly support. At the Grey City, Cassius Accius Ramirus—Magnus’s second in command in the Voices of Nara and a massive Arcish man—meets the daughter of Samuel Maitre, Lydie Maitre. Along with Magnus, Clara Fairfox sails to the Grey City to aid in healing, as it is the forefront of the war effort.

*-* Dux Blossia Ingenua and the Immunes of Arcum use an ancient recipe for dragonfyre developed in the lands across the sea to mix a massive amount of the substance. They dump it into the bay, and in a swift move they light the army of Rhuncia aflame. The Great Burning of the bay could be seen as a glow on the horizon for miles, the green fire incinerating the undead. The dead kept poring forth, however, despite the fire. Blossia calls for Tirion’s aid.

*-Marpenoth:*

*-*Yorick Alibaster gathers the members of the Queen’s Guild to fly south and battle Raeg the Dracolich. The quickly reach the swamps of Ordos, and they infiltrate the enemy lines, locating and battling Raeg. Yorick’s holy power, spread amongst the members of the guild, quickly brings Raeg to his knees, and Yorick delivers the final, fatal blow to the ancient undead dragon. This marks the first of Kalma’s generals to be destroyed. While many of the attackers were killed, the battle gives Ordos a chance to survive longer.

-A young elven swordsman name Jin begins to unite many of the scattered elves of Etrun. He trains them and brings the fight to the undead spread throughout the forests. As he gathers more and more elves, many frightened villages also join his growing band.

-Tirion hears Dux Blossia Ingenua’s call, and King Huelin orders the western lords to send their forces. Lord Avi Lear of Ultear marshals the forces.

*-Uktar:*

*-*The Daanthrage are forced into hiding for the winter. They retreat to the mountains and secret hill forts to hide from Caqirin’s dauntless dead.

*-*As winter falls upon Arear, the Saith quiet. The cold is soothing and strengthening to them, as it preserves their dead bodies. They begin to create more permanent lairs.

*-*Arcum burns in the winter. The bay is still aflame, even after the months of battle. The streets are covered in snow and blood, and the city is lost. The people of Arcum are evacuated to Pike to the south, and the forces have retreated to the fortress Telehar. Rhuncia and her army have the hill of Telehar surrounded.

*-Nightal:*

*-*Defenders in the siege of the Shield of Stah are forced to begin severely rationing the stores of supplies set into the fortresses’ mountain storerooms. The supplies will last for 3 more years.

*-*The waning of the year brings only death to Etrun. As the great army of Dzuzzun spreads itself to find and kill the scattered elves, Dzuzzun himself seizes a lair in the ruins of Kuritori, where he lies in wait for the end of the pesky elves. His presence eminates a powerful evil throughout the forest, and it angers the creatures of the land.

*-*Jin and his band of hunters take to the hills and mountains for their secret refuges. They raid in the forested hills, but the numbers of Dzuzzun are great. Jin is a charismatic and fiery leader, and his men will die for him at his call.

*-*Avi Lear begins the long march north in the deep of winter. The armies of Tirion wake from their slumber.

417 AC—

-*Hammer:*

*-*The winter brings disposed villagers, abandoned fighters, and others lost to the mountains of Etrun. They join with Jin, and they begin to build settlements in the peaks and deep valleys.

-*Alturiak:*

-Huge airships lift off from Arear carrying thousands of tons of supplies. They fly across the continent, delivering Arear’s supplies to the besieged cities. Soon, though, Queen Anastasia knows that Arear’s own supplies will run low. She believes that the airdrops will be able to bring 1 years’ supplies to each of the besieged areas. She calls to Yorick to seek the aid of lands across the oceans.

-Yorick Alibaster, hearing Queen Anastasia’s plea, sails to the Sunset Isles to the west. He seeks council and hearing from Queen Oldhingwen (A Maiden’s Dream of Silence).

-The bombs planned for Hessoh Totah are completed, and they are shipped off to the Shield of Stah by airship. The airship quickly reaches the Shield, and Hessoh Totah ordrs his engineers to rig the bombs into the stonework of the wall itself. The bombs cannot be set off by the rocks flung by Abraham’s army—they only respond to a specific order issued by Hessoh Totah himself. In addition, the airships brought much needed supplies. Hessoh Totah believes that, with rationing, the Shield of Stah should be able to withstand the undead hordes until Nightal of 420.Hessoh also orders the construction of large catapults by the Brundi army behind the wall, so as to launch stones onto the dead.

-On a cold, moonlit night in the mountains of Etrun, Dzuzzun’s forces converge on Jin’s settlement in the mountains. The wooden walls are weak, but the genius positioning of the fort gave Jin and his band ample time to prepare for the assault. They opened the escape tunnels carved into the sides of the mountains, and they began a great movement south to a more permanent, secret residence that they had begun building.

-Avi Lear and his Rhun reach the siege of Telehar. Lear looks over the siege from a southern hilltop, the dark of the night sharp against the white of the snow. The army of Rhuncia was battering the walls of the low-walled sprawling fortress, none were looking behind. Avi Lear was tall and quiet, observing everything with careful, hawk-like eyes. His soldiers were trained for all situations—but 50,000 against a sea of practically 800,000? Impossible…or so they say. Lear smiled. The forces of Rhuncia know little of the heritage of the Rhun, but they will know fear by the end. Lear and his army split into smaller groups to skirmish the massive army. Avi’s highly trained soldiers out of Ultear cut through the enemy, but when some would inevitably fall, they revealed the true power of the Rhun warriors: skin dancing. Lear trained all of his soldiers in the ancient taboo of skin dancing, so that, on the verge of death, his warriors could jump into the body of their attacker. Thus, the bands of Avi’s forces were mixed with living bodies and dead ones, but all fought for Lear.

*-Ches:*

-Yorick is met with good faith and welcoming in Annuntol. The queen agrees to see him, and upon hearing his pleas for supplies, she agrees to help—not only with supplies but with the Grand Army of the Sunset Isles, the Orn Hossrim. Soldiers of the Orn Hossrim are typically called the hossrim. The Orn Hossrim are led by the brothers Fara and Lith. Queen Oldhingwen soon orders their mobilization.

-The Arear Airlift reaches the defenders at the Grey City, supplying the war-front with much needed preserved goods.

-The Arear Airlift reaches the defenders of Iant. This airlift is the largest yet, as Iant has a huge populous that cannot be evacuated.

-The defenders at the Grey City complete a new set of siege engines to continue their assault on the shadow of Lim Vithara. Clara Fairfox, a divinely-awakened oracle of life, channels a massive amount of life-energy and pours it over the inner walls, flooding the outer-city with a great wave of holy power. The holy wave boosts the morale of the beaten-down defenders, sparking a great push by the defenders. On the last day of winter, Cassius Accius Ramirus marries Lydie Maitre, daughter of Samuel Maitre, under a sinking red light. As the first spring sun rises from the east, Magnus Ritamir and the Voices of Nara lead a charge out of the inner gates in an attempt to retake the outer ring of the Grey City. The outer ring, mostly cleared by the Oracle’s Wave, still poses a significant challenge due to Lim Vithara’s shadow. Clara Fairfox moves with the attack, holding a great dome of light over the defenders.

-As the airships of Arear fly in to Iant, Generaux Serge Delys and the army of the south find themselves hard pressed by Caqirin’s enormous force. Generaux Delys fears that the city will not be able to stand much longer without specialized weapons. The south gate is constantly battered by huge nightwalkers, and the men there are becoming weak with fatigue. The defender’s numbers are thinning.

-Queen Anastasia joins Halifax in working on the magical battery weapons.

-On the first day of spring, Jin leads his followers into the ancient mountains ruins build by the people of Mallorn in a lost time. Jin names the city Seishin Kai. The followers of Jin begin to rebuild the ruins of Seishin Kai.

*-Tarsahk:*

-Yorick sails to the northern island of Uzai to try to convince the Highlord Raevar to send aid to Ilia. Raevar hears Yorick’s council, and says that he shall know the Utari’s answer in one year.

-Many of Hessoh Totah’s siege engines are completed, and the defenders begin firing upon Abraham’s fourth army using large desert stones and mountain rocks transported by the Suth Peak Fighters and Naa Sebah as ammunition.

-After nearly a month of fighting, the soldiers trying to retake the outer ring of the Grey City reach a stalemate with Lim Vithara. Camps are set up throughout the ring, and the streets are filled with darkness and costant fighting. A makeshift “Middle Wall” is built in the area, which the defenders ralley behind.

-After being hinted at a large magic-crystal deposit under the Grey City, Halifax sails there to find it. He meets with Samuel Maitre and Cassius Accius Ramirus. After telling them of his plan, the two agreed to aid him in finding the lost catacombs below the city. The group starts in the Solemn Castle, finding blocked tunnels leading to dark rooms long forgotten. The catacombs lead to a meeting of ways, a huge chamber with tunnels snaking in every direction. The group splits up, travelling down each and meeting back at the center. Samuel Maitre finds that one of the tunnels winds to the west and seems to open somewhere outside the city. The outside is blocked with dirt, but Samuel can hear shovels digging and picks hacking at stone—Lim Vithara is trying to make his was into the tunnels. Samuel brings this revelation back to the others. Cassius Accius and Halifax’s tunnels connect and descend deeper into the stone. They shoot east, under the bay itself. Water drips from the ceiling, funneling down and cutting lines through the stone floor and walls. The tunnel ended suddenly, marked only with a metal disk indented in the floor, engraved with ancient writings. Halifax deciphered the writings and twisted the disk at exact angles until it sunk into the ground, revealing a well downwards lit by a dim blue glow. The well was linearly corogated, allowing Halifax and Cassius Accius Ramirus to climb down. The well opened into an open chamber with a massive blue crystal indented in the center. The chamber was artificial, created thousands of years ago to house the magical artifact. Halifax and Cassius Accius Ramirus returned to Samuel Maitre to share their findings. The group met up and traveled back to the surface, meeting with Magnus Ritamir to discuss the dangers below the Solemn Keep. Halifax sails back to Arear.

-Jin leaves the construction of Seishin Kai to wander the forests of Etrun. He walks through the grass and climbs through the trees, feeling the pain of the trees and the anger of the animals. He begins making a connection to the living world around him.

*-Mirtul:*

-Yorick continues his worldly travels, sailing to the continent of Wysteria. He lands first in Aamir, to beg for the aid of Grand Princess Satina Ali. She looks peers back into the minds of her ancestors using the remnasts of the fey magics, and she quickly sees the wisdom in Yorick’s plea. She agrees to send soldiers to Ilia.

-In the heat of the siege of the Grey City, the mad, inept king Simon de Gris assassinates Grand Duke Nycolas and seizes his power. His band of followers is in opposition to Samuel Maitre, and they believe the city should be handed over to Lim Vithara. The Solemn Castle is captured by Simon de Gris and his men, and Lydie Maitre is captured. Samuel Maitre and Cassius Accius Ramirus lead as many men as can be spared into the inner city in an attempt to retake the keep.

-After a breakthrough with the help of Hera’rosintilya, Queen Anastasia and Halifax find a way to make Arear’s magic crystal-powered tech mobile. The key to Arear’s power is a large blue crystal atop its highest spire, but magically powered devices can’t work far from the crystal. With the discovery of the huge crystal source beneath the Grey City, enough crystal could be harvested to power hundreds of weapons using shards. Hundreds of weapons aren’t enough, however, so Halifax and Queen Anastasia needed to find a more efficient method. The duo, with the help of Hera’rosintilya, discover a means to package semi-real versions of the crystals. In a way, they ‘quantize’ the magical energy in packets of brass cylinders, each one connected with an Aether coord to a Master Crystal—either the crystal in Arear or the one under the Grey City. Until the one under the Grey City is made available, all weapons will be tethered to the Arear Crystal. The tether needs to be made by magical oration, meaning each shell would need to be charged individually, and the quality of the tether would depend on the skill of the magical orator. Queen Anastasia offers orator positions to any refugees and Arearian citizens of magical aptitude. The new workers are put to work tethering the brass cylinder shells at huge factories, once used to create household items and other peace-time luxuries. Factories open throughout the whole of Arear, and even outside the city producing shells and the methods of delivery—specialized weapons able to be loaded with the “AC shells”. These weapons could be anything—bows, swords, axes, catapults, exc—anything that could be magically enhanced. The mechanization of the Stinking City took motion. Halifax alone channels massive amounts of eldritch energy into the shells, filling them with arcane blast power.

-The nightwalkers battering the south gate of Iant finally break through into the city, and the skeletons pour into the city. Generaux Serge Delys leads the defence, but he is quickly forced to order a retreat to the bridge. Thankfully, he and Luck heavily reinforced the bridge earlier. The Great Telivant Bridge was now layed with hundreds of barricades, walls, and wards. A great bulk of Generaux Delys’ men defend the bridge from the advancing dead. The north gate is faring only slightly better, as the Daanthrage have begun spreading and distracting Caqirin’s army once more.

-With the siege of Telehar broken and Avi Lear’s forces spreading Rhuncia’s army across the north, Dux Blossia Ingenua and her Immunes begin to capture and study undead. They capture both those originally from Ravenloft and those raised by Kalma’s forces on the move. These tests are merciless and savage, and their only goal is to discover a more efficient means towards the mass destruction of the dead.

*-Kythorn:*

*-*Yorick moves north, to the main of Westring and the Basilian Confederation. He entreats with the kings and lords, and is able to amass the aid of the West.

*-*The Grey City is torn by fighting, both at the Middle Wall with Magnus Ritamir and Clara Fiarfox, and with Samuel Maitre and Cassius Accius Ramirus in the inner ring. The defenses of the Middle Wall begin to break will the decreased reinforcements, and Magnus Ritamir orders a full retreat. Simon de Gris poses a difficult challenge to take down, holed up inside the Solemn Castle. Samuel Maitre and Cassius Accius Ramirus lead their men to storm the castle, but find the gates impenetrable. Cassius takes a select group of his Voices of Nara and attempts to infiltrate the keep through the sewers below. He and his men break into the tunnels and before long they are able to enter the keep itself. The Voices of Nara, typically front-line fighters and berserkers knew not any forms of stealth—so they did not incorporate it. The barbarians fight through the castle, covering the smooth floors in blood. The night is filled with screams and the sounds of battle as the fighters moved closer to the false king. Many of the Voices of Nara begin to fall to the blades of the betrayers, but Cassius Accius Ramirus and a few others are able to break into the great hall, and they see Simon de Gris sitting on the Silver Throne at the far end. Cassius Accius Ramirus cuts through the guards, but is soon surrounded and captured. He is taken to his wife, Lydie Maitre in the dungeons of the Solemn Castle, soon to be sacrificed to Kalma. Within a few days, Magnus Ritamir and the remaining Voives of Nara join the attack on the Solemn Castle by Samuel Maitre. The reinforcements, retreated from the Middle Wall, are able to use battering rams to destroy the main gate, and they storm the castle. As the soldiers rush into the keep below, Simon de Gris drags Cassius Accius Ramirus to the highest balcony of the keep to sacrifice him to Kalma. The battle paints the castle red, and the echoing of swords in the night drives Simon de Gris into a crazed mania. He orders his guards and cult servants to bar the doors and ready the altar which he prepared for the coming ritual. As Magnus Ritamir and Samuel Maitre battle through the stairways of the Solemn Castle, Simon de Gris grimly readies a horrible and ancient ritual, preparing Cassius Accius Ramirus for sacrifice. The door to Simon de Gris’ chamber shakes violently as Magnus and Samuel pound on it, charging it, and beating it open with Magnus’ greataxe. Magnus, the man with the strength of a giant throws his mighty body against the stone door and shatters it. The two generals stumble into the room just as Simon de Gris slits Cassius Accius Ramirus’ throat, his blood spilling onto the onyx altar. The ritual is complete, and the Grey Lich is born, infused with the vile unholy energy of Lim Vithara himself. Magnus Ritamir twirls his axe and flies into a burning rage before charging at the Grey Lich with Samuel Maitre. The combatants whirl and clash as their men fight below them. They move to the royal balcony looking over the dark, burning city, and in a swift turn Samuel Maitre is pushed off—but he catches onto the flying lich’s greaves, catching the undead by surprise. The distracted lich doesn’t see Magnus’ relentless greataxe swing towards him, shredding into him and breaking his concentration on flight. Samuel Maitre and the Grey Lich plummet towards the bloody plaza below, and the general manages to clamber on top of the lich in mid-air. In a sickening crunch, every bone in the lich’s body is shattered as he is slammed into the stone, and Samuel Maitre is severely injured—but not dead. In the aftermath of the battle, Magnus and Samuel Maitre imprison the lich, who is bound to be revived, as his phylactery is unknown. The defenders hole themselves in the Solemn Castle and the inner ring of the Grey City. Magnus and Samuel Maitre begin to fill the underground tunnels that lead towards Lim Vithara’s army, and use many of the tunnels as a base of operations.

*-*The defenders of the Great Telivant Bridge are pushed back for miles, with half of the bridge overrun. As another assault begins, specialized open-sided airships from Arear descend over the bridge. Soldiers from inside the gunships unleash a barrage of the new eldritch-powered AC shells from turrets. Supply ships land and dispense the first round of AreTech bows and swords to the defenders. The defenders, now armed with forefront of powerful ranged weaponry are able to blast the undead with eldritch power. The defenders were not only able to hold the line, but they began to push the waves of undead back in the narrow space.

*-*The hunger of the Saith in Arear begins to awaken once again, and the plague returns with a vengeance. The people of the city are unaware of the true nature of the Saith plague, and believe it to be some natural disease. They name it the Bloody Hunger. The Saith plague begins with the original Saith extending their soul into others’ bodies. The process is slow at first, but as the Saith latches on and begins to force its soul into the host body the “plague” becomes much more violent. The host body tries to reject the Saith or Saith thrall soul by evacuating its soul-bound gates, namely the heart. This evacuation takes the form of frequent of massive vomiting of blood and loss of blood through bodily orifices. Inevitably, though, the Saith soul pushes its way into the body. Some strong-willed individuals can survive the onset of the Bloody Hunger if it is spread only by a thrall, but the power of a true Saith is overwhelming. Doctors try to find a cure, though their methods are brutish and often end in the patient’s death. One common method is to feed the patient pig’s blood, as it could act as a replacement for the blood lost in the plague. The populous also had significant demonic suspicions with the Bloody Hunger, and many of the doctors were also priests or holy men. Those doctors with strong belief fared better, for the religion of Arear strengthened their soul-body bond.

*-*Isabella and Rowan find Ander, and Rowan begins to train under him.

*-Flamerule:*

*-*Yorick continues north into Wintercrown, calling for the aid of the ironmen of the north. He meets with the Ice Queen of Kells, and she agrees to send her hardened northmen.

*-*As the sun reaches its zenith on the day of Midsummer in the heat of the valley of Stah, the hands of Abraham shift. Slowly, the thin hands pull back the ragged hood, and Abraham unveils his true form—his body grows to a massive size, a horrible darkness with billowing robes and an ancient face. The sun goes dark over the world as a Shard of Hera’roilya, the Shard of Eclipsing Darkness, empowers his followers and brings an oppressive weight on the minds of the defenders. Abraham’s voice wriggles into the minds of the men and women defending the Shield of Stah, and they fall to their knees as he warps their personalities. Hessoh Totah tears at his hair as he pushes Abraham from his head. Immediately, Hessoh sends a message to the Brundi general under the wall, the half-elf Muna Abay, to retreat as fast as they can. The message reaches Muna Abay quickly, and she, trusting Hessoh and seeing the darkness above, orders all of her men to run into the desert. As Muna’s men run from the scene, the dust and sand swirling under their feet, the halls of the Shield of Stah erupt in fighting as many of Hessoh Totah’s men fall to Abraham’s influence. Men fight men, and the undead break into the fortress. They begin to flood the wall, and the Shield of Stah is quickly enveloped in the darkness of Abraham. The being’s voice thunders, hummingly low but yet oppressively powerful, in the stones themselves. Hessoh corners himself in a back room, waiting for the opportune time to show Abraham his final plan. As every last man falls to the blades of the undead, and the skeletons fill every inch of the fortress, Hessoh Totah whispers the one word to trigger the bombs from Arear. As he is killed in the next moments, he sends a magical message to all those around the fortress: “And let it be known that the world will fight.” In a cacophonous, resonating explosion, the Shield of Stah explodes, the massive stones burning and flying into the hordes of Abraham’s army. The explosion rocks the earth itself, and the underground bombs shake the surrounding mountains into awakening. Ancient rock seals are shattered in the deep tunnels, and molten rock bubbles forth in great rushes as the volcanoes around the fortress erupt. The great Mountains of Brund, a chain of volcanoes, erupts. Naa Sebah and the Suth Peak Fighters hole themselves in their fortresses or run from the mountains into the hilly plains to the south, watching as fire rains from the sky and lava pours over Abraham’s army. A deafening scream comes from Abraham’s maw as his army is burned and crushed under the falling boulders of the shattered Shield of Stah. Abraham calls his forces back from the hail of fire, but the burning plumes of smoke, avalanches of rock, and massive sprays of lava throw the force into chaos. The undead are burned, disintegrated, and melted as the mountains themselves lash out in anger. Abraham is caught with his army in the swift retribution, and he is eternally trapped in the magma flows. The massive army of Abraham is buried and destroyed, but the doorway into Brund is opened. Smoke fills the sky over Brund, and the ash begins to rain over all of Ilia. The ashfall becomes known as the Darkening of Days.

*-*Ash begins to fall on the defenders of Iant, and the scene turns to a sort of snowy winters day, filled with the green lights of eldritch bolts being fired into the swarms of undead on the grand bridge. Generaux Serge Delys orders his men forward as he fires the Vuichiva into the surge. Luck Looney sits on the spire of the north gate of Iant watching the eruption to the north, his blue hair blasted grey by the ash. He sharpens his icy sword.

*-*Magnus Ritamir looks out over the balcony of the Solemn Castle upon the Inner Ring, the last refuge in the Grey City. A horde of undead and shadow surrounds the keep, but they cannot enter. Ash falls on the scene, illuminated by a harsh white circle around the castle. Clara Fairfox concentrates at the center of the rotunda, keeping the dead at bay as the earth rocks and towers crumble from the earthquakes. The volcanoes erupt in the distance, heralding a shift in the war for the world of mortals. Samuel Maitre sits hopeless in the tunnels below the fortress. Guards stand at the ready near the imprisoned Grey Lich, and the earth shakes. Lydie Maitre cries in the dark, too afraid to go to the surface.

*-*The corpse of Raeg the Dracolich shudders, and the body splits open, revealing a larger, hungrier dragon. The great dragon soars over the city of Ordos once more, and as he opens his giant maw, he releases an encompassing cone of flame over the city, burning the once glorious palace. King Juhul is burned, along with the rest of the royal family except for Liel, the grandson of Juhul. As the palace burns, the defenders of Ordos fall into disarray. The captains break away with their guard legions, and the city falls to the swords of the dead and the fire of Raeg. Liel escapes the regicide of the Brundi leaders, and he sails to the north coast of Olaea. He and his small retinue stumble south towards the ruins of Ebun.

*-*Arear officially opens shipping lanes for AreTech weapons to all defensive positions. Only two months after factories began operating, the refugee-run factories are pumping out hundreds of weapons. The smog mixes with the falling ash and dampens the sounds of industry. Workers are building new outer walls around the refugee camps, burning forests and clearing hills to make room for the future, a world with Arear at its center.

*-*Jin finds a hidden enclave, a holy grove detached from the world and from time within the head of the great forest spirit. He is entranced by the place, and he falls into a deep slumberous meditation.

*-*Lord Avi Lear holds his hand out and feels the ash fall as he stands on a frozen precipice in Anor. He grimaces, knowing that the time of war in Tirion was coming.

*-*After months of fighting in the north, even Avi Lear’s skirmishing could not keep Telehar standing. The Arcish forces retreat south to Menefast in Tirion. There, Dux Blossia sets up her labs once more.

*-*With an increase in the Bloody Hunger in the slums and undercity of Arear and the availability of AreTech weapons, the populous finds the process of curing the plague too slow. Large-scale executions begin. Anastasia and Halifax are not aware of the problems happening, as they are on the site of Big Blue. The man Thil Girion rules the city in her absence, and supports these executions.

*-*Belerand Redmane and Teruo organize the last of the Olaean resistance and attack the last large host of undead in Olaea. The battle is fearsome and brilliant, and the Lad’cathwaith fight bravely. The undead are slain and routed, but Belerand and Teruo themselves fell in the fight. Olaea is free, though few survive to see it.

*-Eleasias:*

-Yorick sails west to Irosh, to call for aid from the ancient elves there. The Queen hears him in her mighty hall, and she agrees to send the mighty Conquering force of the Sunrise Lands.

-Naa Sebah gathers the Suth Peak Fighters and brings them south, to the desolate plains of northern Erresea.

*-Eleint:*

*-*Yorick moves to Theas, and rounds up support from the mysterious elves of the Vaults.

*-*With Jin’s absence and apparent desertion, the girl Aiza Akko steps up to lead the elves of Seishin Kai. Aiza Akko organizes the people into a strong military force—small, but elite.

*-*Avi Lear’s top soldiers join him on an elite mission: to destroy the wraith Rhuncia. They infiltrate her lair and ambush her and her top generals. The battle is swift, and many are slain. Avi Lear and much of his squadron are killed, but they simply send their souls into the corpses of the undead, and are able to use their ancient magic to destroy the general Rhuncia. The mission is successful. The army of Rhuncia scatters across the north. The fight in Arcum is victorious for now.

*-*The army of Tirion is mobilized towards the swamps of Ordos, and the army begins to battle the undead of Raeg. The swamp warfare is brutal and savage, with as many natural hazards as unnatural. Many men fall to disease and wildlife. The battles here are joined by some of the elites of Tirion’s army, and by some members of the Queen’s Guild. These skirmishes slog on for months.

*-*Liel and his group are camped in the ruins of Ebun, fending off the few undead that remain when a single, beautiful silver ship draws to the harbor from the river below, and a single figure climbs from the rigging. The figure climbs the cliffs, and destroys any dead in his way with amazing grace. Liel meets with him as he reaches them, and he sees that the figure is a young elf, dressed as a man ready to sail. His hair is pale, and his left eye was missing. It was Jeffers, revived after his death in Nenril, the One-Eyed Bard. He says only four words:

“I need a crew.”

*-Marpenoth:*

*-*Yorick travels to Jembai, but the native horselords have little interest in aiding Ilia.

*-*As the Suth Peak Fighters under Naa Seba infiltrate south into Erresea, they stumble upon the little resistance still within the kingdom: the Erresean Shadow Force. The Shadows had been fighting in the ruins of Nenril, but were pushed into the forests. There they remain, skirmishing any undead they can find. The Shadows are led by Istri. The Suth Peak Fighters and the Shadows join forces, and stake out Enin Esarii.

*-Uktar:*

-Yorick sails further west, to Lostondor in Numendor. He meets with the Slave King, and uses his influence and wealth to buy the alliegance of the slavers. He is able to quickly sail to Winterfall, and rouse the allegiance of the freed mages and revolting peoples there.

-Aiza Akko leads a grand sweep of the forests near Seishin Kai. The excilerating crusade raises the morale of the men, and the war cries of a glorious day echo through the hills. Aiza’s force meets a large host of Dzuzzun’s dead on a cold plain in the hills, and in a furious moment the horns of the elves called into the ranks of the undead. The skilled warriors of Aiza charge the undead, and their steel swords hew limbs from bodies, tearing through the army. The battle is swift, and in the end the plains are covered in the bodies of both elves and skeletons. Aiza captures the hills at great cost, but the men of Seishin Kai know one thing—they can win. This is known as the Saisho Lakilea, or First Victory.

-Avi Lear and his soldiers remain in Anor, hunting down the bands and hosts of Rhuncia’s army that scattered after her destruction. Lear’s soldiers are named the Bone Dancers.

*-Nightal:*

*-*Yorick delves into the Underdark, to attempt to find aid from the drow and other forgotten races. He convinces the drow to put their old hatred aside, and shows them that this is the chance that they need to regain the dignity of their race.

-In the dark of the winter, Lydie Maitre gives birth to Jean-Auguste Ramirus.

-Aiza retreats to the hold of Seishin Kai. She knows she needs more men to continue fighting, especially after the Saisho Lakilea. The elves are isolated, however. The winter is cold.

-The cold of the swamps bring many men of Tirion to their knees. The soldiers are ill-trained in survival in the wilderness of the area, and the undead cut down their numbers significantly.

-The Arear Guard become hated and feared in the slums as the executions grow. The Saith and those who become thralls under the Bloody Hunger grow strong in the winter, and they begin to fight back, tearing the guards apart and stirring rebellion in the peoples of the city.

-The siege of Iant continues, but the defenders are running low on supplies. The city was unable to be evacuated, and the people are beginning to starve.

418 AC—

-*Hammer:*

*-*Yorick sails to the island of Summerzel, to call for the aid of the dragon riders. He stays in Summerzel, preparing to ride with the elves on their way to Ilia.

*-*Amadeo rides his celestial horse through the mud of Ordos’s swamps. The old paladin draws his sword, and the swamps are filled with a blazing holy light. Amadeo battles long in the swamps of Ordos, his power destroying thousands of dead.

-*Alturiak:*

*-*With Amadeo leading the men in the swamps of Ordos, the tide of the battle turns. The paladin’s overwhelming power blasts away the skeletons of Kalma, and the army of Raeg is held at bay.

*-*A rebellion explodes in Arear. The refugees and Saith fight against the guards and officials in the streets, and the city descends once again into chaos. Areth smiles, seeing the havoc. Halifax and Anastasia hear reports of this—Halifax returns to Arear. Upon his return, Halifax finds the city in chaos. As he walked into the throne room of the Spire, Thil Girion was issuing the order for the guard and military to attack civilians on site. Without hesitation, Halifax struck him down. The warlock looked around at the advisors and announced that he would be standing in for the Queen as she worked on the super weapon. Halifax immediately ordered all guards to return to the Spire and all military to exit the walls and return to their stations defending the outskirts of the city. As the violence subsided in the city, Halifax began to study the Bloody Hunger.

*-Ches:*

*-*Luck Looney looks west from his perch on the north gate of Iant as he hears horns blowing from the waters. The horizon is a rainbow of heraldry as the ships of the Basilian Confederation approach the city. Their men climb from the ships and stand at the ready. The lords and ladies of the western lands have arrived. Luck and Serge Delys immediately begin evacuating the citizens of the city onto the Basilian ships. Luck rotates the Basilian soldiers in for the Albosi fighters on the bridge and at the northern wall. He outfits them with weapons out of Arear. The defense of Iant makes a resurgence.

*-*The skeleton of Big Blue shakes under Anastasia Blue’s feet as the horses of Talaal and the men of Aamir march inland. The mighty Princes of Wysteria have come to aid Ibos. Anastasia meets with the Princes of Aamir and the chiefs of the Talaali and informs them of the scattered army of Kalma. The forces of Ibos are scattered as well, though many are defending Arear. The city has hundreds of thousands of refugees outside its walls, and should the army of Kalma attack the city, all would be lost. The Aamirian and Talaali forces begin hunting down the bands of Areth’s army.

*-*The soldiers of Westring climb from their ships in the desolate lands of Erresea. The King’s Army makes camp and sends scouts in all directions.

*-Tarsahk:*

*-*The wings of dragons overshadow the army of Westring as the massive Utari force lands in western Erresea. The Utari come with an army to rival the hosts of Kalma, and mighty dragons from their lands.

*-*Avi Lear receives reports of a force landing on the shores to the west. Wintercrown has answered.Avi sends scouts to inform them of the enemy’s movements in Anor.

*-Mirtul:*

-The Iroshi palace ships land as well upon the shores of Erresea. Three armies gather there, one million strong. With the landing of the Iroshi, the scouts of Naa Sebah and Istri have informed the Suth Peak Fighters and the Erresean Shadows of the arrival of reinforcements. Naa Sebah and Istri ride to the west to meet with the armies, and they are met by the Utari general Saelasys, who has been agreed upon to lead the combined army. Saelasys speaks to Naa Sebah and Istri:

“The West has not forgotten the land of our forefathers. We fight alongside the East once more.”

Naa Sebah sends messengers towards the Grey City to alert them of the arrival of Saelasys. The undead remaining in Erresea begin to band together in Nenril. Some force has called them back.

*-Kythorn:*

*-*The deep ships of Lostondor make berth below the cliffs of Ordos, and the whips of the slave drivers crack in the night, driving the army towards the city. The army of Lostondor sandwiches Raeg’s undead army in the swamp. The undead are many, but the two-sided assault and the presence of Amadeo brings doubt to Raeg’s heart. The dragon orders a retreat towards the mountains in the west. His undead begin the perilous crossing of the peaks into the desert of Brund. The mountains are filled with skirmishes as the forces of Amadeo and Lostondor pursue them.

*-Flamerule:*

*-*The skies above the Solemn Keep open in fire as the dragons of Summerzel bear down upon the city. Magnus rushes to the balcony of the keep as he hears the glorious horns of the elves, and he sees one light amongst the sky filled with dragons: a holy light shines brightest of all, banishing the dead and the ash and the pain. The light of Yorick Alibaster, the Ivory Phoenix, shines like a sun, burning the dead and Lim Vithara’s shadows. The streets are alight with magic as the wizards and witches of Winterfall battle below, and the darkness hides more than undead: the dark elves of the caves under Numendor join the battle. The city is not lost. Magnus smiles and orders those few men in the Solemn Keep to charge forth from the gates. The dragons battle in the sky with the dark bats of the shadowy Andolem as the undead are pushed back through the streets. After a few days of battle, Lim Vithara’s shadows are pushed out of the city, and the undead are destroyed within the walls. Yorick meets again with his friend Magnus Ritimir in the ruins of the outer city. The meeting is joyful, for they both breathed on. The Grey City was their once more! Yorick was taken to the tunnels below the keep, where he met with the bound Grey Lich.

“Simon de Gris. You know the mind of the enemy, yes?” Yorick grabbed the lich by the throat and lifted him from the sooty floor. Even the touch of Yorick’s hand burned the dead flesh of the of lich, sloughing it from his bones. “You will tell him that the armies of the west gather in Erresea to destroy the gate to Ravenloft. The armies of Kalma will be forever trapped in the void.”

The holy nimbus above Yorick’s head glowed with a dim light as he threw the lich to the floor and left. The Grey Lich was thrown from the walls of the city to deliver his message to Lim Vithara. Samuel Maitre keeps the phylactery of the lich, though, so as to always have control of his enemy.

-The army of Lim Vithara backed away from the walls of the Grey City. They marched west, returning to the gate.

*-*Aiza Akko leads an assault from Seishin Kai, and finds a mass of destroyed undead in the forests and swamps of Etrun. Her men had not done this. From the jungle came the sounds of clinking chains, and the missionaries of the Locked Goddess in Theas stepped into the clearing. All around Aiza’s army stepped the silent warriors of Theas. Aiza smiled, and joined her forces with the armies of Theas. They return to Seishin Kai to prepare for an assault to take back Kuritori.

*-Eleasias:*

*-*The sands of Brund give way to a vicious war between the dead of Raeg’s army and the armies under Amadeo. The mighty dragon thrived in the ash-cold desert, the open sands burning under his wide flames. The army of Raeg was yet strong in number, and the slaves of Lostondor were weak and ill-trained. The campaign in Brund was looking to be a long one.

*-*Yorick travels to Arear and meets with Halifax. The development of the technology coming from Arear has skyrocketed since Yorick left, and Halifax’s combined with Anastasia’s handiwork continues to progress it forward. With the Grey City cleared, Halifax wants to begin work to uncover the crystal below the city and use it as raw material to power Big Blue and other super-artillery. He informs Yorick of the Bloody Hunger problem in Arear, and shows him his research. The warlock knows that he cannot let the disease spread outside Arear, and so needs to find a cure before sending workers to the Grey City. Until that time, Halifax tells Yorick that the Grey City must remain free—the armies of Lim Vithara must remain distracted. Yorick travels back to the Grey City by airship.

*-Eleint:*

*-*The fighters of Muna Abay descend on the battles in the east of Brund, aiding Amadeo’s forces. With them come airships from Arear bringing supplies and magical weaponry. The sandy landscape becomes crossed with trenches and hill forts as bands take defensive positions with the powerful ranged weapons of Arear. The campaign in Brund is a brutal one, a war of attrition. The forces of both sides have spread across the northern and eastern desert, taking to any fort or town in the area. Both sides have figures of extreme power: Amadeo for the resistance and Raeg for Kalma. Raeg was a monster beyond any other, cruel to the core and more ancient than any in the war. He was the spawn of Comenraan in the old world, and he knew the power that was held by mortals in those times. His scales were burned black, and his breath boiled the air. The body of Raeg was massive, and the hulking beast ruled the battlefield, fended off only by the light of Amadeo. The knight was small, but his power unceasing. Amadeo was a beacon in ash-grey skies of the desert, his hands bringing the power of the sun. He was a master under his god, Calad, whom he held above all. Though the light of the sun was blocked by the ash in the sky, it shone through Amadeo’s blade.

*-*As the months grew colder, the army of Lim Vithara returned once more to the forests of Erresea. The mysterious Vithara did not immediately go towards the gate, however: he first traveled to the ruins of the Shield of Stah. Under the still erupting volcanoes of the mountains, Vithara unleashed his power in the darkness of Abraham and broke free his trapped ally. The cloaked Abraham stepped from beneath the hardened lava to join the army of Lim Vithara.

*-*Iant is fully evacuated. The city is now a fortress for the Basilian soldiers and the men of the city. The bridge is held firm by soldiers outfitted with magic rifles out of Arear. The evacuated citizens gather outside Arear. The city employs many in the factories of war.

*-Marpenoth:*

*-*Dark clouds sank low over the valiant army of Saelasys. The horizon was dark with the line of Lim Vithara’s dead and the all-encompassing darkness of the unveiled Abraham. The massive figure hovered over the approaching army like a god, bringing a darkness deeper than all others with him. Nightwalkers trudged over the army and the bats of Kalma circled Abraham’s figure as he approached. The army of Lim Vithara was bolstered by the undead of Erresea, and the ancient worms that had joined in the assault of Nenril. The defenders prepared their weapons and ammunition brought to them from the forges of Arear. The two forces collided like a world-ending force, the largest battle of the age. The wastes of Erresea were a battleground like no other, burning with dragon fire and darker than a moonless night. Abraham here revealed that he was more than simply a bringer of darkness—he was a Shard of Hera’roilya, the shard of Eclipsing Dark. Abraham formed a sphere of darkness between his hands, and cast it into the sky. The sphere blocked out the sun and cast an unending darkness over the field. The dark sphere was a hole into nothingness, a massive orb of annihilation. All that touched it was destroyed, air, light, and flesh. This was the Eye of Abraham. The clouds and ash were pulled into the vacuum of the Eye, creating a spiraling disk of storms wherever the Eye traveled. Tornados twisted down from the disk of storms around the Eye of Abraham, and they tore through the field killing the living and dead alike. Abraham peered through his Eye and saw all. He saw the minds and souls of the living and dead, and he spoke to the defenders. He whispered in their minds and drove them mad. In this madness Abraham reveled, though he was not alone in the battle. It was in his deepest darkness that Lim Vithara showed his true power: Abraham was a doorway, for in his darkness Lim Vithara was everything. Lim was the shadows, the darkness around the soldiers. Every undead that was slain stood again under the power of Lim Vithara. Every soldier, horse, or dragon that fell to the blades of the dead joined the ranks of Lim Vithara. He was a limitless soul of darkness, a necromancer above all necromancers. He was life and death, light and dark within the body of a man. Lim Vithara’s body was a gate to Amarth—to the Defiler. These were the powers of Lim Vithara and Abraham, two of the most powerful servants of Kalma. The battle was long, but the army of the living could not prevail over the darkness of Lim Vithara and Abraham. The defenders were destroyed, but for some that escaped to the south. Naa Sebah and Istri, Saelasys and her commanders were slain. Some of the elite members of the armies survive, and are led south by the brothers Fara and Lith. The resistance was crushed, and the living armies suffered a horrible defeat. Abraham closed his Eye and once again shrouded himself.

*-*As the last of the leaves begin to change in the hills of Etrun, Aiza Akko and the elves of Theas make their move on Kuritori. The hills are alive as the armies charge towards the forests and valleys below, and the jungle is filled with battle. Dzuzzun wakes from his slumber, his eyes flickering. The nightwalker stands from his throne in the woods and rallies his forces as the attackers close in. Aiza Akko and her elites find the forest clearing in which Dzuzzun made his throne, and there stood the monster still. Aiza battled with Dzuzzun under the dark canopy, but the nightwalker was powerful. He towered above the other, and his great claws and horns were terrifying to behold. Dzuzzun slew them all, and as the fighters of Theas and Seishin Kai fought in the jungles, the undead of Dzuzzun came from all sides, unrelenting. It was clear that the battle was lost, now all the attackers could do was try to survive a retreat. The jungle was perilous, and few lived to see Seishin Kai once more.

*-Uktar:*

*-*Halifax and Anastasia meet. Halifax unveils the result of his research: there is no Bloody Hunger, only a Saith. The Saith are weak and prone to mistakes in the hot summers, so he plans to strike then.

*-Nightal:*

-The winters of Brund are mild but cool, and those warring in the desert sands greatly appreciate the rain the season brings. The fighting in Brund continues, but the armies of Raeg are weakening. Amadeo’s power is relentless, and his holy light destroys any undead it touches.

-Learning of the defeat in Erresea, Yorick takes his army from the Grey City in a daring effort to lure Lim Vithara and Abraham into Brund. This move leaves the Grey City practically undefended. Magnus travels with Yorick in this move.

-Fara and Lith find the dwarves of the mountains of Albos, and they join the Dead Runners in the defence of Iant.

419 AC—

-*Hammer:*

*-*Yorick goads Lim Vithara in the wastes of Erresea. His army far behind him, he rode out alone to meet the mighty force of Kalma, now numbering near two million with the dead of the defenders. Vithara is arrogant, and he takes the challenge.

-*Alturiak:*

*-*Yorick and Magnus lead the army of Winterfall and Summerzel into the fateful sands of Brund followed by the massive host of Lim Vithara and Abraham. The fighting in the sands has moved towards the Sword of Stah, with the armies of Amadeo laying down heavy trench defenses. They’re outfitted with heavy, rapid firing weapons from Arear, and the undead are slow to advance. Raeg’s army is sandwiched as Yorick and Magnus lead their force against their flank, and in a swift battle with Yorick and Amadeo shining their blinding lights, Raeg is battled and slain once more. In the rush of the moment victory is found, though it is short lived as the horizon darkens with Lim Vithara’s approach. Magnus is given a special task by Yorick: to dispose of Raeg. Yorick told Magnus this: it would take time for Raeg to gain the energy needed from the world to be reborn. Magnus should use this time to find a place where Raeg could not escape from, no matter how powerful he grew. With this quest, Magnus took the corpse of Raeg and dragged it across the sands to the north reaches of Brund. He pulled the dragon up to the peak of the highest mountain, and began digging.

*-Ches:*

*-*Magnus digs a deep channel, hewing the stone with his powerful axe. The hole is straight down, corrugated with slots so that the barbarian could climb up from the bottom. The chimney was thing, only the size of the hulking man, but it reached low into Nuinen. The crust of the planet was hot, burning to the touch when Magnus reached a small volcanic chamber, not much larger than a cottage. This would be Raeg’s prison.

*-*The battles in Brund cover the desert. The battles became increasingly heated: Yorick and Amadeo together were two of the most powerful members of the resistance, and Lim Vithara and Abraham were two of the most powerful of Kalma’s servants. These figures dominated the battlefield, but the sheer numbers of Lim Vithara’s army kept the resistance on the defensive.

*-Tarsahk:*

*-*Magnus finishes his quest: he chops the dragon’s body into countless pieces, and casts them into the hole. The body of Raeg would reform eventually, but his form would not fit within the chamber below. The dragon would be crushed by his own size, his bones shattering and his organs bursting, dying again and again. The dragon could not control this, though, and he would continue to take in energy and grow larger and larger. No growth could free the dragon, though, from the might of the largest mountain. He was trapped there, doomed to forever take in more and more energy from the world. This energy could not grow the dragon, and thus must be given off in another way: heat. Raeg’s body transformed natural energies of the world, the Corilyan winds, and the Andolem into heat. His body heated the mountain, and became a perfect heat engine. Magnus’s job was complete.

*-Mirtul:*

*-Kythorn:*

*-*The war in Brund was at a standstill. The defenders were holed into their many fortresses, and the attackers have set them in unbreakable sieges.

*-Flamerule:*

*-*Halifax stands upon a high balcony of the Spire in Arear as his plan unfolds below. Halifax had discovered the truth of the Saith presence in Arear, and had organized his men with one task: destroy the Saith and their spawn. The doors of the Spire opened, and a new force exited: a mix of highly trained guards and clockwork machines poured into the streets with the goal to quickly and efficiently execute any afflicted with the Bloody Hunger. When Halifax took power in Arear from Thil Girion, he stemmed a revolution and executions of the like that he was beginning now: his logic followed that no revolution could start if the executions were fast enough. And so, they were, and Arear’s streets and slums were wiped of the Saith in a month. In this time Halifax delved into the streets, searching for the source of the plague. The warlock’s wit was unparalleled, and with guidance from his eldritch whispers, he came at last to the lair of Areth. He smiled, and entered slowly. The building was a run-down slum house, but a tunnel was dug underneath leading to the sewers beneath the city. Halifax needed no light, as his eyes glinted pearl in the darkness. Areth was there meditating, reaching her soul to afflict ever more people. Halifax had studied the Saith. He knew their powers and their weaknesses: and he knew what he wanted. He plunged his hand into Areth’s chest, awakening her from her slumber with a bloodless attack, and Halifax ripped from her chest the cord of Taregil that tied her soul to this world. Areth was destroyed, and Halifax felt the cord of Taregil between his fingers. Now all he had to do was follow the string. Halifax left Arear, leaving the city with a member of the Queen’s Guild, Juzo. Halifax had met Juzo long before he had joined the guild, though few in the guild knew of Juzo’s presence. He was a sorcerer of sorts, a manipulator of shadows. He had traveled long and studied the ancient ways of Andolem magic. Halifax trusted Juzo, for if there was any able to best the shadows of Kalma it would be one who knew them well. Halifax instructed Juzo to begin sending many of the refugees to the Grey City to begin work there. Anastasia would assign work leaders. Arear was left stunned by the ferocity of the executions, but none could deny their effectiveness. The Saith were wiped from the city, either killed or escaped into the wild. Like rats, though, some will remain, hidden, dormant, in the low parts of the city. Some, too, were brought to the Grey City, and the Bloody Hunger remained ever present in the deep mines and crowded work camps of the bay.

*-Eleasias:*

*-*Juzo announces the shift of workers to the Grey City, ensuring that it is now safe. He starts an efficient program to log the shift, and dedicates many ships and airships to the effort. Clara and Samuel Maitre receive the ships, and they welcome the people to the Grey City. Immediately, officials placed by Anastasia delegate work to be done. The Grey City is to be industrialized. The crystal below the city is to be mined and shipped to the construction site of Big Blue.

*-Eleint:*

*-*The jungle floor of Etrun shakes as great stampedes of beasts charge through towards any dead they can smell. Jin awoke finally from his slumber, enlightened and connected with the world. He had spoken to the beasts, and he had rallied their numbers for him. The battles in Etrun were lighted again, and the dead felt the horns of the world.

*-Marpenoth:*

*-*Avi Lear continues fighting with the Bone Dancers in the areas around Menefast. The far north has been an intense battleground since the arrival of the Princes of Wintercrown. With them came their men and two powerful artifacts: swords by the names of Mox and Vox. These blades possess the ability to light water aflame like oil. The snows of the north burn as the north men hunt and battle the many dead of Rhuncia. Avi and his men have been battling dead and living alike in Tirion, as the corruption of Silmar has been increasing. The Illuminate Order has been working with Avi Lear to root out and destroy pockets of demonic presence in villages and towns, but the presence of Silmar’s cleansing light has been growing to quickly for the defenders to put down.

*-Uktar:*

*-*Dzuzzun heard the cracking of his soldiers’ bones, and he stood once more from his throne. As he stood, the lone sound of footsteps echoed through his ears. Someone was coming. The nightwalker king raised his eyes, and saw Jin. The warrior was alone, come with only his blade. Dzuzzun smiled, and he moved with blazing speed towards the lone fighter. Jin was gone, though, disappeared like smoke. Jin had spoken to the spirits of the trees and the earth, and they listened to him and aided him. The duel was long and gruesome, moving from the jungle clearings to the mountain valleys. It was here that Dzuzzun revealed himself, the true form of the nightwalker king. Dzuzzun grew to tower over the valley sides, and from his body sprouted six arms and mighty horns. Jin was an ant compared to the monster, but fear never entered Jin’s mind. As the duel continued, the survivors heard the noise from Seishin Kai in the mountains. The gates opened, and they saw Jin and Dzuzzun battling below. They gathered their men and bows and descended to the valley walls. They launched volleys of arrows and spears into Dzuzzun’s head, level with them, and he was distracted. Jin advanced and scaled the monster. He stabbed his swords into Dzuzzun’s soul points, and it was only then that Dzuzzun realized the swords were enchanted. The blades were of a powerful magic that could absorb and trap energy, and as Jin stuck them into Dzuzzun’s soul gates, they absorbed the energy flowing into him from his soul. With each blade, Dzuzzun grew weaker and smaller until he was the size of a man at the base of the valley. Jin walked to him, his final sword drawn. Dzuzzun was not yet dead, though, and plunged his claws into Jin’s heart—but there was no heart there. Jin had found balance between death and life, and had placed himself in the middle. He was undead, and this was revealed to the men above. Dzuzzun, stunned, was at Jin’s mercy. The lone warrior took his blade, and severed first the head of Dzuzzun, then the arms and legs. He kept each of these pieces pierced with his blades, for nightwalkers can reform, even after death. These pieces of Dzuzzun Jin brought to Seishin Kai, and his men bowed to him. Jin set the city on a new path: Seishin Kai would be a hidden harbor to any seeking refuge, be they living or dead.

*-Nightal:*

*-*Through his studies of ancient magics, Juzo learned much of the flow of magical energy. As he spent time in Arear, and investigated the crystal that gave power to all the weapons of the resistance, he came to a startling truth: the energy was running out. In time, the AC shells would become useless. Another source needed to be found.

*-*Dux Blossia Ingenua sends a message to Anastasia in Arear, informing her of a new weapon, one that could possibly change the tide of the war. The weapon is nearing completion, though it would be safer to use if the soldiers had access to masks that would purify the air as they breathe it. Blossia asks Arear to construct these masks and send them in shipments to any soldiers in the north.

420 AC—

-*Hammer:*

*-*The cult of Silmar in Tirion has come to a head. Many of the churches of Pelor have taken to Silmar’s cleansing light, and tens of thousands have secretly been corrupted by the fallen angel’s influence. The cold winter has brought heavy snow to Tirion, and the people of Pike have heard of the fall of outer towns and villages, burned by crazed cultists. The city was safe. There were people in the field battling the demons. The city was safe. It was a cold night when the master cultists arrived secretly in Pike. They convened at an old church, the stained windows bleeding colored light onto the stones of the temple. They came to the altar, and carried out a dark ritual. There the maniacal found solace, and there Silmar appeared from smoke and light. The most depraved of the servants of Kalma stepped from the altar and held his hands to the cult leaders. They had served him well. The mighty angel stepped from the church and breathed in the cold air. He would bring the fall of the kingdom of men. He was a servant of the Abyss, and the bottomless caverns harkened to his call. Silmar was fire and death, he was cleansing. The servants of Silmar rampaged through the streets of Pike, and the angel brought fire from the sky. The city burned as Silmar stepped into the hall of the royal palace and slew King Huelin’s guards. He come to the king last, and ran his soft hands across the king’s old face.

“Come to me, child. Let me cleanse your mind of weariness and pain.”

And so Silmar broke the mind of the king, and corrupted him to the side of Kalma. Across Tirion the fires of Silmar burned, and the angel had brought to end his long-game in Tirion. The last refuge of the kingdom had fallen. King Huelin called to his people and preached the cleansing of Silmar. The king’s flesh was burned and cracked with the corruption of Silmar, and so too was the flesh of his people. His was a kingdom of demons and fear.

Silmar rules the lost kingdom of Tirion above the Charred King, and the construction of the great fleet continues.

-*Alturiak:*

*-*As the war in Brund continued, scouts under Muna Abay discovered something while taking refuge in a cave: the cave was deep, and its entrance was shaded by sand. As they delved below, it opened to a marvelous city constructed entirely of the crystal in Arear. This was the ruins of Celebtal, the ancient city of the Rhun. When Muna Abay learns of this, she sends a message to Arear.

*-Ches:*

*-*Upon getting Muna Abay’s message, Juzo immediately seeks Anastasia. He travels to the site of Big Blue, which is nearing completion, and tells Anastasia of the findings in Brund. The crystal could be invaluable in the remainder of the war, but Brund is torn by the armies of Lim Vithara, Abraham, Yorick, and Amadeo. Anastasia sends a message to Yorick, informing him of the insights and imploring him to call a retreat into Tirion. Waiting for him will be supplies and advanced weapons from Arear.

*-Tarsahk:*

*-*Yorick contemplates Anastasia’s request. Should the defenders in Brund retreat into Tirion, they lose their hard-won defenses, but Arear wins the possibility of significantly more resources for weapons and technological advancements. Yorick knows that Tirion has fallen to corruption, though he knows not the extent. Before pulling his men from Brund, he sends messages to King Huelin and Avi Lear, asking about the situation in Tirion and Anor. Avi Lear receives the message and responds quickly with the full situation of Tirion: he and his men are holed in The Pyre while Dux Blossia Ingenua and her Immunes remain in Menefast. The demons of Silmar are different from the dead: they are savage and animalistic, their souls on fire. They beat endlessly and mindlessly against the doors of The Pyre, and the last of the Rhun forces are unable to escape. Should Yorick come to their aid, they would readily help in the fight. The Riverrun offers bottleneck valleys and riverways to bring the battle to, though both sides would open to the enemy: one side would be Lim Vithara and Abraham, the other Silmar. Western Tirion offers only fields and hilltop villages, very few defensive positions until Urumhall is reached in the north. There is always refuge with the dwarves of Oronand. Their tunnels extend far and wide, and may offer significant mobility away from the eyes of Kalma’s spies. Yorick moves.

*-Mirtul:*

*-*The resistance forces retreat from Brund towards the Riverrun valley. The flight from Brund is a difficult one—many of the defenders were holed in surrounded fortresses, and thus the breaking of those small sieges required fierce battles. As the armies reached the entrance to the Riverrun, they caught the demons of Silmar unawares outside of The Pyre. The demons were crushed, and the armies were able to resupply with airdrops from Arear. The drops contained weapons and other armaments and new masks as commissioned by Dux Blossia in the north for all soldiers in the area. Yorick meets with Avi Lear, and they join their forces. Avi explains that his men are the Bone Dancers, users of ancient magic. The combined forces continue into the valley, setting up outposts in chokeholds along the way. The force centered on Veragost, and while the fortress could not hold the entire army, the body of the army dug trenches and readied a defensible position along the cliffs.

*-Kythorn:*

*-*The armies of Kalma followed not far behind Yorick, and come to the Riverrun at last. The sun set low in the valley as the dead marched along the fateful river. The Riverrun is a long, wide valley that cuts through the Tuluryamar mountains, with only two exits. As Lim Vithara and Abraham march their massive army into the south entrance, Silmar and his demons round the eastern gate. Yorick and his men are trapped in Veragost. As the undead close in, the battles in the valley are brutal and slow. The undead march on, taking heavy casualties against the defenders. The siege of Veragost begins.

*-Flamerule:*

*-*With Brund emptied, Arear sends prospectors to the crystal city in the desert to uncover the size of the Brundi crystal.

*-Eleasias:*

*-*After a month of prospecting, the crystal is found to be massive, possibly spanning the entire desert. Arear is notified, and the production of massive mining equipment begins.

*-*A year of work has passed in the Grey City. Those defending it have secured the Outer and Inner Walls and the Solemn Keep, but much of the city has been put to use by the AreTech workers or cleared. Great factories and smokestacks are built to refine the crystal and use some to smith new modular ammunition banks on the behest of Juzo, and rails are placed to minecarts to be transported throughout the city. The tunnels underneath the Solemn Keep are expanded, now a network of passageways to reach the crystal below the Grey City. The catacombs below twist and wind, opening to underground facilities and refineries. The Grey City has undergone a transformation like no other. The Grey City is a hub to produce Brundi mining and clearing equipment, modular “JC shells”, and munitions power cells for Big Blue.

*-*Isabella calls for the aid of Hera’rontan to help her better understand her abilities as an awakened Elan and demigod. She trains under him.

*-Eleint:*

*-*Dux Blossia Ingenua unveils her creation. After studying the undead extensively, she created a chemical that would combine with water and spread through the air. The gas reacted with bones, hair, teeth, nails, and melted them, turning them to goo and oil-like liquid. She and her Immunes mass-produced this gas and bottled it in thick glass tanks to be dropped from the airships of Arear. She called for the ships, and they came. As she prepared for an attack on the north, she called for the retreat of any and all living resistance from the area, circling over the snowy north in an airship, announcing it from the skies. The future of war was here.

*-Marpenoth:*

*-*Dux Blossia Ingenua sent a line of airships to cover the north, dropping tens of thousands of these bombs from the stocks of Menefast. The gas crashed down upon the ground and spread through the air and water, carried by the winds across the ground. Those hosts of dead with known locations were bombed first, and the results were true. The undead melted in the gas like ice in a flame. None could withstand it. The entire north was bombed, and while many undead were destroyed, those innocents unable to escape felt the pain of the chemical as well. If ingested or breathed, the gas would get into the bloodstream and reach the bones, melting them while the subject still lived. She continued to bombing scheme in northern Tirion, and in an executive decision, she bombed the city Pike. The gas filled the streets, and the living worshipers of Silmar felt the unimaginable pain of having their bones melted from within. This was the mind of Dux Blossia Ingenua. The chemical was M-class Moross, translated from elvish as black rain, nicknamed Mr. Moris.

*-Uktar:*

*-*Winter falls on another year, but without peace. A late day in Iant closes and a new shift takes its place on the bridge when the unthinkable happens: the AC shells are empty. The stone in Arear ran out of energy, just as Juzo feared. With the sudden stop in the energy rifles of the defenders, Caqirin looks up from his throne. This was the moment he had been waiting for. Serge Delys scrambled his forces together and rallied all to defense as the undead stirred again. The mighty army of Caqirin surged towards the defenders from the north gate and the bridge. The lich commanders fired their spells over the walls, and the nightwalkers brought their hammers to the gates. It was in the darkness of night that Caqirin himself approached the city, the son of Kalma. As the nightwalkers, unimpeded by the firing bolts of the defenders, broke open the north gate of the city, Caqirin alone stepped in, sword in hand. The lich was the head of the generals of Kalma, and the most destructive in his unbridled fury. But Caqirin now was calm, and as defenders fired a volley of arrows at him, his sword blazed in the night and destroyed them. He walked into the city, hewing lines of the defenders down before him. Caqirin was the son of the god of death and secrets himself, a demon lord of the Abyss, and a lich tyrant. His army entered the city and slaughtered the defenders. It was here that Caqirin summoned forth his own soul from his body, the soul of destruction. From the smoke and ash emerged an aspect of death over the city, and in a rain of fire the city burned. The maw of Caqirin was a gate to Hell, and the fires of the Abyss poured from it. Iant burned, but as it fell Luck Looney battled alongside Serge Delys. The two figures were not daunted by death, and their weapons laid low hundreds of the dead. Luck’s blade was swifter than the wind, and always found its mark—but Luck was cursed to leave. He was a shard of Hera’roilya, the shard of success. He was bound by Law still, unable to realize his true power for the gain of the mortals. But Luck fought on, and he battle towards the standing body of Caqirin in front of the gate. With his soul unbound, the body still rigid, and Luck cut into his armor two slashes across the chest, forming the letter X. This was his mark, a weakening in the armor of the enemy. He returned to Serge Delys, who had fallen to his knees, his legs hit by arrows. Luck stayed with him, fighting until the morning sun peered over the waters. With this first light, Luck yelled over the screams of the dead:

“Generoux, you have fought bravely. You fought for your people, who still breathe the free air to the east, and they will not forget you. They will fight on, for the souls of men and elves are a thing of beauty! They face unwavering the weariness and pain of the world, and yours too, is unbroken to the end. It’s time, Serge. Take your last breath, knowing that this world will never fall!”

Serge Delys smiled, and raised Vuichiva to the sky. Luck saw that day that Vuichiva does not feel the wielder’s anguish, but instead feels the peace within the wielder’s heart. Serge Delys fired the bow with his heart strong, and calm. The sky was alight with the bright arrows of Vuichiva, brighter than the rising sun. The dead were blinded, and one-hundred thousand arrows raided down upon the city, all finding their marks in the souls of the undead. This was Serge Delys’ last action, for he breathed out and passed.

Caqirin reentered his body, and Luck Looney escaped the city for Arear. Iant has fallen. Luck looked back, once, to the smoke. He left Ilia for a time, sure to return in the future.

*-Nightal:*

-Caqirin returns to the great gate in Erresea after his victory in Iant, and calls forth from it his true force: an army of thirty million dead, an army fit for the son of Kalma. Caqirin moves his massive force towards Arear, wiping out all in his path. He sends some to the to the south to cleanse the forests, and others towards the Grey City to wipe it from the world.

421 AC—

-*Hammer:*

*-*After long years of construction, Anastasia puts down the blueprints to Big Blue. The devise is completed. The cannon is massive, larger than anything created in the recent times of Ilia, rivaled only by the Conduit of the ancient world. Queen Anastasia Blue receives word of Caqirin’s force advancing across the Olaean plain, and she orders the first test of Big Blue. A massive chunk of crystal is loaded into the chamber of the weapon, and the machine hums to life. The coils within the machine rip the magic energy stored within the crystal, and send it through rounds of processing and amplification. A moment of complete silence covers the testing site in the seconds before the firing, and then a deafening blast echoes across Ibos. Big Blue lets out a deep roar that shudders the very ground beneath the feet of the armies below. A beam of magical energy is cast from the huge barrel of the machine, and it arcs through the sky, powerful magic energy stored from the Naara’tela itself, finally released. This is the power of Hera’roba, harnessed. The beam is hundreds of meters across, and slammed into the world like a meteor. The dead caught in the blast were instantly annihilated, a massive circle of destruction leaving only a crater and an encircling cloud of dust. The shockwave could be felt for miles. Arear was in the war. With Big Blue completed and functional, Anastasia ordered the construction of five more super-cannons, and a clockwork army to defend the realm even after the deaths of all.

-*Alturiak:*

*-*Dux Blossia Ingenua begins widespread use of Mr. Moris in the coldmarches of western Tirion and the eastern coast. The bombing kills thousands.

*-*The sky darkens over the Riverrun as Abraham pulls back his hood and brings forth the darkness from beyond the world. In a blaze of power, Yorick and Amadeo bring their swords together and shine forth their light to counter it, but the darkness of Abraham is all eclipsing. None can break it entirely, though the holy power of the paladins gives Veragost a light in the dark, a refuge from Lim Vithara. But the holy light can only extend so far, and all those outside it are beset upon by the undead empowered by Lim Vithara, and the arms of Lim Vithara himself. The shadowy monster slaughters all in the shadows. Yorick and Amadeo stand upon the precipice of the height of the fortress as Abraham opens his mighty eye in the skies above. The storm that was Abraham surrounded the last of the resistance, and Yorick looked out upon his men. Below, Muna Abay defended the gates in the dying light, the shadows approaching her. Magnus Ritimir stood to Yorick’s right, and Amadeo to his left. Avi Lear commanded the soldiers in the rest of the fortress, shouting commands that echoed through the halls. Yorick looked out into the darkness beyond his light. Somewhere in the dark was Abraham himself, hidden with Lim Vithara. A great smile there was in the shadow, a sense of satisfaction and hunger came from Lim Vithara as he massacred the warriors below. Few would survive. But Yorick looked onward, and marshalled the forces into the fortress. As the men retreated inside the walls, the shadows of Lim Vithara lashed out and cut at them, and Muna Abay fell, pulled into the dark by the arms of the dead. The gates closed, barred against the millions of undead, but the dead pounded on the doors. Yorick returned to the peak of the fortress and called to the darkness through the deafening storm, challenging Lim Vithara to reveal himself. The shadow only laughed, a deep rumble in the darkness. Thus, Yorick had no other choice. He pulled from his cloak an artifact given to him long ago by Halifax: an amulet containing a cord of Taregil. Yorick walked to the gate of the fortress and ordered it open. Avi Lear, knew not what Yorick planned, but before he could dismiss the order, he looked into Yorick’s eyes and saw the truth.

“Open the gate!”

And so Yorick burst forth from the fortress and incinerated all in his path as he stepped towards the shadow of Abraham and Lim Vithara. He closed his eyes and led the dead descend upon him—then called forth the full and mighty power of the nimbus that hovered with him always, and the cloak of his father, and the power of Kord he called too to unleash a wave of holy light. Then he held the amulet, and placed himself in the time just before he unleashed that power, but this time on a different side of the massive force. There he did the same, and he used the amulet one hundred times to create one hundred versions of himself in that moment, all releasing a mighty burst of power unparalleled by any paladin to walk Nuinen. Yorick’s light washed over the field like unto a second sun, a blazing power that turned the armies of the dead to dust, the entire field wiped clean and, just for a moment, the shadows of Abraham banished. This was the truth behind Yorick’s plan—for then Magnus Ritimir, Amadeo, and Avi Lear saw the location of Lim Vithara and Abraham in the field, and committed it to memory. They surged through the field of dust and attacked. These are the heroes of song, for they battled an enemy that surrounded them from all sides as the darkness of Abraham crashed down again. The generals were led only by Amadeo’s light, but they found Lim Vithara and Abraham midst the dust of his army. Yorick’s power was weakened and spent with his blast, but he joined with the battle. Abraham was a mighty and ancient power, and he send forth great rays of darkness and madness, but the minds of the paladins were unbreakable, and they strengthened the wills of their allies. It was on that field that Amadeo and Yorick fought Lim Vithara together, the mighty general of Kalma. Lim Vithara’s shadows were fast, and they cut Yorick’s legs from beneath him. Amadeo stepped to defend him, but was struck down. Yorick cried out, but the storm of Abraham silenced him. He stood and took Lim Vithara’s blades to the heart, falling in the field—but the phoenix within him burst forth and gave life again to Amadeo. He stood and fell four times to Lim Vithara, but on the fifth time he plunged his blades into Lim Vithara. Even weakened, the paladin was frightening to behold, and he closed the gate that was Lim Vithara in that valley. Avi Lear and Magnus Ritimir fought long with Abraham himself as Amadeo and Yorick fought Lim Vithara, and they moved fluidly together. The heroes were doomed to fail, though—Abraham was a shard of Hera’roilya, and thus could not be defeated. It was a being without a soul, a being without life or death. But Avi Lear saw this: he could read Abraham’s resonance on Corilya, and he understood it, and realized what he needed to do. In a moment of distraction, he called to Magnus and told him to strike Abraham when Avi cast his soul into the being, thus granting it life. Avi turned, and knew that he would be slain if this plan failed or succeeded. He took a breath, and cast forth his soul into Abraham’s body, bestowing the being of pure power with a connection with Corilya. He latched onto the being and gave it life, gave it magic and time, and this was the ultimate damnation of Abraham, and the final sacrifice of Avi Lear. When Avi attached himself to Abraham, the shard screamed and shuddered, and pulled its eye from the sky, hurtling it towards the valley below—but Magnus moved swiftly, and cut Abraham’s head from his body. The being was destroyed, and the Eye of Abraham collapsed under its own power. The battle was over. Avi Lear sacrificed himself. The few that survived in the fortress rushed out too meet the remaining undead in glorious combat.

Then the drums of Silmar beat across the walls of stone. Silmar came with a small force, though still larger than those remaining of the living. Yorick fell to his knees, too weak stand. Magnus called to the men as they killed the last of the dead to retreat to The Pyre, and placed the Rhun Bone Dancer Gloss Bazillai in command. Gloss Bazillai followed the order, and called for a retreat. Silmar came to Amadeo and Magnus and Yorick and looked down on the bloody warriors. Yorick staggered to his feet and brandished Gregor the Holy Halberd, and Magnus hefted his mighty axe. Amadeo’s sword was coated in dust and blood, but he raised it still. They were three alone against tens of thousands of demons, the remaining hundreds of thousands of undead, and Silmar. Yorick met the eyes of his companions, and he smiled. The battle began. Each of the heroes fell twenty times, but each time Yorick fell last and his power gave them all life once again. And so they stood against Silmar and his armies, but with each death they were weakened. It came that only after twenty deaths did they finally fall. Amadeo was slain first, taking a final strike by Silmar’s mighty blade. Then it was Magnus and Yorick, and Yorick was taken to his knees by seven lich lords around him. Magnus leapt in the circle, and in a rage he defended his friend. Each of the seven liches were felled by Magnus’s blade alone, but as Magnus turned his back Silmar ran him through, and slew the mighty barbarian.

Yorick alone kneeled in the blood and ash. He would not yield. He stood and raised his weapon, but it was sundered in his hands. He pulled forth his sword, but that too was broken by Silmar’s strikes. But Silmar saw that Yorick was a hero of man, and he took Yorick and chained him. He took him and his armies to the coast and began to board the dead upon the Charred King’s great fleet. With Yorick he chained him to the tallest mast, hanging for all to see. Yorick still breathed, but each breathe was ragged and bloody. He was defeated. Magnus was raised by a lich commander of Silmar and set to watch over Yorick.

It was now that Silmar acted upon the devastation wrought by Dux Blossia’s M-class Moross. He could not risk the fleet and his army hit in concentration, and so he launched a secret attack on Menefast himself.

-Caqirin’s new host of undead reach the Grey City. Four times the size of Lim Vithara’s original force, the sea of dead is unbroken to the horizon. The sounds of industry stop in the city as the drums of the Grey Lich beat in the night. Simon de Gris has returned to his city to reclaim what was once his. Clara and Samuel Maitre look from the balconies of the Solemn Keep as the defenders scramble to the walls. This time the city is well defended—but the workers of Arear need to eat, and drink, and there are many of them. It begins to rain, and the ash turns to a sticky paste on the ground.

*-Ches:*

*-*Caqirin’s army is forced to spread thin by Big Blue. Any concentration of undead is blasted from the face of the planet by the cannon’s massive barrages. His advance is slow but steady. Soon enough, the forces of Aamir and Talaal are sent to engage them in the fields of Olaea, and the grasses are filled with bloodshed.

*-*The undead that Caqirin sent to the south find the dwarven fortresses hidden in the mountains and bring them to ruin. Khaza Kromir meets the dead in battle, but the dwarves fall. Fara and Lith lead the small group of survivors and Dead Runners to the coast, where they find ships waiting for them, among them one of bright silver.

“You better board quickly. The dead aren’t far behind.”

The crew of the One-Eyed Bard and the Dead Runners join forces. They sail to a hideout in Erincaine.

-Silmar’s demons surrounded Menefast and shook the ground with their stomping and chanting. The barbaric soldiers screamed into the night their devotion to Silmar, and the defenders shuddered. Their fear would be short lived, as would they. Silmar and his winged demons fell upon the fortress and lit the buildings aflame. The demons rushed through the halls and laboratories and slaughtered the scientists and Immunes. Dux Blossia Ingenua scowled as she saw Silmar himself walk towards her. She pressed a trigger in her hand, and the fortress filled with the fatal gas. Blossia then drove a dagger into her heart, and died in Menefast. Silmar quickly escaped the gasses, though many of his demons fell victim to the ferocious chemical. While Dux Blossia and her Immunes were slain and the bombings of the north faltered, she shared the process for the creation of M-class Moross with the scientists of Arear in the months previous. Labs in the south were already being created.

*-Tarsahk:*

*-*With Big Blue bombarding the southern half of the continent, Caqirin sends his force wide, pillaging and slaughtering all, building their numbers and hiding from the eyes of Anastasia Blue. He plans to buy his time to pass this new obstacle.

*-Mirtul:*

*-*The great fleet of the Charred King set sail from the eastern coasts of Tirion. Thousands of ships there were, and they covered the sea and coast. The ships were crewed with demons and corrupt followers of Silmar, screaming and cheering and gnawing. The ships surrounded the port of Arear, and many went to the east and west and south and set upon the land the demons and undead of Silmar. The defenses of Arear were strong, and those defending it well armed. Arear was the last untouched refuge of the living, and its siege began in earnest. As the ships of Silmar anchor in the bay, the defenders see the hero Yorick strung to the mast of Silmar’s ship, and they falter—but Anastasia calls to them, and rallies their morale. The Queen had returned to her city in its need.

*-Kythorn:*

*-Flamerule:*

*-Eleasias:*

*-*Halifax returns to Arear after two years away. With him is a secret that he reveals to none: Taregil. He holds with him the last Anariima of the physical world, the Anariima of time. Halifax is one step closer towards the completion of his plan to win the war that cannot be won. His next step involves a being just as genius as he—that far more unpredictable. Halifax seeks Jeffers, the One-Eyed Bard. Jeffers had been building a crew and was based in the Erincaine, and that is where he was when Halifax found him and explained to him his plan. With that, he handed the bard Taregil and vanished. He appeared again in a distant land where Isabella and Rowan trained under the old bard Ander Liadon.

“Isabella. It’s time. Magnus is gone, and Yorick is captured.”

Halifax, Isabella, and Rowan return to Ilia. Isabella and Rowan come to the Grey City, where they aid in the siege. Isabella takes to the walls, and she unleashes her spectacular power upon the hordes. She is untouchable as she dominates the field.

*-Eleint:*

*-*Jeffers leaves Erincaine alone on his ship to find a teacher of Corilyan Flow.

*-Marpenoth:*

*-Uktar:*

*-*The winter winds blow hot air north up the east coast of Ilia. Jeffers and his crew use this wind to fly into the bay of Arear. He sneaks through the blockade and into the city, where he leads a grand evacuation. He leads those that can be evacuated onto the abandoned ships of Silmar, and in a single night he sneaks four hundred ships from the bay. Much of this was done under a distraction carried out by Jeffers himself: he snuck aboard Silmar’s very own ship and slew the very lich general that had raised Magnus after the siege of Veragost. In the darkness, Magnus blinked, and his mind was his once more. Yorick saw this change, and spoke to his barbarian friend—in a daring escape, Magnus cut Yorick free and the two swam to Arear. There, as the siege continued, Yorick trained once more on the outskirts of the city to regain his former prowess.

*-Nightal:*

422 AC—

-*Hammer:*

*-*Gloss Bazillai and her army travel to the Grey City and skirmish the outskirts of the large army.

-*Alturiak:*

*-Ches:*

*-*The sieges on the Grey City and Arear have drawn crystal refinement to a standstill, leaving only Brund to produce crystal to power the weapons of the defenders. The rate of production of the desert colony is still underdeveloped, and it cannot satisfy the needs of two besieged cities.

*-Tarsahk:*

*-Mirtul:*

*-*Yorick escapes Arear and returns to the Grey City, were he meets up with Isabella for the first time since they destroyed Kalma. The meeting is bittersweet, but Yorick trains in the city. Isabella’s power has allowed the siege to be expanded, and much of the army to be spread thin. Yorick leads excursions to attack smaller hosts.

*-Kythorn:*

*-Flamerule:*

*-*The summer heat brings a faltering in the defense of Arear. The people of the city were starving, and the walls fell to Silmar’s dead. As the ships of Silmar landed on the eastern coast, Anastasia Blue and Juzo Moonfall sent an order to Big Blue. The cannon was to fire on the city, destroying Silmar and much of his army. Arear had been overrun, but they weren’t giving up yet. Anastasia and Juzo had a child, Hadrian Moonfall, and they sent him to Big Blue with its castellan. As the sun set over the ocean, Big Blue’s beam hit Arear, annihilating the Spire and incinerating the inner city. Anastasia Blue, Juzo Moonfall, and Silmar were incinerated. The Spire crumbled, and Arear was gone. Hundreds of thousands lost their lives to the invasion, though more of the dead were destroyed by Big Blue’s beam.

*-Eleasias:*

*-Eleint:*

*-Marpenoth:*

*-*The ammunition of the Grey City draws to its last reserves, prompting a surge or research in the labs under Big Blue to find an alternative energy source.

*-Uktar:*

*-*The scientists in the labs under Big Blue make a startling discovery planted by Halifax—just as the cannons and weapons could pull the magical power from stored crystals, they could pull the massive amounts of power stored within a living soul. Halifax implemented the adjustments into Big Blue and began the development of a technique to harvest soul energy for general ammunition.

*-Nightal:*

423 AC—

-Halifax develops devices and laboratories to extract soul energy for general storage use.

424 AC—

-Mechanic soldiers are used, produced in the factories of Brund. They are controlled by crystal magic power, and it is found that crystals created with soul energy have slight inclinations towards personality. This prompts the investigation of soul binding, and it is developed that entire souls can be transferred from a body to a machine, and the machine can then be powered by auxiliary crystal cells. With this, those who are sick or wounded are given two options: use their souls for ammunition or be placed within a machine to continue fighting.

425 AC—

-Yorick has trained to the point in which his arms have remembered their old strength. He, Magnus, Isabella, and Rowan dared to infiltrate Erresea itself and enter Ravenloft. In the dark realm the adventurers found those few of Ravenloft that Kalma had yet to slaughter—those bred for undeath but unavailing of that fate. Ravenloft was their final adventure as members of the Queen’s Guild, and it came to an end with the worst discovery of the war:

The first to leave Ravenloft was a child, a young boy, for beneath it all, even the undead of Kalma are people.

The guild members returned to the Grey City, but the people of Ravenloft were free to live as they would. Yorick led them safely to the Erincaine, where he knew Jeffers was sending those he evacuated. This trip would be long, and Yorick left the Parmasinta with Isabella.

426 AC—

-Caqirin called to the dead, and the forces of the south all came to destroy the Grey City. The mass of undead all surged towards the last city of the living.

427 AC—

-Two more mighty cannons are completed by the workers of Brund. One is built near the mountain of Raeg in the center, the other near the Sword of Stah.

-Jeffers returns to the Erincaine, and he gathers his crews and ships and sets sail for the Grey City.

428 AC—

-The time comes that the Grey City is overwhelmed. As the gates fall and the undead storm the city, Caqirin is met by Magnus and Clara. The son of Kalma battles with the duo, but Clara’s power bolstered and healed Magnus. Caqirin saw this, and he struck Clara down. Magnus was consumed by fury as he saw Clara fall to the ground, and he entered his final bloodthirsty rage. The undead barbarian unleashed an unrelenting attack on Caqirin. Even in his rage, Magnus saw the cuts in Caqirin’s armor left by Luck Looney. He lunged, and swung his mighty axe into the center of the cuts. Caqirin’s armor shattered, and the axe injured him. Before Magnus could finish the son of Kalma, the lich was pulled away by his soldiers and was lost in the hordes. Magnus cursed, but could not pursue him. Magnus took up the body of Clara, and saw that she was still living, though only slightly. She was weak, and her powers were exhausted, but she did not give up. She knew her soul could still be used, and asked Magnus to bring her to one of the mighty cannons. Magnus set out on this quest.

This quest was swift, for Magnus ran for ten days straight to the cannon closest in Brund. He gently placed the oracle down within the chamber of the device. She did not cry, for she was strongest of them all. Magnus set Jean-Auguste Ramirus in the arms of a workers at the cannon, and he stepped into the chamber of the device. He had once had a daughter, and she died without him. Magnus Ritimir would not let Clara die alone. He sat upon the brass floor of the dark chamber and held the girl in his arms and the engineers fired the device at the field beyond the Grey City. The soul of Clara was the strongest and holiest of all, and as it was siphoned away it brought forth the largest burst of any cannon. The beam arced over the mountains and came down upon the dead, destroying millions. In the center of the circle of destruction was Caqirin himself, who looked up just as the white beam of holy power annihilated him.

Gloss Bazillai and her armies from the north battled outside the walls of the Grey City, but they were far overwhelmed. She ordered a retreat, but was slain in the process. Some of the Bone Dancers alone survived and fled to the mountains.

Samuel Maitre led his men in a great charge against the oncoming dead, and he met the Grey Lich upon the field. The two battled once more, just as they did years before. The battle was fierce, but the glory of man emerged upon the battlefield, for Samuel Maitre had the lich trapped—he drew from his coat the phylactery of the Grey Lich, and shattered it upon the ground. This sent a sudden and unbearable burst of pain through the lich, and Samuel Maitre stepped forward and slew the monster. He looked up just as the alarms of the Solemn Keep began ringing. One thought ran through his mind: Lydie. He rushed to the castle and met with Magnus Ritimir with Clara. Magnus slung Clara across his wide back in a soft cloth sling as he and Samuel battled their way through a horde of dead to make their way into the Solemn Keep. They fight their way in and meet with Lydie and her retinue of guards. The barred doors begin to break as the dead bring battering rams to it, and in the last moments Lydie hands her son Jean-Auguste Ramirus to Magnus and begs him to escape with the boy. Magnus looks at her and Samuel, and he sees within their eyes that their only wish is for the child to live through to see the next morning. Magnus turns away, and climbs from the balcony. The door to the room is broken in, and Samuel falls defending his daughter. The guard is slain, and Lydie Maitre is slain upon the balcony.

Isabella and Rowan fight alongside each other outside the gates of the Grey City. The undead hordes are unending, millions upon millions of them gathered outside the city—but the demigod is undaunted. She destroys swathes of them at a time, but she is weakening. The fighting is chaotic, though, and she is separated from Rowan. Frantically, she searches for him, and for moment she sees him through the crowd of dead. A sword was through him, and it was clear that he was dying once more, but he was in the arms of Halifax, who cradled him. Halifax raised he steeled eyes to Isabella, and disappeared.

The fleet of the One-Eyed Bard reaches the Grey City, and as Jeffers’s crew begins to evacuate as many people as possible, Halifax teleports beside Jeffers. The time has come to finish the plan. Halifax brought Jeffers to the heights of a tower in the wall, from which he could look down upon the field. The warlock then disappeared, and showed himself once again in front of Isabella. Immediately, she blasted him with a massive burst of power, though he blinked away from it.

“Where is he?” She screamed at him. Halifax didn’t respond, he only pointed up. Then, from the sky came a blast of Big Blue, and Isabella knew. Rowan was gone; Halifax had used his soul to power the cannon. He was gone again. The demigod Isabella broke, and opened the Parmasinta. She summoned forth all her powers—those of her Elan blood, her heightened abilities as a demigod, and the whole power of the Parmasinta—and she unleashed the single greatest show of energy ever seen from a single being since the creation of the Naara’tela. Lines of energy thousands upon thousands of miles long and hundreds of miles wide came down upon the land in a cross centered on Halifax. This man had taken from her the only thing she lived for, the person she had dedicated her life to, the person she had sacrificed everything for. The world around her disappeared; only the warlock existed to her, and he needed to die.

The continent was torn apart, the great lines of energy like the axe of a god. One beam ran parallel to the lower mountains of Brund and severed the top of Ilia from its bottom. The other beam came down upon the border of Olaea and Erresea, and it cut the former kingdoms of Albos, Ibos, Olaea, and Etrun from Erresea. These beams separated Jaton from both, and the Grey City was an island. The catastrophe shattered the continent, and shook the world. Disaster reigned. The armies of Caqirin were destroyed, millions wiped out in an instant. Halifax vanished, but Isabella was sacrificed too. The oceans washed in mighty tsunamis into the cervices created by the blast, and the lowlands were filled in. The Brundi desert was one such lowland, and the oceans washed over into the dry bowl and filled the lands, destroying the industry and killing all those working in the desert. Everything was gone.

It was then that Jeffers moved from his perch. He took off his eye patch, revealing Taregil within his eye socket. He had trained in Corilyan Flow, and he came to the spot that Isabella had called forth her powers. He peered into Corilya, and used Taregil to rewind the resonances. He found the echoes of Isabella’s and Halifax’s existences, and he brought them back. He looked far, and saw the echoes of Rowan Fenrir’s soul. He brought the elf back and brought him to the field. Halifax smiled at the girl. His plan had worked—he had brought out the worst in Isabella, and harnessed her mightiest power to destroy the armies of undead. The Parmasinta had devoured her demigod powers, and took from her the blood of the Elan. She was mortal again, human—but Jeffers had given her the life of an elf, so that she may live finally in peace with Rowan. The four stood upon a tiny rock in the new watery straights, and as Isabella woke again the island bloomed with blue roses. She had saved Jeffers’s life countless times, and now he paid the debt back. Isabella lived again with Rowan.

Jeffers returned to his ships, and he sailed them back to the Erincaine, where Yorick had brought those rescued from Ravenloft. 50,000 people were rescued. 50,000 people still lived from the continent of Ilia. The One-Eyed Bard looked over the displaced, the distraught, the hopeless, and he led them forward to a new sunrise.

Halifax brought Isabella and Rowan to a small island to the east, where they could live in happiness for the rest of their days.

With this, the nine generals of Kalma were defeated. With the commanders of the undead gone, those that remain are split into bands controlled by liches. The bands are spread across the continent, and still scourge the land and any that try to live in it. The factories of Arear and the Grey City are abandoned, and those industry in Brund was destroyed. The infrastructure of the new world was wiped out, but there are still some in the Erincaine that can rebuild it. A new time has started. The long war has begun in earnest.

430—

Yorick leaves the Erincaine with some of the fighters that were evacuated, and he begins his campaign to hunt down any remaining bands of Kalma’s undead. He leaves those undead that are freed of their masters. Yorick and his band first clear the Grey City, and they take the name the Faithful Company.

435 AC—

-Jeffers leads the people from the Erincaine. He brings them first to the Brundi Sea, and he lands upon the ruins of the Sword of Stah, crumbled in the earthquakes brought by Isabella’s fury. There a city was founded, far from the wandering dead of the south. The city was Ordeto, and it grew. It was governed simply by Jeffers.

444 AC—

-The peoples moved to the ruins of the Grey City, and they rebuilt its infrastructure. With the creation of the Grey City came the creation of a more robust government: The State.

450 AC—

They settle again in Arear, and rebuilt its infrastructure. The State expands to Arear.

463 AC—

Jeffers is disposed by his creation Zero Gravitas, who takes over the State. Zero turns the state into a bureaucracy and a communistic society.

492 AC—

Yorick passes of age.

664 AC—

Blue Moonfall takes over the Faithful Company.

672 AC—population of the State reaches 87,000. Ordeto: 23,000. Grey City: 37,000. Arear: 27,000

Living: Isabella, Rowan, Jeffers, Halifax, Blue