

Kastali's Diary – Fall, 434 Tz

Kastali, Solonavi Seeress - Fall, Day 19

I am Kastali. Born of the Necropolis, I stood amongst the first warrior-mages to graduate a brutal century-long training program established by Dark Tezla himself. Having mastered the Necromantic arts, I now pursue my dark destiny outside of the barrows and towers of the Necropolis, in the service of the all-powerful Solonavi.

Having accepted the Solonavi's offer to become their diviner, their prophetess of secrets, I now tread the path to knowledge and near-omniscience. In exchange for laboring each day to note in these pages what I witness in their miraculous scrying pool, the Solonavi's collected knowledge of magic and power is mine for the taking. The Solonavi are unable to use the pool themselves, and must rely upon a 'lesser being' for this task.

I am not slighted by their point of view, and merely look forward to the task ahead. While I am bespelled by a Solonavi geas to scrye for them for some twenty years, it is only a matter of time before my work here is completed and the enchantment removed. Then, I shall return to the Sect with my newfound power, claim my position as a Deathspeaker, a leader of the Necropolis Sect, then guide the Sect in its destiny to conquer the Land.

The Siege of Khamsin - Fall, Day 20

To give my masters context for my visions, there are currently three major military campaigns taking place in the Land. The first of these three involves the Atlantis Guild's petty attempts to crush the Rebels of Khamsin. After Lord Andreus' failure to crush the Rebels in the summer of 433 Tz, the Atlanteans have returned one year later, with a vengeance. Combining forces and magical might with the Knights Immortal, these two mighty armies work together to crush the chaotic Rebellion once and for all. While the arrival of Warrior Huhn's Elemental League army will certainly bolster the Rebel defense, the Atlanteans and High Elves are extremely likely to crush and scatter the Rebels by first snowfall.

The Sack of Prieska - Fall, Day 21

The second of the three military campaigns taking place in the Land revolves around Kzar Nabar's plans of conquest. Kzar Nabar, leading a massive Orc army equipped with black powder weapons, has invaded the Atlantean territory of Prieska. While the Galeshi are proud of their coup, having earned Nabar's promise to never lead an attack against the desert-lands in exchange for arming and guiding his warriors through the Blasted Lands, there are many Rebel leaders in Khamsin who are unnerved by the Galeshi's unusual tactic.

The Dark Crusade - Fall, Day 22

The third of the military campaigns shaking the Land is being conducted by the Elves and Humans loyal to the Necropolis Sect. Dark Tezla himself devised the devious battle plan to cut off the League from outside aid by filling the western river-valleys with undead, and then marching armies into the heart of Elemental territory. The Elves of the League may have once been our brothers and sisters, but they made their choice to stand against us during Tezla's transformation. As result of their poor judgment, they will fall by sword and spell until none remain.

By the end of this year, the Elemental fortresses of Roanne Valle and Stonekeep will be under the control of the Necropolis Sect. Then, with the League dispatched, and the Knights Immortal trapped in the eastern mountains, then it will only be a matter of time before the Dark Crusade forms up and sweeps the Atlantean Empire into the western sea.

The City of Rokos - Fall, Day 23

Of all the areas that I have gazed upon in the Solonavi's scrying pool, so far there is one place that defies my investigation. While I can explore the outskirts of the city of Rokos with my visions, the Oracle's Tower at its heart defies the pool's scrying power. While I have asked my masters about why I am unable to spy upon the vaunted Oracles of Rokos, the Solonavi stated simply that the magical defenses built into the 'Needle' date back hundreds of years before Tezla was born, and that they are beyond the pool's power to penetrate.

The Fall of the League - Fall, Day 24

The Bone Legion, a military unit under the command of the vampiric Order of Vladd, marches south into the Wylden. Already victorious at the Battle of Blood Falls, with the Faerie homelands set aflame, Kossak Darkbringer's advance into the heartland of the League meets with little resistance. I've observed bands of Forest Elves, Trolls and Centaurs trying to rally a defense against the Vladd armies at a few key towns and bridges, but they are as but ants before the coming flood.

The Fall of the League - Fall, Day 25

It seems that the Elemental League has a new ruse. By the command of their 'false Tezla', the Circle of Nine has recalled all of the soldiers, priests and citizens of the League to the safety of the castle of Roanne Valle. The order dictates that the only hope for the League is for all members to hastily retreat within the capitol fortress on the edge of the Sturnmount Mountains. While many of the spineless Wylden Elves do whatever their false Tezla asks without hesitation, not a few Centaurs, Trolls and Faerie – faced with the destruction of their homeland by the armies of the Necropolis Sect – openly question the order, and refuse to retreat!

Paradise Lost - Fall, Day 26

While the Trolls and Centaurs are shocked about the order for the Wylden Elves to retreat to Roanne Valle, more than eighty percent of the Elemental forces are already marching to their fortress hold. With four out of every five warriors moving to make the hard climb up the thousand stone stairs to the top of the Wylden Plateau, the Sect is facing little opposition in the lower Wylden. The Centaur communities, once the fast-moving bane of any Sect plan for invasion, have been left unsupported and outnumbered ten to one. Victory has never been so sweet, as the four-footed fools drop by the dozens before the might of the Dark Crusade!

I have noticed a new book on the second shelf of my book case. I was delighted to find that it was a copy of my journal of my task to prove myself to my Solonavi masters.

Gates of Roanne Valle - Fall, Day 27

Early this morning the gates of the mountain castle of Roanne Valle were closed for the first time in the history of the fortress. I watched in my pool with fascination as groups of Wood Elementals pushed against the doors with all their might, even cracking their trunks in effort to close and bar the five-foot thick gates. While rope-lifts still ferry latecomers up the outside of the northwestern wall, by dusk this fortress will be ready for siege.

I cannot say whether this strategy will save the precious League from destruction but this evening, with the sealing of the Forest Elves into their stone coffin, everything north of the Plateau belongs to the Sect!

Burning Trees - Fall, Day 28

With great pleasure, I watched today as a wave of flesh-hungry undead surged against the Wylden lines, and broke them as a wave through a sand-castle. Faced with thousands of undead climbing the stairs to the top of the Wylden Plateau, the defenders had no choice but to pull back to Roanne Valle. While the League's dragons have been seen in the skies over the Wylden, roaring out their great cries, the Circle of Nine that leads the League has not yet brought them into battle. Only when the great Wyrms land and fight will the battle be fully joined. While there are some signs that the reclusive Mountain Trolls are retreating into the protection of the Sturnmount Mountains, leaving the Forest Elves to rot, there are some indications that League agents are trying to recruit allies and mercenaries from the west in attempt to save their doomed homeland.

The enchanted map on my chamber wall has changed to reflect the dominance of the Sect in lands that were once controlled by the League. The League is the first to fall under the Dark Crusade.

The Kuttar Depths - Fall, Day 29

Upon the recommendation of my masters, I moved the Scrying Eye to the northern mountain ranges, darting amongst the craggy peaks and abandoned mines of the Kuttar Depths. While humans, Dwarves, Elves and Orcs have mined here for centuries, gathering gold and steel, silver and – more recently – Magestone, there is a noticeable influx of Heroes marching into these territories armed for war. Secretly following one party of humans and Dwarves, I discovered that these Heroes are planning to delve into the mountain's depths... to somewhere they refer to only as "the Dragon's Gate".

Beneath the Mines - Fall, Day 30

The quest through the caves is slow going, as the treacherous pits and caverns are filled with Mage Spawn and other perils. The band I am following discovered a wide staircase this morning, with countless stairs descending into the heart of the peaks. Ancient statues holding glowing lanterns light the way at places, providing a path leading to danger – and treasure?

Witnessing a critically injured Troll warrior being dragged off into a dark recess by hungry undead gave the Heroes pause and reason to mourn; for myself, the scene reminded me of home.