

2000/2001 Major Player-Driven Storyline Events

Battle of Ashon Rye

Spring, 432 Tz

United States store tournament

First Grand Storyline Tournament

December 15th, 2000

Five rival warlords (Carmine Sura, Raydan Marz, Darq the Corrupt, Kho'Ta, Kossak Mageslayer) battled for control of the Magestone resources at Ashon Rye. By the end of the bloody fight, Raydan Marz was the last man standing, and would ultimately keep control over the valuable site throughout the coming year. (Kho'Ta and Carmine Sura both vanished shortly after being routed from this battle, and are assumed to have been captured or killed by their enemies.)

Battle for the Vale of Dawn

Spring, 432 Tz

European store tournaments

January, 2001

Shortly after the Battle of Ashon Rye, Kossak Mageslayer, Raydan Marz, and Kho'Ta fought for the Vale of Dawn. As the Vale is a high-mountain town blessed with natural resources and a strong defensive location, the location would provide critical food and supplies to the army that won the day. In the end, the Hero Raydan Marz edged out his two opponents and claimed ownership over a sizable area of the Northern Serpines!

The Gathering

Spring, 432 Tz

Scenario Club series

March – May 2001

In the sleepy country of Fairhaven, a mysterious artifact called the Sentinel began sounding a mystical siren's call. Heroes, adventurers, and warlords from across the Land were summoned to Fairhaven to unlock the mystery of the Sentinel, and ultimately to fight over the sizable resource of Magestone that the artifact would reveal. In the end, Fairhaven was turned into a four-way battlefield between the Atlantis Guild, the Black Powder Rebellion, the Necropolis Sect and the Elemental League. The Atlantis Guild ultimately triumphed with their Technomantic war-golems, maintaining control over the war-torn province.

The Battle of the Roa Kaiten

Spring, 432 Tz

United States store tournament

Second Grand Storyline Tournament

June 22-24th, 2001

Preamble:

In their first fight Kossak gained the upper hand, however Darq rebounded with the addition of a small Atlantean warhost who abandon the empire for promised riches with the Sect. As Darq closes in on the goal, Kossak once more rallies his troops to fight the Sect. After months of minor skirmishes and hesitant clashes between the scouts and outriders, the real battle is about to begin.

Four-Way Warlord Saga

Summer, 432 Tz

Scenario Club series / Convention Tournaments

June – August 2001

Incited to vengeance by Darq the Corrupt's act of resurrecting fallen Troll warriors as zombie-fodder, Kossak Mageslayer begins to hunt the Sect's strongest warlord. Darq, attempting to remove the curse on an ancient artifact called the Vermillion Crown, tries to stay one step ahead of his pursuer throughout the course of the bloody summer, and heads for the ruined Dwarven castle where the Crown was originally created. Meanwhile, the Hero Raydan Marz begins a quest to find and acquire the fabled Sphere of Jorandal. His nemesis, the Black Thorn, learns of Raydan's plans and does her best to foil his efforts and win the Sphere for herself.

Battle of Tor Lendex

Summer, 432 Tz

2001 Origins Tournament

July, 2001

Chaos ensues throughout the heart of the Land as the countries of Fairhaven and Duncastor erupt into bloody conflict! Raydan Marz and Kossak Mageslayer make a tentative alliance against the combined forces of Darq the Corrupt and the Black Thorn, and temporarily take sides in the struggle between the two warring nations. Ultimately, the battles take the four warlords to Duncastor's capitol, Tor Lendex, where Raydan Marz retrieves an artifact—the Scepter of Durax—that will lead him to the location of the Sphere of Jorandal.

Battle for Bydalia

Summer, 432 Tz

2001 GenCon Tournament

August, 2001

Overall, Darq's timely betrayal of the Black Thorn at the walls of Tor Lendex left her at the mercy of Kossak's potent Elemental army. While she survived and managed to get back onto Raydan's trail, Marz had already gained a sizable advantage in the race for the magical Sphere. Ultimately, Raydan was able to make his way into the city before the Black Thorn, and found his way to the Dungeons below. In the ancient catacombs of Bydalia, Raydan discovered the Sphere of Jorandal, and managed to escape with it before the Black Thorn could catch him.

Battle of the Dwarven Forge

Summer, 432 Tz

2001 Gen Con Tournament

August, 2001

Much to his surprise, Kossak Mageslayer did not fare at all well in his final battle with Darq the Corrupt. Darq's forces were ready and waiting for them at the ruins of the Dwarven city when the League army arrived, and the Sect armies took a dreadful toll on Kossak's warriors at the beginning of the battle. While Raydan's army came to Kossak's rescue just in the nick of time, allowing Kossak the opportunity to pursue Darq into the ancient Dwarven structure, Darq was still able to break the curse on the Vermillion Crown. Before Kossak could stop him, Darq donned the magical crown and used its powers to dominate the Troll Chieftain's mind, turning Kossak into Darq's helpless puppet. Darq, abandoning his army to die in order to buy him time to escape, fled with his prize and his prisoner, and began the long journey back to the Necropolis Sect. Chasing right behind, Kossak's vengeful nephew, Huhn, pursued Darq night and day, hoping to eventually find a means to free his uncle and destroy the Sect warlord in one swift stroke. (Side note - the results of that long chase are reflected in the sets of Scenarios contained within the Conquest rulebook.)

2002 Major Player-Driven Storyline Events

Riverdam

Spring, 433 Tz

2002 Origins Tournaments

July, 2002

Over the churning waters of the Lower Khamita, two Heroes fought for control of an old, abandoned riverdam. Kimble Garn, a Dwarf and a champion of the Rebel cause, fought to prevent the Atlanteans from possessing the ancient structure and closing the massive rivergates – thus endangering the valley above with a flood of unthinkable proportions! But the Atlanteans, deeming the mission too risky for their own warriors, hired the Orc champion Chaotic Grimm to crush the defenders and to flood Khamsin! In the end, after a ferocious battle across dangerous walkways and through dark, dripping chambers, Chaotic Grimm managed to beat back Kimble Garn and take control of the dam! Within hours the sluice gates were closed tight, and water began to back up, disrupting Rebel control over the entire Lower Khamita region!

The Tomb of Khamita

Spring, 433 Tz

2002 Origins Tournaments

July, 2002

An Atlantean strike team led by Apprentice Koranub attempted to steal the revered bones of King Khamita from Khamsin. But Jarl Frostriven, the Dwarven defender of Khamita's remains, managed to fight Koranub off and move the bones to safety! Victory for the Rebels!

Black Powder Warehouse

Spring, 433 Tz

2002 Origins Tournaments

July, 2002

A mercenary strike force attacks a black powder warehouse on the banks of the Upper River Khamita. Tor Thundercloud, a heroic Dwarf known for his wisdom and battle prowess, managed to beat back the Atlantean mercenaries and preserve both the warehouse and military control over the headwaters of the River Khamita!

Arena of Atlantis

Spring, 433 Tz
2002 Origins Tournaments
July, 2002

In an epic event, two of the greatest living warlords of the Atlantean Empire fought in the Arena of Atlantis for the Seal of Tezla! Through a day-long clash of arms, golems, and Technomantic wonders, Gatekeeper Bassan defeated Mage-King Alment Lan in honorable combat. Bassan won the Seal of Tezla, and earned the right to have the Atlantean troops that were recalled from the eastern front by Emperor Jeet Nujarek returned to their posts to defend against the menace of the Elemental League!

The Riders of Khamsin

Spring, 433 Tz
2002 Origins Tournaments
July, 2002

After competing in a Khamsin tournament to determine the best mounted warriors in the Land – and thus to win lucrative year-long contracts with the new Council of Merchants in Khamsin – brave Kahlan, a Galeshi warrior, managed to beat out all competitors and win an honored place in Khamsin's armies!

Battle for the River Khamita

Summer, 433 Tz
July, 2002 Campaign

When Emperor Jeet Nujarek commanded Lord Andreus to lead the Emperor's army against the potent Rebel fortress of Wolfsgate, Andreus was pleased with the promotion - but concerned that the Rebels might have too much of an advantage in their well-fortified river castle. But when Jeet raised the stakes by abducting Andreus' only son, and promising that his son would die if he failed in his attack, the warlord stepped forward to do his best to defeat the Red Duchess of Khamsin and her Rebel horde. While the Atlanteans won a number of battles throughout the conflict, in the end the combination of Magus interference and Rebel treachery destroyed all hopes for victory, and the Emperor's army was defeated and routed from the field. Andreus was saved from the bloody melee by a pair of strange individuals. Once his terrible wounds were bandaged, they offered to arrange a meeting with a formidable man who might help Andreus avenge his doomed son - the renegade warlord Raydan Marz. Lord Andreus accepted the offer, and only destiny can tell the outcome of this strange alliance!

Vampire Civil War

Summer 433 Tz

August, 2002 Campaign

Throughout the existence of the Necropolis Sect, the Order of Vladd has reigned supreme over the other vampiric martial orders. Led by such notable individuals as Darq the Corrupt and the Death Merchant, Ribhan Crag, the Order of Vladd found itself challenged by the upstart Order of Uhlrik. But in a series of brutal battles, the dominant vampire caste managed to hold its own, and ultimately confronted and defeated the Uhlrik dogs and their master, Rax Coldstone, in the Death Pits of the Necropolis. The Necromancer master of the Order of Vladd celebrated his warriors' victory over the enemy with blood and wine, while the master of the Order of Uhlrik, the doomed Deathspeaker Spider, was burned alive atop a bonfire made up of his fallen warriors. Now the Order of Uhlrik has disbanded and fled from the Necropolis, vowing vengeance against Vladd and all who side with them!

Chasing Darq: Huhn's Folly

Summer 433 Tz

Summer 2002 Conventions

When the Necropolis Sect warlord, Darq the Corrupt, captured the Elemental League warlord Kossak Mageslayer, he had no idea of the number of League warriors who would begin to hunt him down. With the powers of the newly activated Vermillion Crown, Darq was able to control Kossak's mind and body. But the return back to the Necropolis Sect was a slow endeavor, especially with the Kossak's nephew, Huhn, and the Mending Priestess Jerriana hot on his tail. By the time that Darq reached the borders of the Necropolis territories, and began the steady climb up the southern slopes of the Serpine mountains, a sizable Elemental League army was right behind him.

The ongoing series of battles where Huhn attempted to catch up to Darq long enough to free Kossak were brutal and bloody; both the Elemental armies and the standing Sect army charged with the defense of the Serpines took hideous casualties. But when Huhn finally caught up to Darq, Darq was ready for them, and threw every soldier, skeleton, and zombie he had at the Elementals in order to put an end to the feud. By the time that the sun set, Huhn's army was defeated, Huhn was severely wounded, and Darq had begun his final flight to the Necropolis with his prisoner. By the next morning, Darq had managed to transform Kossak into a kind of lesser vampire, one devoted to death, the Sect, and Darq, rather than to the League and the Land. Jerriana and Huhn have both sworn revenge, but the true evil lies in what Kossak will do to the Land when his training as a Sect vampire is complete.

Battle for Stonekeep

Fall 433 Tz

September 2002 Campaign

For centuries, the Knights Immortal and the Wylden Elves have fought for possession of Stonekeep Castle. While the Elemental League has held Stonekeep for the last few decades, with the recent rise of Necropolis Sect incursions towards the Wylden Plateau, the members of the Elven Council deemed that it is time that Rivvenheim warriors took back the ancient fortress. By capturing Stonekeep, it will guarantee that the armies of the Necropolis Sect will have absolutely no chance to conquer the castle and threaten any High Elven cities.

Sir Mishler, a brave and ancient warrior stemming from a long line of Knights Immortal warriors, was assigned by Council Lord Jamus to conquer the castle. While the opening days of the campaign went well, with High Elven forces steadily making their way down the length of the League-guarded pass, the morning that Sir Mishler was to begin his attack to reclaim the castle, disaster struck. A Necropolis Sect army was sighted in the area, possibly heading to capture Stonekeep for themselves. Lord Jamus gave the order that Stonekeep be captured in a single day. Sir Mishler tried to achieve the impossible, but in the end the Elemental forces, led by the brave Commander Searle, repelled the High Elves and maintained control over Stonekeep. Shortly after the attack, Sir Mishler vanished, leaving behind his helm, cloak, and his family's battle standard - and no one has heard from him since.

Burning Sails

Fall 433 Tz

October 2002 Campaign

After the ships of the Malia clan were sunk by Rebel cannon fire, sending the panicked river-traders swimming for the shore, Captain Sarjhet beached her ship behind enemy lines and began a campaign to punish the Rebels responsible for the despicable act. For centuries, the Xandressans had traded peacefully with the merchants of Khamsin, guaranteeing their neutrality by refusing to ferry Atlantean troops or weapons. But when the Rebels fired upon Sarjhet's fleet of riverboats, believing that the Tezlacore Golem that the river-traders ferried violated the centuries-old agreement, they set off a chain reaction of violence that would bring the Xandressans fully into the Atlantean war against the Black Powder Rebellion. In the end, Duke Skala of the Black Powder Rebellion defeated Captain Sarjhet, largely due to the deal he entered into with a mysterious Solonavi, guaranteeing the victory for a price to be named at a later time

Khan's Road

Fall 433 Tz

November 2002 Campaign

In attempt to learn why the Orc Raiders hadn't raided the southlands yet, the Knights Immortal warrior Shadowbane ventured up to the border of the Raiders homeland--only to encounter fierce resistance from skirmish forces set to guard the southern border of the Fist. While Shadowbane fought valiantly, and his Knights Immortal companions battled in unfamiliar and hostile territory, the Knights Immortal were cut down and the Orcs' secret was preserved. Now Kzar Nabar, the leader of the Orc forces, is able to sneak through the Blasted Lands into the underbelly of the Empire, all with the aid of the Galeshi Rebel scouts who'd sworn to show him the way. Now, Shadowbane is imprisoned in an unknown location by a mysterious adversary, and doesn't know whether he is going to survive the coming days

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2003 Major Player-Driven Storyline Events Thus Far

Dark Omens

Winter 434 Tz

January 2003 Campaign

After a long and vicious series of battles, the Wolfwitch's Necropolis Sect allies were cut down by forces loyal to Torg Boneknitter. Torg, a Troll from the Elemental League, made the long and dangerous journey to the Blasted Lands at the request of the leaders of the League; the Prophet-Priest had suffered a number of disturbing visions about a rising evil in the Land, and Torg was assigned to locate and contain the evil. Although the Wolfwitch was able to escape the final battle and steal her way into the Black Pyramid, Torg and his warriors have kept a careful vigil on the Pyramid, trying to prevent the Necropolis witch from escaping the ancient tomb.

The Road to Prieska

Winter 434 Tz

February 2003 Campaign

While Sir Corinth's Knights Immortal were successful in cutting down the Galeshi scouts leading the Orc army to Prieska, one of the Galeshi, kept on the brink of life by the tools and tongs of Kzar Nabar's masterful Barber-Surgeons, was able to tell Crox about a series of landmarks that would show the pass into Prieska. After weeks of combating the Knights Immortal, with most of the members of his Wolfskull band dead and burned, Crox desperately searched the Blasted Lands for any sign of the way into the southern greenlands. But when an eagle, revered by the Orcs as a holy bird, showed Crox the way to the mountain pass, he realized his true calling was to be an eagle shaman, and that through the grace of the eagle spirits, he would lead Nabar's army into the undefended underbelly of the Atlantean Empire!

The Return to Wolfsgate

Winter 434 Tz

March 2003 Campaign

As the massive Atlantean army marched toward the Khamita River Bridge, intent on crossing it to crush the Rebel city of Wolfsgate, the Technomancer Venthu engaged in a crucial sabotage mission within the city itself! Having levitated into the city under cover of darkness, the technomancer attempted to smash the city gates from within to allow the Atlantean army to surge and overwhelm the small river city. But when Whitehawk's Amazon warriors

engaged Venthu in combat, risking their lives against volleys of magical blasts and technomantic Golem assaults, the climactic battle ended with Whitehawk decapitating the Atlantean mage just in the nick of time.

Imperial Games

Spring 434 Tz

April 2003 Campaign

In a stunning upset, the winners of Emperor Nujarek's Imperial Games were none other than Master Redwyne's Outlanders! While only Master Redwyne and three other warriors survived the Games – a mere four of the hundred gladiators that the High Elf started the combat with – they still managed to hold their own against a seemingly undefeatable tide of Atlantean warriors. While the Atlantean champion, Altem Senn, performed flawlessly in combat, the mix of styles among the Amazons, Orcs, Dwarves, and Elemental warriors proved too much for Senn's warriors to overcome. Last but not least, when Redwyne refused to gut Senn at the end of the battle, he earned the crowd's respect – and applause of merit from the emperor himself!

Sack of Prieska

Spring 434 Tz

May 2003 Campaign

The battle for the Prieskan capitol of Alrisar is over, and victory lies in the hands of the defenders – but at a terrible cost. After seven days of brutal fighting, war-hordes fanatically loyal to their Orc leader, Kzar Nabar, were finally driven back by the combined High Elven and Atlantean forces. While the defenders managed to protect Alrisar's key locations – the government buildings, the library district, and the shipyards – the raging fires that parties of marauding Orcs ignited within the defensive perimeter devoured most of the city's interior. Within minutes, most of the metropolis was transformed into an oven of choking smoke and roaring flames.

Satisfied that the remaining soldiers in Alrisar will be occupied for some time extinguishing the raging fires, Nabar wisely loosed his armies upon the defenseless countryside around the capital city, sending tribes in every direction to raid nearby Prieskan cities and villages without fear of immediate Atlantean reprisal. While the citizens of Alrisar managed to extinguish the flames, and are weakly celebrating their survival against nearly impossible odds, thousands of human soldiers lie dead, and an uncountable number of Atlantean civilians are without shelter or food for the first time in their lives.

Blood Falls

Spring 434 Tz

June 2003 Campaign

Under Lark's leadership, the Elemental League managed to escape the Necropolis trap, taking with them valuable information about the Sect's plans to conquer the Wylden. While the Necropolis stands dominant over the Faerie territories of Blood Falls, the information that Lark gathered from a fallen Sect officer might transform the Elemental response to the war. With the Necromancers having captured the major river valleys of the Galtor, Sanguine, and the Kaiten, and Sect expeditionary forces controlling Hunter's Stead, the League now finds itself on the defensive for the first time in the faction's history.

With the information stolen from the downed Vampire, however, the established leaders of the League – the Circle of Nine – now have the information they need to make an educated decision. But did the information come too late, at far too high a price?