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Title: History of Deception

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Text Begins:

Owain's history of Deception from the ending of the war against the Avatars of the Flame

The war against the Avatars of the Flame (AoF) ended with a peace agreement being brokered between a new Nation, Legion of Steel (LoS) made up of the remnants of the old AoF Nation under new leadership and the Alliance of Order (AoO) and Northern Alliance (NA). Following this treaty was an extended period of relative peace for all the the Nations involved with the exception of House Daenyr, the figurehead Nation of the Northern Alliance, and Kill Cult...

---Soon after the treaty, problems arose between Kill Cult (KC) and House Daenyr (HD) over rights to the southern lizardman bog on the mainland east of Lankmar, the KC capitol.

---HD's sub-guild, Elven Shadows, held a city nearby Lankmar to the North. HD claimed the northern half of the bog as their own, which KC found to be unacceptable, considering all of the bog to be their own territory. After a few skirmishes over the issue, King Tearin of HD declared war on KC and expressly asked for no help from their allies in the NA or the AoO.

---At the same time, the AoO experienced some small altercations with the guild of Devolution and quickly retaliated against the one-time member of the AoF by laying waste to the Devolution capital of Death's Bloom to little resistance.

---It soon became apparent that HD had underestimated KC. While numbering few, the warriors of KC cut a swath of destruction through many of the HD sub-guilds despite the capitol of Gaeryn's Hope (GH) remaining relatively unscathed.

---It wasn't long before other guilds of the NA became involved. First the Kingdom of Eleador (KoE) found itself at odds with KC and though a peace treaty was quickly brokered, it wasn't long before KoE entered the fray.

---Another one-time member of the NA, Winterblades (WB) became involved in the conflict against KC as well. After correspondence from Owyne, guild leader of the Defenders of Order (DoO), the largest of the AoO guilds; which demanded WB withdraw from fighting KC, the guild leader for WB publically posted the private correspondence and denounced the AoO's involvement.

---Angered by the public betrayal of his confidence, Owyne retaliated by bringing the force of the AoO down upon Wintershield, the capitol of WB and placing a bane after laying it to waste. It wasn't long before the WB were errant, though they replanted their tree on the site of the ruins of Wintershield soon after.

---Meanwhile, the conflict between HD and KC had fully escalated into the entire NA against KC. Based solely on census reports taken from the city of the guilds involved, the continued survival of KC seemed no less than remarkable, despite losing multiple sub-guilds, Lankmar still stood.

---While the AoO had spent its anger on WB, their neighbors, Echelon (ECH), still felt wronged by their one-time sovereigns in WB and laid siege to the newly-planted tree. Again, the result was the destruction of Wintershield.

---Throughout the HD-KC conflict, the AoO had stayed uninvolved. While publically the AoO was allied with HD and the NA, they also considered KC to be a valiant clan of tested warriors who had fought well during the AoF War. If HD had formally asked the AoO to honor their Alliance, who's to say what the outcome would have been? But some in the AoO were not content to watch and wait for the conclusion of the war.

---The Ancient Order (TAO) of the AoO was disappointed with their Alliance's lack of initiative and put forward proposals to force the AoO into a more proactive role on Deception. After much deliberation and disagreement, TAO chose to secede from the AoO and began making arrangements to sell its city on the eastern coast of Stormvald to the AoO, planning to move to their open city, Adventurer's Haven (AH) on the mainland.

---Along with TAO, the Thieves of Enlightenment (ToE) also left the AoO, though they chose not to leave their city on the continent of Stormvald.

---TAO had been unsatisfied with the AoO's alliance with HD and had asked the leaders of KC and LoS if they would be interested in acting together towards that Nation's destruction. KC and LoS agreed and requested TAO's presence at the upcoming siege on GH. TAO rushed to complete the transferral of its assets in Stormvald and moved into AH, closing the city and renaming it to Caer Yinyang (CY) the day before the bane on GH was to go active.

---Early on the day of the GH siege, TAO announced its intention to participate as well as LoS. That evening the people of Deception would bear witness to that largest battle since the first bane of Avatar's Torch, the old capital of the AoF.

---The AoO had decided to honor its alliance with HD and finally chose to enter the conflict on HD's side, crying "betrayal" at their one-time fellow nation members in TAO and ToE. As the massive forces clashed upon a tiny breach in the walls of GH, the defenders won the day and GH was saved.

---Following the battle to save GH, the AoO quickly attacked and baned the ToE city of Foothold on the continent of Stormvald and camped the tree, slaughtering anyone wearing the ToE tag who spawned there. In retaliation, ToE opened their tree to the public and swore under TAO.

---The AoO also attacked the new TAO city of Caer Yinyang(CY), destroying two corner towers, but hastily placing a bane outside the walls as the defenders rallied against the attack. The KC capital of Lankmar was also baned.

---The Second World War of Deception was now underway. The combined forces of KC/TAO/LoS faced off against the AoO and the NA.

---The KC/TAO/LoS alliance wasted little time in attacking GH with renewed furvor, laying much of the city to rubble and placing another bane as well as hitting the AoO capital of Order in late-night raids and destroying a couple buildings and placing yet another bane.

---The siege of CY was easily lifted, with the enemy never seeing the rebuilt towers and a vicious battle was fought on Stormvald over the ToE's Foothold which resulted in the destruction of the city. The siege on Lankmar was lifted and still the banes flew.

---The NA city of Acheron, owned by the Knights of the Alliance (KoA) was also often-raided and then baned.

---All too soon, the time came for a new siege of GH. This time, the city had been reduced to rubble beforehand. As the defenders holed up in a cathedral of The All-Father, praying for victory, with spell energy in the form of fire, lightening, ice and even the All-Father's own blessed power exploding around them, they valiantly tried to retake the city, but to no avail as they charged out of the doors of the cathedral into certain death, or perished slowly to the explosions of spell energy within the cathedral.

---They rallied after the madness of the cathedral from the Runelord city of Descension to the southeast of GH and attacked again with time running out on the bane. But the forces of KC/TAO/LoS held off the last-minute charge and GH was destroyed as ToE planted a new tree amongst the rubble, christening their new city "Platoe."

---The AoO forward base of Lion's Claw had had its walls destroyed while still incomplete and never got a chance to complete its defenses as it too was baned. As the victors celebrated in GH, they realized that they must soon hurry to Lion's Claw as the bane there was about to activate as well.

---As the combined forces swept down and quickly took control of the city, the world was plunged into darkness. Everyone awoke at their bound trees of life and hurried back to retake the victory the Gods had stolen from them once before in the Foothold. "Not this time," the KC/TAO/LoS forces chanted as they rushed to intercept the defenders of Lion's Claw in yet another ferocious battle, emerging victorious and destroying the AoO forward base.

---It would seem that the KC/TAO/LoS alliance was gaining momentum and becoming a juggernaut with the destruction of two AoO/NA capitals of KoA and KoE. The NA had all subbed under the AoO, and while the AoO had baned LoS's city of Iron Citadel and poked a hole in the wall, The Echelon had turned up to give a hand at the siege of Acheron on the side of KC/TAO/LoS and The Wanderers had officially left the NA.

---But the AoO showed determination and organization by retaking Platoe, the old GH, and then destroying the Echelon capital of Eagle's Reach in a series of fierce, but ultimately decisive battles for the AoO.

Events continue to unfold on the Aerynth fragment of Deception, and many of them pass by this chronicler. I do not claim a lack of bias in this chronicle, but I don't think its too bad. Now, my hand grows weary of penning this summary... Maybe I'll return to this task later, and I appreciate any comments/additions/clarifications any might have.

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Edited by OwainKoE (06/14/03 07:42 PM)

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