

# War On All Sides



A chronicle of the War of the Master and the War of the Wizards, from 1004 AC to 1007 AC

**19 Thaumont**

Hulean-Sindhi war starts with the invasion of Nainpur. Led by Hosadus, the Master of Hule, the Hulean troops number in the hundreds of thousands. Nainpur quickly falls.

**22 Thaumont**

Glantri catches and kills an Alphatian elven spy named Troikithus, causes a minor international incident.

**4 Flaumont**

Al-Azrad House in Darokin signs a long term mutual defense and trading pact with the nation of Vestland.

**6 Flaumont**

Battle of Sindri. Outnumbered badly, the forces of Sindh are overwhelmed by the Hulean invaders.

**5 Yarthmont**

After a political misstep in Ethengar, Subatai, son of Moglai Khan arrives in Karameikos as the new Ambassador to the faraway land. While not expected to do much, Subatai does impress Adriana Karameikos, daughter of Duke Stefan Karameikos.

**7 Klarmont**

Alphatia sends Glantri a letter condemning them for the death of Troikithus, and demanded them stop their use of forbidden magic. Prince D'Amberville responds with a calm, diplomatic and slightly mocking letter.

**10 Fyrmont**

Battle of Sandapur. Despite a fierce resistance, Sindhi troops are again routed by the vastly superior numbers of the Hulean invasion.

**12 Fyrmont**

Naral Massacre. Sindhi troops perform a holding action to allow for the escape of the bulk of the Sindhi army. Once the army is away Naral surrenders. In retaliation, the Master orders the destruction of the city and the slaughter of everyone in it.

**18 Fyrmont**

To reduce diplomatic tensions, Glantri dispatches a team of diplomats to Alphatia. During the parley somehow General Torenal, commander of the Alphatian military and consort to Empress Eriadna is

murdered. All attempts to resurrect him fail, meaning Immortal interference. Upon interrogation, the diplomats are found to have two sets of memories.

**20 Fyrmont**

The Death of Gom. The Master's armies march into the village of Gom, and as a message to the rajah of Sindh levels the village to the ground, killing anyone present.

**22 Fyrmont**

With the help of unknown agents, the Glantrian delegation being held in connection with General Torenal's murder escapes back to Glantri. Eriadna is infuriated.

**1 Ambyrmont**

Sindh falls. When the Master's armies reach the outskirts of Sayr Ulan, the Rajah realizes his nation has no hope, his armies already smashed and greatly outnumbered. He throws open the cities gate and surrenders unconditionally. The Master spares the city and installs a puppet ruler while he prepares for war with Darokin.

**17 Ambyrmont**

Delegates from Hule reach the Tiger Clan of Atraghin, offering military support and aid if the clan joins the Master's assault on Darokin and its allies. With little debate, the Tiger Clan offers its full support.

**21 Ambyrmont**

Assassins dressed in Alphatian garb teleport into the private palace of Glantrian prince Di Malapietra. The prince survives, but many in his retinue do not.

**22 Ambyrmont**

Emperor Thincol of Thyatis sends a strongly worded condemnation to Alphatia following word of the failed assassination. Thyatis threatens to intervene if Alphatia does not leave Glantri alone.

**27 Ambyrmont**

The Master's envoys reach the Broken Lands and entreat King Thar and his advisors to assist in their invasion of Darokin. Thar readily agrees and begins rallying his legion to war.

**4 Sviftmont**

A delegation from Hule arrive in Ethengar to convince Moglai Khan to aid in their upcoming war with Darokin by opening a front on Darokin's eastern half. The Hulean diplomats create an incident by plotting with Moglai's rivals in case he declines their offer. The

*Let me make you a counter offer. Leave with your lives. Go back to that pathetic leader that calls himself your master. Let him know that I, Ludwig Von Hendricks, will bow to no man. If he wishes my support then I will offer him the aid of the Kingdom of Karameikos as its king. I will not rule over a vassal state for the benefit of another man. This is my land, the people here belong to me, they answer to me. The mere thought of me serving another as a reward for taking what is rightfully mine is a capital offense in Fort Doom. But I am a kind man. Get back on your boat and relay my message to your master. Fort Doom belongs to no one but me. Its troops fight for no one but me. Its people die for no one but me. He can deal with me as the ruler of this land, or he go back to that sand pit he calls a nation. Now go before I decorate my walls with your heads.*

plot is discovered and Moglai seizes the opportunity to execute the diplomats and remove several of his political rivals. Batu and Oktai Khan are condemned to death and their tribes absorbed or destroyed. Kadan Khan was found to be under supernatural influence and pardoned for his crimes.

### **18 Sviftmont**

The Master sends spies to offer an alliance to Baron Von Hendricks of Karameikos. In exchange for his fealty, the Master offers Von Hendricks enough troops to overthrow his cousin. Enraged at the thought of exchanging one master for another, Von Hendricks drives off the Master's agents with a message that Von Hendricks is no man's vassal.

### **11 Eirmont**

Numerous temples to Asterious in Alphatia are burned to the ground. Several Glantrian elves from House Erewan are captured and accused of the crime. Despite claims they were transported to the temples by magic, the elves are convicted and sentenced to death.

### **20 Eirmont**

With the surrender of the last of the Sindhi forces, the Master begins to resupply his army in preparation for the invasion of Darokin. All trade and communication from Sindh to other nations is cut off.

### **26 Eirmont**

With the sudden cessation of trade, Darokin dispatches two legions to Sindh to find out the cause.

### **6 Kaldmont**

The Glantri elves held in Alphatia manage to escape. In the process, they steal a skyship in the city of Aasla and set fire to the Alphatia fleet of skyship as well. While Alphatia's entire fleet isn't destroyed, it is severely diminished.

### **25 Kaldmont**

The shadow elves in the City of Stars decide the time is right for an invasion of Alfheim. They plan the invasion in six months time and begin preparing their army.

## **1005**

### **8 Vatermont**

The Battle of Palkat. The Darokin XII and XVII reach as far as the city of Palkat before the Master unleashes his forces. Badly outnumbered, the XVII legion dies to

a man. The XII legion attempts a fighting withdrawal but is overwhelmed with only a few dozen escaping the slaughter. The War of the Master has begun.

### **1 Thaumont**

After much debate, and after rebuilding the city of Aasla, Queen Eriadna issues a declaration of war against Glantri. The War of the Wizards has begun. To Eriadna's dismay, only a dozen wizards of the Great Council commit to the war effort, the rest citing their own studies come first. This lack of magical support hurts Alphatia for the entire length of the war.

### **3 Thaumont**

In a surprise move, Thyatis declares war on Alphatia, stating that Alphatia can not be permitted to prey upon the smaller nations.

### **7 Thaumont**

Survivors of the Sindh expedition reach the westernmost town of Darokin, warning of the massive army approaching and demanding the town be evacuated.

### **8 Thaumont**

The Master's armies reach Akesoli, easily overwhelming the few defenders there and sending numerous refugees fleeing east.

### **11 Thaumont**

Darokin dispatches requests for aid to all its allies, including Glantri, Karameikos, Alfheim, Rockhome, Vestland, Ierendi, the Five Shires, Ylaruam and even Thyatis. Every mercenary unit in the nation is immediately hired for the duration of the war.

### **15 Thaumont**

Chief Hool of the Red Orcs besiege Corunglain, drawing Darokin's northern legions to the city's

defense.

### **16 Thaumont**

Alfheim sends word to Darokin they are mobilizing for war against the Master.

### **18 Thaumont**

The Five Shires declares war against the Master's armies and begins raising troops.

### **22 Thaumont**

With Darokin's 2nd Army defending Corunglain, Thar takes the rest of his legion, minus the goblin king Doth and the gnoll king Nizam, and sacks Fort Fletcher.

*There were too many of them. They came at us from all sides. Desert nomads, orcs, goblins, gnolls, everything you could imagine. They has dragons, golems, things I've never seen before. We were outnumbered a hundred to one at least. When they summoned fiends from the blackest abyss into the lines of the XVII legion our commander ordered a retreat. There was nothing we could do against such evil, we couldn't even slow them down. The XVII went down fighting, the captain ordered us to hold the line, but when their juggernauts ran right over our pikes like they weren't even there it was every man for himself. Someone had to get back to Akesoli, to warn them that the Master was coming. To warn them hell was coming. I grabbed the first horse I could find and rode like the demons that slaughtered by brothers was on my heels. I'm not proud, but I am alive.*

## 28 Thaumont

Both Thyatian and Alphatian troops begin landing on the Isle of Dawn. Hostilities break out all over the island between the territories loyal to either empire.

## 2 Flaumont

Citing their ongoing hostilities with Alphatia, the Glantri parliament votes to not aid Darokin with their war against Hule.

## 3 Flaumont

Karameikos declares they will come to the aid of Darokin with their armies.

## 9 Flaumont

Battle of Kopstar. A surprise attack by Alphatian forces teleported into the Principality of Bergdhovern is predicted by Glantrian diviners. The Alphatian force is met with heavy resistance and smashed, but Prince Vlaardoen is killed in the fighting. Glantrian mages begin using spells to prevent teleportation into their nation on a constant basis.

## 12 Flaumont

Battle of Kendach. Thyatian and Alphatian forces meet on the field east of the Fortress of Kendach. The battle is little more than a probing engagement by both sides, who both withdraw with few casualties.

## 20 Flaumont

Thar's forces reach the evacuated town of Crowlerd and sack it.

## 23 Flaumont

Stating the increased hostilities between Thyatis and Alphatia are a national threat to their security, Ylaruam declines Darokin's immediate request for aid. Sultan Muhammad Al-Kalim offers support in the form of food and supplies instead.

## 24 Flaumont

Sultan Muhammad dies in an accident, causing Ylaruam to pause all diplomatic negotiations with Darokin while they choose a successor.

## 25 Flaumont

Siege of Athenos. The Hulean navy arrives, several thousand ships strong, off the coast of Darokin. While the ships are mostly converted merchant and fishing vessels, their numbers dwarf that of even Ierendi's fleet. The fleet shuts off all supplies to the ports of Darokin.

## 26 Flaumont

Vestland after several days of debate agrees to send troops to aid Darokin, despite the distance between Vestland and the actual fighting.

## 27 Flaumont

Battle of Portage. Thyatian and Alphatian armies in force between East and West Portage. The Alphatian wizards tip the balance of the battle, forcing Thyatis back several miles.

## 28 Flaumont

Siege of Shireton. Hulean ships take up position across the entirety of the Five Shires, establishing a blockade to prevent the hin from sending food to any allies.

The Soderfjord Jarldoms announce their neutrality in both conflicts, content to sit out the wars around them.

## 1 Yarthmont

Siege of Fort Doom. In retaliation to Baron Von Hendricks refusal for assistance, the Master transports thousands of troops to sack Fort Doom. The troops make good progress against the city but are stopped at the walls of Hendrick's keep.

Battle of Tothmeer. The Master unleashes the Tiger Clan he has transported from their lands with his fleet. The hin are not expecting the savagery of the Atraughin, and the city is taken while heavy losses are inflicted on the hin there. The entire clanhold of Veilswath is either killed or taken prisoner, never to be seen again. Similar attacks occur at Bramblerose, Rundegos and Burny.

## 3 Yarthmont

Ylaruam selects Jamal Al-Kalim as the new Sultan. He immediately reverses his father's order of aid to Darokin, proclaiming Ylaruam's neutrality in both wars.

Battle of Specularum. The Master's fleet attempt to land troops near Marilenev, but the Karameikos fleet uses the narrow water ways to turn back the attack.

## 5 Yarthmont

Hulean forces begin to march from Akesoli, dividing into three forces, one heading north, one heading south and a third force attempts to cross Lake Amsorak on boats.

## 7 Yarthmont

Battle of Bronsdale. Thar's Legion is caught and retreats

*You ask me why I am sending you to fight a war for a foreign power? I ask you why did you not volunteer? Are you not Northmen? You are Vestlanders, you are the sons of winter, the favored of the Aesir. We made a pact with the westerners, one as king I will fully honor. We are not Ostlanders, spending our energy in pointless conflicts for little more than personal gain. We are not the Soderfjord, so caught up in their petty politics they can't defend themselves. Vestland is the future of our people. We alone understand the balance between war and diplomacy. We do not forget our promises, we honor our vows. When this war is over and you are standing on a mountain of corpses, your ferocity and strength will be remembered for all time. We will earn their trust with our actions, and their fear with our axes.*

in two directions at the city of Bronsdale by an Alheim force supported by Darokin troops. Though the city is destroyed in the fighting, the easiest route to Darokin city is denied to the orc king.

## **9 Yarthmont**

After lengthy negotiations with King Everast of Rockhome, Darokin finally convinces the dwarf king to commit troops to the war. The entirety of Clan Torkrest mobilizes to join the fighting. The cost to Darokin in trade negotiations and gold causes bad feeling between the two nations for some time. Darokin offering triple the rate for dwarven soldiers causes the number of dwarves to swell in addition to the normal dwarven army that is promised.

## **11 Yarthmont**

A surprise attack by the Thyatian navy lands troops on the Alphatian island of Gaiety. The island falls within a day. The fact the Thyatian flanking move was completely undetected by Alphatian diviners suggests Thyatis is receiving direct support from the Immortals.

## **18 Yarthmont.**

Thyatis begins landing troops directly on Bellissaria, causing Alphatia to send troops to counter the threat.

## **20 Yarthmont**

Capture of West Portage. Alphatian forces push back Thyatian forces until they abandon West Portage, retreating to Rhuta and Kendach.

## **26 Yarthmont**

Battle of Anselbury. Darokin forces act as a holding action against the bulk of the southern Hulean forces. The XVIII legion is destroyed in the battle, but the majority of the Darokin 5th army escapes intact.

## **27 Yarthmont**

Battle of Hardflask. Surrounded and greatly outnumbered by the Tiger Clan's Jaguar Warriors, the hin forces fight to the death rather than risk capture.

## **2 Klarmont**

Battle of Rattlecart. With the population dead or fleeing, the Master's army and allies begin sacking Eastshire city. A lone human, half drunk approaches the forces cursing them as he approaches. When threatened with death, the man identifies himself as Frwysgdraeg, an ancient and powerful amber dragon. The dragon transforms into his true form and lays waste

to the Hulean forces, angered that they slaughtered the hin that used to supply him with food and liquor. Frwysgdraeg spends the rest of the war rampaging against any enemies of the Five Shires he can find.

## **5 Klarmont**

After constant demands, Empress Eriadna names Prince Zandar general of the Alphatian armies.

## **7 Klarmont**

Thar's legion reaches the mostly abandoned city of Akorros, and awaits the Master's arrival.

## **8 Klarmont**

Though not officially at war, Ostland raiders begin attacking targets of opportunity in Norwold. Thyatian influence is suspected.

## **11 Klarmont**

Battle of Trintan. The 2nd Alphatian expeditionary force teleports into the Broken Lands and marches on Glantri. The Glantrian army meets them at Trintan in Erewan, this time the Glantrians hold nothing back. The larger Alphatian army is devastated by the superior magics of the Glantrian wizards. Elementals, golems, undead, and dragons fight on the side of Glantri.

## **14 Klarmont**

Alphatian forces push through the Thyatian fleet surrounding the mainland though with heavy losses. Alphatian forces land on Hattias, Caryton and Tel Akbar. Hattian forces repulse the invading forces within days, but Alphatia does manage to get a beachhead at Caryton and Tel Akbar.

## **16 Klarmont**

Second battle of West Portage.

Reinforced Thyatian troops attack the now undermanned Alphatian forces, pushing them back to East Portage which is taken after a short siege.

## **18 Klarmont**

Alphatian forces land to reinforce Bellissaria, and to chase down and destroy the Thyatian legions rampaging through the country side.

## **19 Klarmont**

First Battle of Fishtickle Bridge. Tiger Clan forces push back Hin troops, allowing several hundred Atruaghin past the Ithypool river before the hin can retake the bridge.

*You killed them. You killed them all. The women, the children you slaughtered them like they were cattle. They used to feed to me, to let me drink my fill until I'd pass out then they would let me sleep it off in a wheat field until I was sober enough to leave. They were innocent and good and never had a bad word to say about anyone, not even an old drunken sot like myself. And you massacred them. But I won't cry, I won't grieve, I won't mourn their passing. I am far to angry for that. You killed my friends. I let the little ones slide down my scales. I promised to protect them and I was too drunk to keep my promise. They called me Frwysgdraeg the Besotted, a terrible example of dragonkind even for my kin. I am still hungover from last month, and these people paid for my indulgences. If I can't protect them, I can at least build a shrine to them with your bones.*

## 21 Klarmont

Battle of Itheldown. Alfheim troops sight the Hulean forces making their way across Lake Amsorak from Akesoli. Elven wizards raise a massive storm which devastates the impromptu navy, drowning most and send the rest swimming for shore.

## 23 Klarmont

Second Battle of Bronsdale. The Hulean northern army, reinforced with parts of Thar's Legion, counterattack Alfheim forces at Bronsdale. The elves withdraw from the overwhelming attack with few casualties.

## 25 Klarmont

The Master's southern army reaches and sacks the city of Ansimont, though its defenders have long fled. He sets up his command at the city due to its location and access to farmland. He waits for Thar and the northern army to link up with him.

## 1 Felmont

The southern Hulean army is reinforced with Thar's legion from the north and several hundred Tiger Clan warriors from the south. The combined army marches on Darokin City.

## 3 Felmont

Battle of Brookbank. Badly outnumbered, his forces led by Dundal Xebec are saved by the arrival of the dragon Erwysgdraeg, who slaughters the unprepared Atroughin before moving on without even addressing the his troops.

## 9 Felmont

Battle of Newkirk. Prince Zandar's first major offensive involves assaulting the Thyatian territory and its surrounding fortresses with a massive number of Jennite slaves. The result is a victory but at the cost of over a hundred thousand Jennite slaves. The Alphatian army is so depleted it has to withdraw three days later when Thyatian reinforcements counterattack.

## 12 Felmont

Glantrian agents teleport into Alphatia proper to conduct numerous acts of sabotage and assassination. Numerous creatures are summoned and let loose to terrorize the country side. Zandar responds by withdrawing more troops from the Isle of Dawn to counter.

## 13 Felmont

Word of the needless sacrifice of the Jennite slaves at Newkirk reaches Esterhold, causing massive riots among the slaves there. More troops are diverted to quell the riots.

## 15 Felmont

First battle of Darokin City. Half the contingent of Hulean troops from the southern army as well as large numbers of Thar's Legion march on Darokin City. The force is met with artillery fire from the city, but with little effect. As the Master's armies begin their assault Darokin reveals its surprise allies. A dozen dragons of all colors, all paid with gold and magic come out of the sky breathing death in the Hulean army. The Master personally kills one with his magic, but his assault is beaten back with heavy losses.

## 17 Felmont

Duke Stefan Karameikos, having fully stocked the largest army he could muster, begins to march from Specularum to relieve the siege on Fort Doom.

## 19 Felmont

Upon receiving word of Duke Stefan's approach, the commander of the Hulean forces at Fort Doom attack the castle in force. Von Hendrick's paranoia and military prowess however, have made the fortress almost impregnable. The Master's army is thrown back with heavy losses. The Hulean commander sends for reinforcements and prepares to meet Duke Stefan in battle.

## 22 Felmont

Battle of Horken. Alphatian forces seemingly corner the Thyatian forces in Bellissaria at Horken and lay siege to the town. Their first sortie is unopposed, revealing the Thyatians had killed large amounts of the population and dressed them up as Thyatian legionnaires on the walls. The actual legion had left days ago.

## 25 Felmont

Battle of Hinmeet. Atroughin forces assault the Darokin city of Hinmeet. The city takes little damage as the forces there dig in and fortify. The attack is revealed to be a feint as hundreds of Tiger Clan warriors circle around the city and pour in the Five Shires.

## 26 Felmont

Battle of Radlebb. The Karameikan army encounters Tiger Clan guerrillas sent to delay him. Duke Stefan's knights easily rout the Atroughin skirmishers, but

To: Corwin Mauntea

From: Geoffrey Teague, DDC

Initial reports of the meteor impact on Atroughin are dire. Estimated dead among Bear Clan is easily greater than 7500. The Rattlesnake tribe was completely wiped out. Coyote and Falcon tribes took massive casualties. Numerous deaths among other clans, but nothing nearly as severe. The World Elevator was directly impacted and completely destroyed. The northern face of the plateau collapsed in a thirty mile long escarpment that while difficult to traverse can be managed. This might prove useful for trade after the war, but there is nothing preventing enemy forces from assaulting the Atroughin people. With our forces unavailable to defend it, they are on their own. List of dead DDC personnel to follow.

Duke Stefan finds the road to Fort Doom heavily damaged by acts of sabotage.

## 28 Felmont

The Great Meteor. Reeling from his defeat at Darokin City, the Master prays to his patron Immortal to destroy the city with a cataclysmic event. A meteor falls from the sky, but miles above Darokin City is diverted by the interference of another Immortal. The meteor flies to the southwest where it impacts the side of the Atraughin Plateau, killing thousands of the Bear Clan. The debris thrown into the sky blocks out the sun for hundreds of miles for days. Temperatures plummet as a result. Both sides claim this is a sign from the Immortals that they are destined to win.

## 1 Fyrmont

The shock of the Great Meteor causes most armies to pause in hostilities as the clerics try and make sense of what happened. Only the Vestlanders led by the werebear Olfdan Bjornson and Rockhome troops lead by Prince Bofin continue their advance to western Darokin, pausing to join with the Eastern Darokin legions. Rockhome leaves troops behind to patrol eastern Darokin to allow their troops to join the war.

## 7 Fyrmont

The discipline in Thar's Legion breaks down completely upon learning that the Atraughin Plateau is now completely accessible. Thar attempts to downplay rumors of great wealth and helpless farmers in Atraughin, but in the end, accompanies his troops to join in their looting. He sends King Kol north to inform Hool and the rearguard in the Broken Lands of the new developments.

## 11 Fyrmont

Duke Stefan's march towards Fort Doom is delayed outside of Radlebb keep by unseasonable rains that make the Westron Road almost impassable.

## 14 Fyrmont

A sudden heavy snow storm in the middle of summer across Darokin, Glantri, the Five Shires, and Atraughin cause all armies to pause and realize the Great Meteor's effect on the weather is going to be drastic. Many armies start hoarding food or finding shelter to wait out the strange weather.

## 17 Fyrmont

Alfheim forces return to the Canolbairth forest to prepare for the harsh winter.

## 19 Fyrmont

Another sudden snowstorm drops several inches of snow across Karameikos and Alfheim as well. Armies begin to scramble to get to the nearest settlement capable of lasting the cold weather. The Long Winter has begun.

## 23 Fyrmont

Thar's Legion reaches Atraughin. Finding the Bear Clan cities unassailable, the legion moves into Atruaghin and starts rampaging even with the increasing snow. Elk Clan villages suffer the worst of the Legion's raids.

## 25 Fyrmont

The leader of the Southshire military forces, Dundol Xebel, issues a command that all his with any adventuring experience venture out during the Long Winter and inflict as much damage on the Hule forces as possible before the weather breaks.

## 27 Fyrmont

With time running out, the Master has his troops burn Wrasseldown and Rennydale to the ground to deny them to Darokin, after harvesting what food can be found.

## 3 Ambyrmont

Delegates from the Elk, Bear and Horse Clans of Atraughin ride out to find help against Thar and his humanoids.

## 5 Ambyrmont

The Long Winter has fully set in, with snow banks of three feet or

higher common as far east as Selenica. Hule and Darokin forces both shelter in place in a pause known as the Cold Peace. Duke Stefan, though only 20 miles from Fort Doom, can't advance his forces because of the heavy snowfall. Only the Vestland and Rockhome forces, used to weather like this, keep advancing.

## 11 Ambyrmont

Sultan Jamal Al-Kalim against his vizier's wishes goes out hunting. The Sultan has largely left running the country to his vizier Timur who has grown tired of the Sultan. However, Jamal makes the decision to attempt to steal a roc's egg. The Sultan never comes back down from the roc's nest.

What are we do'in fighting for these sand scum? Chief Sitting Drool said up in that big rock der wuz cities of gold! Whole cities made of gold! Said nobody there knew how to fight, dey didn't even have weapons! Those red skinned weaklings got no weapons, no armor, no nothing. Just sit around counting their gold! We here getting eaten by dragons, shot by elves and fighting for some human that ain't once shown us he could fight! I say we don't need these desert nomads. I say we march down to Atraughin and kill 'em all. Steal da horses, take da gold! Live up to Sitting Drool's legacy! Ain't nobody between us and that rock. We leave now we be there in a month and then it's nothing but fresh meat and as much gold as we can carry! We ain't no fodder for da master's army. Weez ores, we don't need him. So who's goin' wit me?

## 14 Ambyrmont

Ignoring the advice of his generals, Prince Zandar attempts a risky attack on Westrouke by passing through the Troll Moors to the west. The army is attacked constantly by trolls in the passage and the weakened force is repulsed by the Thyatian army and forced back through the moor.

## 16 Ambyrmont

Battle of Sateeka. Hin strikers, led by hin adventurer Spiira "Quickmagic" Coppertoos, sneak into the nomad garrison at Sateeka and kill more than half the garrison in their sleep before escaping without loss. It marks the beginning of a terror campaign Coppertoos and her forces fight through the entire Long Winter.

## 18 Ambyrmont

Several ships containing Thyatian troops from Bellissaria land at the Alphatia city of Rardish on the continent itself. Though the raiders do little damage aside from sacking several taverns, the surprise attack rattles the Alphatian government.

## 20 Ambyrmont

Empress Eriadna relieves Prince Zandar of command, assigning him control of the Alphatian Military Academy where she privately hopes he can learn some actual tactics. She orders an immediate report on her armies and is horrified that Zandar has stretched them thin at the same time lost large numbers of forces in pointless battles. Even worse, the Thyatian tactic of sacking Bellassaria has left the Empire short on food. King Koryn suggests that Alphatia go on the defensive and use subterfuge to engage Thyatis while they rebuild their armies.

## 25 Ambyrmont

After two weeks of fierce debate, the Ylaruam emirs select Al-Nassim, a venerable but highly respected dervish to be the next Sultan. Al-Nassim immediately dispatches several units of faris to guard Eastern Darokin against bandits and humanoids.

## 27 Ambyrmont

Thar's Legion reaches as far west as the Baldika river in Atraughin before the heavy snows force him to consolidate his forces back to the Elk Tribe villages he has conquered.

## 4 Sviftmont

Al-Nassim passes in his sleep, only a week after he was named Sultan. The emirs begin bickering again, but in a surprise vote the leader of the faris, Ahmed ibn Saad is elected overwhelmingly. The paladin is considered beyond reproach, though many believe the vizier Timur rigged the vote.

## 8 Sviftmont

Battle of Surra-Man-Raa. Ostland raiders are brutally repulsed by Ylari forces. Ibn Saad's correct prediction that their neighbors would test Ylaruam's strength because of their numerous leadership changes proves a catalyst for the nation. The emirs that doubted his validity now firmly back him. Ibn Saad orders all available men prepare themselves for war.

## 14 Sviftmont

Through sheer chance, the shadow elf spymaster Xatapechtlitli encounters King Kol of the Broken Lands just outside of Alfheim. Though cloaked in magic, the kobold still detects the elf and wounds him badly. He is discovered the next day by a passing Darokin patrol.

## 17 Sviftmont

Xatapechtlitli is discovered to be a shadow elf when he deliriously confuses the Darokin captain that going through his belonging to learn his identity for King Telemon and gives the captain a full report on the pending shadow elf invasion.

## 20 Sviftmont

Battle of Lake Muimzir. Quickmagic's Strikers encounter a large Hule force attempting to cross the frozen lake to reach Shadowgate. They ambush the Hulean force when they are halfway across the lake, pinning the troops down until the dragon Frwysgdraeg arrives to melt the ice with his magma breath, sending the entire force to the bottom of the lake.

## 22 Sviftmont

Alphatian spies meet with various rebel factions in Glantri, including the Order of the Claymore, Elven Liberation Front, and Boldavian Liberation Organization. The spies promise gold, magical support and more if the factions will rise up against the Princes. The factions agree, and Alphatia supplies with the promised aid.

## 25 Sviftmont

Alphatian spies approach several Thyatian senators with a proposal about staging a coup against Emperor Thincol and his family. Though Thyatis is currently seen as winning the war, the Thyatian reputation for treachery holds true as the senators and other powerful nobles agree to the plot.

## 28 Sviftmont

Night of the Swords. Glantrian rebel factions strike at several princes and numerous nobles. Prince Aendyr Volospin is slain, by some reports by a dragon. Dozens of other minor nobles are also killed in the highly coordinated attack. Princes MacGregor and Voszlany respond to attacks on their persons by creating large numbers of undead to counterattack with. In the coming months, the sheer number of undead spill over into other principalities and quickly become out of control.

Scouts found him near Dolos. He was near death, we didn't think he was going to survive the night. Brought him back to the camp, treated his wounds best we could. He'd seen the worst of it, looks like he lost a fight with a wizard. He was badly scorched, had electrical burns on his chest and has obviously taken several magic missiles as well. He's a tough bugger I'll give him that. Thought he was a Minrothad elf from the hair, but he doesn't speak any dialect of elf I've ever heard. When I was going through his belonging to figure out who he was he started talking. I know enough elvish to understand the words 'invasion' and 'imminent'. Kept saying the word 'Telemon' over and over. His documents were in code, I couldn't make anything of them. But a strange elf carrying secret message, I thought you needed to talk to him.



## 2 Eirmont

Uthar Volospin is quickly tried and convicted of the murder of his brother Aendyr, despite having an alibi. The rule of the region falls to the young Lathan Volospin, who was at the Great School of Magic when the attacks happened.

## 4 Eirmont

Facing starvation, Baron Von Hendricks leads a sortie out into the Hulean camp to steal food. He is successful in also driving numerous horses into the keep to be slaughtered for food.

## 5 Eirmont

Xatapechtli arrives in Darokin City where under strict guard, Mauntea has him nursed back to health. Xatapechtli explains to Mauntea the long and troubled history between the sylvan and shadow elves. Mauntea doesn't release the elf but does make him as comfortable as possible.

## 7 Eirmont

The Atraghin delegation reaches Darokin City. Mauntea welcomes them but explains the Darokin legions are snowed in, and cannot assist during the Cold Peace.

## 10 Eirmont

Due to a chance observation, the Atraghin discover the existence of the shadow elf prisoner. Desperate to gain Darokin's support, the Atraghin delegates offer to help the shadow elf regain a homeland from the Broken Lands. It is considered impossible however without the help of Alfheim and their magics that grew the Canolbairth.

## 11 Eirmont

The Alfheim ambassador refuses the request from both Xatapechtli and the Atraghins. He will not consider any alliance or any other agreement that will have his nation assisting the shadow elves, who are about to invade Alfheim. Only the harsh words of Mauntea silences the ambassador. He explains the plan is a long shot at best, and with the Master's forces outnumbered the allies several times over, Darokin needs every one it can get. Without promising anything the Alfheim ambassador agrees to meet with the shadow elf leadership.

## 15 Eirmont

The first supply caravan from Ylaruam reaches Selenica, with more promised. Ibn Saad cannot offer troops with Thyatis and Alphatia at each other's throats of his coast, but at least he can send food.

## 18 Eirmont

The combined forces of Vestland, Rockhome and the Eastern Darokin legions finally reach Fort Nell, where they are told to hold position while Darokin and Alfheim undergo delicate negotiations. General Bjornson and Prince Bofin are requested to travel to Alfheim Town to participate.

## 24 Eirmont

Pushing through the Thyatian fleet again, Queen Eriadna lands more troops at Caryton and Tel Akbar to support the trapped Alphatian troops there. The remaining forces at Hattias are successfully evacuated.

## 25 Eirmont

Negotiations regarding the shadow elf invasion and the promise of a new homeland begin in Alfheim town. Delegates from Alfheim, Atraghin and Darokin are present, as well as the leaders of the Vestland and Rockhome forces. The Alfheim general Gilfronden Erendyl reveals himself to be a shadow elf. Together Xatapechtli and Erendyl represents the shadow elves alone. The idea of growing a forest on top of the Broken Lands is considered impossible due to a lack of magical power until Xatapechtli mentions the shadow elves have potent magic in the form of soul stones. General Bjornson of Vestland finally forces all sides to agree to try. A caravan is hastily prepared to formally approach the shadow elf leadership.

*Look at you, bickering and arguing like little children fighting over a toy. Tell me you did not drag me from my warm hearth in Landersfjord to listen to you squabble. I'm old, I'm tired I don't have too many winters left. I've spent my entire life fighting and killing and here I am about to be bored to death by petty diplomats. You don't like the elves above ground because they were mean to you. You don't like the elves below ground because they didn't want the scraps you threw them. I don't like either of you because while you sit and bicker there's a hundred thousand men sitting a few miles from here waiting for the snow to melt so they can come and kill us all. So if you want to keep talking until the Master shows up and kills us all, by all means. But this old bear thinks if you all of you suddenly died, maybe your replacements would be more agreeable.*

## 2 Kaldmont

The Hulean garrison at the small town of Flurhook Ferry is killed when Quickmagic's Strikers successfully poison their food stores. Their frozen bodies aren't discovered until a week later by a Hulean patrol.

## 4 Kaldmont

A mile long caravan filled with trade goods and gifts leaves the city of Dolos towards a cavern on the Karameikos border that Xatapechtli points out as the closest entrance to the shadow elf kingdom.

## 11 Kaldmont

With winter upon them and with little damage left to do Thyatis withdraws its troops from Bellissaria, needing them to push Alphatian troops out of occupied Thyatian soil.

## 19 Kaldmont

The Alphatian tactic of indirect engagement of Glantri 9

continues as their spies summon numerous monsters inside the nation and let them go wild, using a similar tactic Glantri employed against them.

### **23 Kaldmont**

The Darokin caravan is met deep underground by shadow elf pickets. Though are high suspicious but agree to take the diplomats to the City of Stars.

### **26 Kaldmont**

King Telemon meets with the Darokin, Atroughin and Alfheim delegation. Though highly skeptical of their offer, but at least hears them out. King Telemon decides against the plan and to hold the delegation prisoner. Only after a vision sent to Radiant High Priestess Porphyriel and the urging of his daughter Princess Tanadeleyo does Telemon relent. He agrees to send a force no larger than what Alfheim sends. If the plan fails, his daughter and the High Radiant Priestess will take the blame. If it succeeds, he will claim the credit Telemon sends the delegation back the way it came, but orders his army to take a separate route that leads north of Alfheim.

## **1006**

### **12 Nuwmont**

The shadow elf force meets with the northern armies of the alliance at Fort Nell and waits for the Alfheim contingent.

### **14 Nuwmont**

Alfheim sends two thousand troops to take part in the makeshift alliance with the shadow elves. To his word, Telemon sends a shadow elf force equal in number to the sylvan elves.

### **17 Nuwmont**

Battle of Ostbruck. Undead from Klantyre that were created to fight the Order of the Claymore spill into Bergdhoven and attack the town of Ostbruck. The undead are turned back, but not without cost. A week later signs of plague start appearing in the region.

### **21 Nuwmont**

Battle of Hillcape. Alphantian forces attempt to land on Thyatis itself, but are turned back by the Thyatian navy.

### **24 Nuwmont**

The shadow elf and alliance armies leave for South Gnollistan to attempt the creation of a new elven forest. Alfheim brings a single seed from a Tree of Life, Shadow elves bring large amounts of soul crystals and

Atroughin offer several shamani to lead the ritual. Darokin, Rockhome and Vestland troops make up the rest of the army.

### **2 Vatermont**

The Black Eagle Barony begins to run low on food. The humanoid mercenaries there resort to eating the Hulean dead stacked at the base of the fort.

### **8 Vatermont**

The northern armies reach the Broken Lands. They find the unique geography of the area has kept the ground relatively snow free due to higher ground temperatures.

### **12 Vatermont**

Food stocks run low in Darokin City, it is made worse with the five legions garrisoned there adding to the number of people needing to be fed. Mauntea has clerics from every religion creating food as fast as they can, no matter what Immortal the clerics serve, even Entropic Immortals.

### **14 Vatermont**

Battle of Freiburg. To increase pressure on Alphantia, Thyatis violates the neutrality of the Heldann Freeholds by landing two legions at Freiburg and seizing the city for a future invasion of Norworld.

### **15 Vatermont**

Battle of Sun's Anvil. The northern armies and their shadow elf allies led by General Galeifel attack a badly depleted gnoll force and rout it. The various clerics and shaman perform the ritual and wait to see if it works.

### **17 Vatermont**

Battle of Timeronikas. An attempt at Alphantia to move into Ylaruam is turned back by Ylari forces. A punitive strike by the Ylari depletes the Alphantian garrison further.

### **20 Vatermont**

Word reaches Thar through his shaman of the invasion of the Broken Lands. Though snowed in still, he orders his Legion back north and to abandon Atroughin. His position was extremely poor to begin with, with cannibalism running rampant in his starving and freezing troops. The legion begins its slow march back home to the relief of the besieged Atruaghin.

*This is it my loyal subjects! This is the beginning of our home! My father doubted me, but look and see at what I have brought you! Our Tree of Life grows strong, infused with the souls of our ancestors, a clear sign that Rafiel has indeed blessed us with his favor! No longer will we cower underground, wishing to return to the surface. Our forest shall spread as we drive out the foul hordes that plague this land. In that forest we will create a new nation, one built under the stars that were so long denied us. We cannot forget our past betrayal, we also cannot forget that without them today we would not have our nation. We will learn to live alongside them, as well as our brothers in the arms from Darokin, Vestland and Rockhome. Our children will see real stars for the first time in their lives! For today we celebrate the birth of our nation, the birth of Aengmor!*

## 25 Vatermont

Birth of Aengmor Forest. Just a tenday after planting the seed to the Aengmor Tree of Life, the tree breaks through the ground and begins growing at an accelerated rate. The tree is discolored, with a purple trunk and blue leaves, but is otherwise healthy. A few days after more trees begin emerging from the soil and the forest begins in earnest. Princess Tanadeleyo declares this a sign of their Immortal Patron Rafiel and declares the Darokin promise fulfilled.

## 26 Vatermont

Battle of Hightower. The tower is attacked by the Boldavian Liberation Organization intent on taking the tower for themselves. A large number of vampire spawn are sent to liberate the tower. The BLO is driven out but the tower is destroyed in the ensuing battle.

## 3 Thaumont

Moving at double speed Thar's Legion completely leave the Atraghin Plateau, only to be bogged down by heavy snows in Darokin.

## 5 Thaumont

The Thyatian assassins strike down Emperor Thincol and Empress Gabriela in separate attacks. Thincol is attacked by twenty assassins in the Imperial Senate but manages to slay all but three before dying. Gabriela is slain in her bed. Assassins attempt to kill Prince Eusebius and Princess Stefania but they are thwarted through bad luck and alertness. Thincol's consort is revealed to be none other than the Immortal Vanya when she slays the senator that take credit for the attack as well as the surviving assassins. She immediately plane shifts away from Thyatis after revealing her true identity. After numerous attempts to raise Thincol fail, Eusebius is crowned Emperor of Thyatis.

## 8 Thaumont

Alphatia launches a massive offensive to take advantage of Thincol's death. East Portage is retaken and in a week West Portage is under siege. Ytre Ystrebo, Kendach, Caerdwicca and Southcreek quickly fall. The Thyatian lines retreat back several miles before the generals are able to make a stand. Large portions of Caryton and Tel Akbir are conquered and reinforcements are brought into bolster the troops.

## 11 Thaumont

Emperor Eusebius begins a purge of everyone

suspected in his father's murder.

## 12 Thaumont

Alphatians continue to press their attack, landing troops on the islands of Mositius, Borydos and Nuar. Attacks on Ochalea are repelled.

## 15 Thaumont

A month after the creation of the Aengmor forest, Princess Tanadeleyo returns to the City of Stars to report a complete success and to request more troops to continue the conquest of the Broken Lands.

## 18 Thaumont

Battle of Aengmor. King Nazim of South Gnollistan attacks the northern army with what troops he can muster. The gnolls are badly outnumbered and are cut down following their mad king. Nazim dies just a few yards from the forest itself, cut down by elven arrows.

## 22 Thaumont

Eusebius finishes his purge after hundreds have been executed. Many of the dead had no part in the conspiracy but were merely political rivals of Thincol. True to his father's legacy, most of the condemned are slain in gladiatorial games.

## 24 Thaumont

Thyatian troops are able to regroup and take back some of the land lost on the Isle of Dawn, lifting sieges at Redguard and Newkirk. Alphatian troops are pushed off Mositius and Borydos.

## 27 Thaumont

King Cnute of Ostland personally answers a summons by Emperor Eusebius. In exchange for Ostland formally entering the war against

Alphatia after the war, Thyatis will help Ostland retake Vestland and Soderfjord. Cnute agrees and rallies his jarls to him on his return.

## 6 Flaurmont

Signs of the Long Winter ending begin to appear. The snow storms become less and less frequent and some melting can be seen. The winter has lasted nearly nine months, and few in the western nations have even seen the sun in half a year.

## 10 Flaurmont

Signs of plague now appear in most of Glantri's principalities because of the unchecked undead created to put down the rebellions. Without clerics to keep the

*I have not come to mourn my father, for he was not a man to dwell on sorrow. Emperor Thincol was a hard man, forged in fire from Alphatian treachery, and struck down by Alphatian treachery. He was not defeated on the field of battle as befits a man of honor, he was slain by cowards and assassins for foreign coin. I will find those responsible, I will not rest until my family's honor has been sated. The cowards will have nowhere to hide, nowhere to run. I will continue my father's legacy of service to our great empire. We will not stop until Alphatia is brought to its knees and made to answer for the indignities they have inflicted on our beloved nations. Our troops on the Isle of Dawn will have our full support. We will drive the Alphatians from our shore, wipe the seas of their presence. As your new emperor, I will not rest until I see our nation triumphant.*

disease in check, thousands die.

## 12 Flaurmont

Thyatian forces push Alphasians back from West Portage and retake portions of Tel Akbir before stalling. Both Thyatis and Alphatia are tired of war by now, but neither are willing to sue for peace.

## 15 Flaurmont

Ostland enters the war by attacking the continent of Alphatia directly. In a surprise attack Bluenose, Hajura and Perponaz are sacked.

Thar's Legion reaches the Master's camp at Ansimont. The Master threatens Thar with death unless he immediately turns over command of all his troops to the Hule army. Intimidated, Thar agrees.

## 17 Flaurmont

Battle of Ekto. Thothian forces meet Ostland warriors in open battle. The Thothain forces, bolstered by undead and constructs are no match for the Ostlanders backed by large numbers of clerics. Ekto is sacked.

## 19 Flaurmont

Battle of Trikeilos. Ostland raiders land and sack the now defenseless city of Trikeilos. The Thothian pharaoh moves all his troops to protect Eдайro.

## 22 Flaurmont

Battle of Ar. The Retebius Air Fleet is sent in its entirety to attack the Alphasian kingdom of Floating Ar. The attack comes as a surprise, though the wizards put up a valiant defense. The Air Fleet suffers significant losses, but Floating Ar is left ablaze.

## 23 Flaurmont

Battle of Ranak. Both Thothian and Ostland troops flee the field in terror when a blackball randomly wanders onto the field, killing several in its path before both armies rout.

## 25 Flaurmont

With the snows finally melting armies begin to range out looking for food and enemy positions.

## 26 Flaurmont

The Aengmor Forest has completely covered what was South Gnollistan, and is now encroaching on Hobgobland.

## 1 Yarthmont

Ierendi Queen Ironwolf of Soderfjord finally convinces the nation's government to enter the war to the side of the western nations. Ierendi readies its fleet and as many adventurers and Toa Makai warriors as they can fit onboard.

## 3 Yarthmont

Battle of Shireton. Ierendi enters the war on the side of Darokin by dispatching its entire fleet against the Hulean forces. Five Ierendi fire ships enter Hingulf to engage over five hundred Hulean ships. The battle is a massacre, almost all the Hulean ships are sunk with a not single casualty to the Ierendi.

## 4 Yarthmont

Battle of Athenos. Ierendi ships attack and sink every ship blockading the port city of Athenos.

## 7 Yarthmont

Final assault on Fort Doom. With the Ierendi navy approaching, the Hulean commander orders an all or nothing assault on Fort Doom. Both sides have been depleted by the Long Winter, and the fort finally is overwhelmed with Von Hendricks defending the walls himself. The tide turns with Duke Stefan arrives with the full might of the Karameikos army, driving the Master's forces into the arriving troops of the Ierendi. Flush with victory Duke Stefan names himself king in defiance with his agreement with Thyatis. He rewards his cousin Von Hendricks with the position of Count, not knowing of his cousin's attempted treachery.

## 10 Yarthmont

The Atraghin send out a war party consisting of braves from the Elk, Bear and Horse clans.

## 11 Yarthmont

Large numbers of shadow elves begin to arrive in Aengmor. The northern army garrisoned there begin to return to Darokin.

## 13 Yarthmont

Minrothad marines land at the Thyatian island of Terentias, claiming the contested islands for themselves.

## 15 Yarthmont

Two Thyatian legions land on Terentias, reclaiming the islands without bloodshed. The Minrothadi chalk up

*I see them. Line of converted fishing boats moving to intercept. Fire on my mark. Fire. All targets burning. Proceed with the attack. Tell the elementals full speed head. Concentrate on the center line, engage targets of opportunity if they come in range. Signal the Arrogant she's got a dozen ships coming up on her starboard. Never mind she sees them. All targets burning. Tell her to rejoin the line. Three actual warships dead ahead moving on an intercept course. Wait till they are close and burn them. No need to get fancy. Signal the line to turn 20 degrees to port. We've got about fifty ships burning dead ahead and I don't want to smoke blocking our vision. We're through their picket line into the main fleet. Tell the mages spells free, inform the gunners to fire at will. Hold the marines back until absolutely necessary. Leave nothing for the sharks.*

the incident to a navigational error. Their troops are returned by barge to Minrothad, Thyatis keeps their ships.

### **18 Yarthmont**

Battle of Ashen Pass. King Hool and King Doth in the Broken Lands attempt to flank the northern armies as they make their way south. A rear guard of Vestlanders led personally by General Bjornson hold a narrow ford against the thousands of humanoids Hool has brought with him. In the resulting day long battle the Vestlanders dam the river with the bodies of the humanoids. Both Hool and Doth are killed, and Bjornson is struck down, but he is saved when the Immortal Odin personally welcomes the old werebear into the ranks of the Aesir. Seeing that the few remaining Vestlanders have Immortals on their side, the humanoids flee.

### **21 Yarthmont**

A dwarven force led by General Balis find the bulk of the remaining kobold army in Kol and drive them out, killing General Zar in the process.

Making their way through the still mostly frozen Malpheggi swamp, the Atroughin troops attack Hulean forces at Mar and rout them into the Five Shires with the Atroughin in pursuit.

### **22 Yarthmont**

Battle of Burny Hills. Tiger Clan warriors attempt to take Burny Hills, but are turned back by hin warriors, who made it through the Cold Peace well fed, compared to the nearly starving Atroughin.

### **24 Yarthmont**

Massacre of Shadowgate. Quickmagic's Strikers engage an emaciated and depleted Atroughin force marching on Shadowgate and kill them to a man.

### **25 Yarthmont**

Second Battle of Fishtickle Bridge. A Hulean attempt to get more troops across the bridge is held back by Hin troops, then thwarted when the dragon Frwysgdraeg destroys the bridge.

### **26 Yarthmont**

Second Battle of Tothmeer. Ierendi ships land large numbers of Toa Makai who retake the town. The Makai make an example of the Tiger Clan warriors there leaving none alive.

### **4 Klarmont**

The Five Mile Battle. King Stefan sends his cavalry ahead of his main force. They surprise Hulean cavalry near Stillpool who was not expecting to face knights in the Five Shires. The Hulean force retreats, but is chased down and destroyed over a span of several miles.

### **7 Klarmont**

Battle of Bramlerose. Quickmagic's Strikers, Ierendi Makai and the dragon Frwysgdraeg assault the bulk of the Tiger Clan's forces. Announcing before the battle no quarter will be given, the fighting is some of the most brutal seen in the war. Frwysgdraeg is severely injured through magic, and the Tiger Clan is completely wiped out. The Ierendi rename the Strikers 'The Reds' because the hin are covered in blood from head to toe at the end of the battle. The name sticks.

### **11 Klarmont**

Battle of the Forks. The Northern army returns from the Broken Lands, bolstered with several thousand shadow elf warriors. They immediately move to lift the siege at Corunglain. They are joined by the Order of the Griffon from Karameikos, who were dispatched by King Stefan to offer aid. The red orcs surrounding Corunglain, realizing their position was indefensible, withdraw after the allies initial assault. The Second Army of Darokin joins the northern army.

### **13 Klarmont**

Battle of Sateera. Hulean forces and their Tiger Clan allies make their last stand here, pursued by Shires, Karameikos, Ierendi and Atroughin forces. Completely encircled by a foe unwilling to offer mercy the battle is short but fierce with all invading forces slain. King Stefan marches the combined forces towards Hinmeet to link up with Darokin forces and form the southern army of the alliance.

### **20 Klarmont**

Second Battle of Darokin. The Master, after having gathered all available forces in Darokin launches a massive assault on Darokin City while the allied northern and southern armies are still leagues away. Darokin is pushed hard despite having thirteen legions at the battle, with several legions destroyed in the battle. In the end, the city stands, but the Master controls everything

outside the city walls. He leaves a token force to continue the siege and moves the bulk of his army east. Survivors of the Darokin forces are either trapped in the city or flee south to join with King Stefan.

### **25 Klarmont**

Tired of war, with their armies exhausted and their treasuries all but spent, Eusebius and Eriadna agree to a separate peace. Both forces withdraw from each other's territory, with Alpatia giving up part of the contested region southwest of Edairo. Eusebius makes no provision for the Ostland raiders, leaving them at the mercy of the Alpatians. Thyatis stands down its forces.

### **26 Klarmont**

With the end of hostilities between Thyatis and Alpatia, Ibn Saad sends his entire army to the aid of Darokin, telling his cavalry to ride as fast as they can.

*I was there at the Ashen Pass. I saw your father fall Sigrid, daughter of Olfdan. The goblins charged our lines and we slaughtered them. They had no idea they were facing true children of the bear. We killed them by the hundreds. Their cowardly general was trampled by his own troops fleeing our hammers. We killed so many the river was held back by the bodies of the slain. We climbed the dam and kept killing. Hundreds, thousands, I don't know how many. One by one we fell, dead by silver or dead by magic. We kept fighting. The orc challenged your father to fight his champions. Your father accepted by killing all the champions at once, including their king! In the end there were too many of them and not enough of us. But when your father finally fell to his knees, there was the All-Father taking your father personally to the halls of Asgard.*

## 28 Klarmont

Eusebius, looking for a win, sends five legions to occupy Ostland while King Cnute is still on the Isle of Dawn. Without Thyatian naval support and deep in enemy territory, the Ostland force is cut off, making Ostland a new territory of Thyatis.

### 1 Felmont

Battle of Favarro. King Stefan, being the commander of the large allied force and the only one the elves agree to trust, takes command of the now complete allied force. He makes his stand against the Master's army at the city of Favarro, the only defensible position he can find in the path of the Master's army. The allied force is outnumbered nearly ten to one, but if they fall nothing will stand in the way of the Hule forces for hundreds of miles. Eight nations stand united against the invaders, with help from Ylaruam still weeks away.

The battle is massive in scope, with elven arrows and dwarven war machines punishing the Master's forces for every step they take. Count Von Hendricks is wounded early in the battle and is forced to retire from the field. The allied line begins to buckle and it becomes clear they will not hold. King Stefan prepares for a retreat, leaving just the Vestland, dwarven and some Darokin forces behind to cover his retreat.

The battle turns with the sudden appearance of several bodendruckers that hit the flank of the Master's horde, crushing thousands before they are driven away. The source of the monsters becomes apparent when Moglai Khan arrives with the entire Ethengar Horde. Seeking revenge for the Master's attempt on his life, the Golden Khan waited until the Master's armies were committed before charging his forces into the flank.

The Ethengar attack cuts the Master's battle line in half, leaving the vanguard trapped between the allied forces and the Ethengar. The reserves began to fall back in full retreat, with the middle of the forces ridden down. King Stefan returns to the fray, taking advantage of his unexpected ally's arrival. The Hulean forces are in total disarray, with large portions of Thar's Legion deserting the field. In the end, tens of thousands of Hule troops are killed, though the Master retreats back to Darokin City.

Among the dead are Ohr'r of the bugbears, Haa'k the troll queen, and Moghul Khan of the yellow orcs. Thar, Alebane, Kol and Queen Yazar slip away in the chaos. Hutai Khan is captured by the shadow elves. The allies have taken severe losses, but the field is theirs.

### 2 Felmont

In response to the Thyatian occupation of Ostland, Soderfjord declares Ragnar the Stout to be their first king, uniting against the threat of foreign conquest.

## 5 Felmont

Moglai Khan allows his troops to loot the Hulean baggage train for several days. He greets the allied leaders as an ally, knowing he is now one of the most powerful men in the Known World. He establishes relations with the Atraughin and Aengmor elves and promises to open up trade with everyone once the war is over. The others see his talk as a show of force, but as he has the largest army in the north, they have to hope he keeps his word.

### 6 Felmont

Their saddlebags bursting with gold, the Ethengar army leaves and returns to Ethengar. The allies have healed up as best they could and march towards Darokin.

### 7 Felmont

Third Battle of Darokin. The Master arrives with what few forces he has remaining at Darokin City and orders a full assault, knowing the allied armies won't be far behind. The army around Darokin launches themselves in a fervor, fearful of both the Master and the approaching enemy.

### 8 Felmont

Fall of Darokin. The Hulean forces breach the walls at great cost and pour into the city. The defenders are prepared and sell each inch of ground given with blood. Corwin Mauntea is killed early in the battle, a spear in his hands and curse on his lip. The Darokinians are forced back to the Merchant's Guild hall and prepare to make a final stand when another unexpected ally makes its appearance.

In a flash of light hundreds of fresh Alphatian troops appear between the Hule and Darokin forces. The Alphatians immediately set upon the Master's armies, with more reinforcements coming every minute. Overhead Alphatian skyships appear and begin raining fire on the Hulean war machines. The Master seeing he is well and truly defeated makes for the Sindh

border. Empress Eriadna herself appears at the end of the battle telling the few survivors that Alphatia comes as an ally and that they will drive the invaders back to Hule. The Alphatians do not stay to occupy the city and hound the Hule forces back to Sindh.

### 12 Felmont

The allied forces arrive at Darokin City to find the city liberated and the survivors slowly sorting out the dead. King Stefan chooses not to pursue the Master with his armies, instead using them to rebuild the city. Spiira Coppertoes takes several adventurers from various nations to pursue the Master and kill him.

### 14 Felmont

Elissa Pennydown is named acting Chancellor of Darokin, simply because she was the highest ranking guild member left alive after the siege was lifted.

*People of Darokin, I come not as a conqueror but a liberator. It was only recently that I discovered the true evil that is Hosadus of Hule. Upon reading accounts of his cruelty and malice I made the entire army of the nation of Alphatia at your disposal. I am saddened that I did not come sooner, I feel I could have stopped so much suffering if I was able have provided succor. I know you have suffered, I know you have bled. To that extent I shall make available as much aid from my empire as you need. My generals will pursue Hosadus until the ends of the earth to make him pay for his evil. The Empire of Alphatia will make sure that the nation of Hule will never again threaten the good people of your land. I ask not for your loyalty, or your thanks, I ask only for the opportunity to allow us to help you in your time of need. Alphatia stands ready for you.*

## 22 Felmont

Alphatian forces reach the Sindh border and pursue the Hule forces deep into the nation, though they do garrison each town they liberate.

## 28 Felmont

Ylaruam forces reach Darokin City with needed supplies for the survivors. With the new and fresh troops, King Stefan releases his allies to return home.

## 2 Fyrmont

The Rockhome forces are paid in full by Darokin, and march back to their nation without even saying goodbye to their allies.

## 7 Fyrmont

King Telemon and Princess Tanadeleyo of Aenmor arrive in Darokin to personally escort their troops back to their new kingdom. The King gives a forced speech acknowledging Darokin's role in creating the nation of Aengmor, but it is clear Telemon is distrustful of his new neighbors. He doesn't even speak with King Doriath with the Alfheim leader attempts to address him

## 11 Fyrmont

The Vestland army leaves, not to return to Vestland but to Aengmor to see the battlefield where Olfdan Bjornson, now patron Immortal of Vestland and bears, ascended to Immortality. They find the ford now a shrine put up not by Northmen, but by shadow elves honored that a stranger achieved immortality helping them win their homeland. Bjornson becomes a favorite Immortal for shadow elf warriors, second only to Rafiel.

## 18 Fyrmont

Rather than leave, the Five Shires army helps establish a supply line to the Shires. While the Shires was devastated in the war, they have more food than they need.

## 20 Fyrmont

The Atruaghin and Ierendi leave for home, promising to return if needed. The Atruaghin return with offers from various nations to help support them as they rebuild their lands.

## 25 Fyrmont

King Alebane arrives in Thyatis with his ogres, not as conquerors but offering their services as mercenaries. Having lost all faith in King Thar, Alebane believes there is money to be made fighting for coin. He is not wrong as his company is immediately hired to fight in the Hinterlands.

## 7 Ambyrmont

King Kol finds shelter in Glantri, under the protection of Dolores Hillsbury, up and coming noble.

## 14 Ambyrmont

Returns to the Broken Lands to find most of the nation covered by the Aengmor forest. Only OGREMORE and parts of Orcus Rex are unaffected, but the forest continues to grow. Of his legion, barely a few hundred survive.

## 16 Ambyrmont

A dwarven scout returns to the surface after exploring under the nation of Aengmor. He returns with a tale about a lost orc city deep underground. The shadow elves pay him a small fortune for his information and to shut him up. King Telemon starts organizing an expedition of shadow elves to the lost city of Aengmor immediately.

## 22 Ambyrmont

Vestland troops return home to a hero's welcome.

Bjornson's daughter Siglef Allefdottir, the commander of the Vestland forces at Favaro is named to King Harald's personal staff in honor of her leadership and her father's ascension.

## 25 Ambermont

A raider from Ostland attempts to return back to their home. They are greeted by two Thyatian galleys who inform them their nation is under protection in case of Alphatian reprisal. The crew is impressed into the Thyatian military.

## 1 Sviftmont

Aengmor formally announces its government and starts receiving dignitaries. Of note, they specifically invite representatives from Vestland, Ethengar, and Atruaghin. The Vestlanders are honored to find the new capital is founded over the shrine to Bjornson. The city is called Arthenal, elvish for 'Old Bear Mountain'.

Glantri, after not having any attacks of any sort by Alphatia consider the war over and begin rebuilding. They recall their

agents start the process of replacing fallen nobility and stamping out the rebellions that the war sparked.

## 11 Sviftmont

With no sign of the Master, Alphatia finishes their liberation of Sindh. After all Hule forces have been expelled, the empire declares itself the protectorate of Sindh, indicating they intend to stay for some time.

## 21 Sviftmont

Darokin begins sending caravans out from its capital. In honor of the leadership during the war, Darokin City is renamed Corwyn. Corwin Linton is named the new Chancellor, as Linton House escaped the war mostly intact, though weakened.

## 28 Sviftmont

Alfheim notices for the first time that both the Canolbairth and the Aengmor forests are growing

*It is with both a heavy heart and a proud mind I accept the honor of being named Chancellor of Darokin. I have enormous shoes to fill, I don't think anyone could have done more during the war than Corwyn Mauntea. So my first act is to rename the city that he died defending to his last breath Corwyn. The business of Darokin is business, so it is in our best interest that we resume trade as fast as possible. We have new trading partners to help on our path to rebuilding. Alphatia, Aengmor and Atruaghin all stand ready to receive our goods. The Shires have food to sell us, and Ethengar wants finished goods like never before. So Darokin will rebuild. We shall bury our dead, repair our cities and continue as we always have. There are lean times ahead, but we will survive. Now if you will excuse me, I have a masquerade to organize.*

towards each at a steady rate. They don't tell Aengmor while they try and discover the cause.

### **1 Eirmont**

King Stefan finally returns home to Karameikios where his wife Queen Olivia has ruled in his absence. To finish his separation completely from Thyatis he renames the capital Mirros, the Traladaran word for Mirror. He is dismayed that Subatai is still the ambassador from Ethengar and that the ambassador and his daughter are secretly adventuring together.

### **4 Eirmont**

Eusebius sends his sister Stefania to act as his ambassador to King Stefan. Eusebius is trying to restore his nation's allies after the long war and Karameikos was one of their strongest allies before the war.

### **9 Eirmont**

King Doriath of Alfheim has become obsessed with shadow elf spies in his court to the point of paranoia. There are whispers he needs to be replaced.

### **10 Eirmont**

King Telemon of Aengmor leaves in search of the city of Aengmor, taking the captive hobgoblin Hutai Khan with him who actually has been to the city. He leaves his daughter in charge in his absence. In just two weeks Tanadeleyo announces her father has abdicated and crowns herself queen.

### **15 Eirmont**

Minrothad, neutral in both wars, begins to open up new trade routes with the political situation calmed down. They find their reputation in the world has cooled dramatically as everyone remembers their refusal to pick a side.

### **18 Eirmont**

Count Von Hendricks begins sending out his forces to drive humanoids and monsters from Western Karameikos. He still has his eyes on the throne, but now he has great amounts of political power, but his allies all perished in the war.

### **20 Eirmont**

Xebec steps down as commander of the Heartshire forces, and names Spiira Coppertoos as his replacement when she returns.

### **7 Kaldmont**

The Master is finally spotted fleeing Sindh for Hule. the adventurers dispatched after him follow in hot pursuit.

### **18 Kaldmont**

Alphatian airships join the occupation of Sindh, fresh from being built after the destruction of the fleet at Aasla.

## **28 Kalmont**

Battle of Glantri. Alphatia reveals that their occupation of Sindh was to provide a staging area for their troops. A full quarter of the Great Council of Wizards, two hundred and five total along with a large number of lesser mages, numerous airships and ground troops fly right over Glantri city and attempt to level the city with spells. The Glantrians respond in terrifying fashion. The Brotherhood of the Rad agree that it is time to unleash the power of the Radiance to save it. The Brotherhood unleash all their magics, blasting archmages from the skies with bolts of pure Radiance. The wizards use years worth of Radiance in a matter of minutes. Then the unthinkable happens. Spells start to fail across the globe. Alphatian skyships and wizards plummet to their deaths. Charmed creatures are freed from their enchantments. Then magic simply ceases across the globe.

Monsters run rampant as wizards lose control. Floating Ar crashes into the ocean and becomes an island. Clerical magic also fails. The Battle of Glantri ends with both sides powerless. The magic shortage lasts a week before Prince D'Amberville discovers the problem.

## **1007**

### **4 Newmont**

The adventurers track down Hosadus halfway between Hule and Sindh. Even without his magic, he is formidable, but is eventually slain and buried in an unmarked grave in the middle of a desert.

### **6 Newmont**

The Week of Dread ends with magic restored. Alphatia retires once again, having suffered catastrophic losses during the week. Glantri is shaken to the core realizing their magic can't save them. The day the magic returns Glantri's parliament votes to allow clerics in to deal with the undead and the plague problems. Alphatia agrees to relocate the partisans it provoked, with no punishments

for them at all. Thousands from Crownguard and Boldavia relocate to Norworld.

### **7 Newmont**

D'Amberville finds the Nucleus of the Sphere siphoning the magic from the Sphere of Energy to replenish itself. He is confronted by Ixion and other Immortals opposed to him, who demand he turn over the artifact. Instead he adjusts the artifact so it starts draining from the Sphere of Entropy instead. With a flash, the artifact starts working again, but D'Amberville is gone. With no way to remove the artifact without ending magic again, Ixion can only place guards to protect the weakened artifact.

The world is rebuilding, with most major powers now in ruins. Only Karameikos, Aengmor and Ethengar come out better than they were at the start of the war. Kingdoms starting hiring adventurers in numbers.

*Good King Stefan, my brother the Emperor of Thyatis, wishes you good health to you and your family and prosperity for your people. Both our nations have suffered over there last few years. My father did not aid you in your time of need but I hope that does not cause you to think ill of his children. To make amends I have been sent to formally recognize your claim to Karameikos as its rightful king. We hope you will rule long and wisely. We wish to restore our nations mutual friendship by offering you a formal alliance with Thyatis. While militarily this world is tired of war, we hope that an increased exchange of goods as well as open borders can both benefit our nations. To show our good faith we have reduced tariffs on your products by half. We ask in return you perhaps can formally introduce us to your allies in Aengmor and Atraughin?*