

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.)

Sheltered among the northern mountains for the Ailons lies Ashon Rye. Here, captains and demi-mages lead their troops in search of elusive mage stone. Here, fortunes are made and lost as humans, dwarves, elves, and trolls battle one another for glory, profit, and, occasionally, honor.

Rebellion has swept the lands. For four years near constant fighting has pitted brother against brother, clansman against clansman. The old factions still cling to the shattered remains of their power while a new order struggles to rise from the ashes of the old.

Many come to Ashon Rye to test their skills and seek their fortune. The lucky leave with their lives and plunder. Those smiled upon by fate and skilled in the arts of war leave with much, much more – they leave with knowledge and take the first steps down the road of Glory.

Now five Warlords gather their hosts and prepare to do battle. Representing their factions or themselves, they come to permanently break the balance of power at Ashon Rye and claim the magestone there for themselves. Each leads an impressive array of warriors.

Kho'Ta

A former Elemental Priest, Kho'ta was corrupted by the achainations of the Necropolis Sect. Breaking free after battling his former mentor, Kho'ta traveled to the Ailons, setting up a new domain. From the mountains he continues to fight the Necropolis Sect in whatever manner possible.





Raydan Marz, The Outlaw

Marz fled Atlantis under suspicion, fighting his way free through the royal guard. He has set camp in the northern reaches of the empire, where he works to garner the resources necessary to oppose the emperor. He remains loyal to the empire; however, flying the ensign of Atlantis over his command post.

Darq, The Corrupt, of The Order Of Vladd

Said to be touched by the gods, his clansmen named him 'Darq the Immortal' and 'The Uncorrupt One.' Ages ago, however, Darq succumbed to the Necropolis Sect and betrayed his clan, becoming a prince of the nopheratus and a leader within the Sect he fought as a mortal.



Carmine Sura

Born the pampered daughter of a northern Duke, Carmine became an implacable opponent of the Necropolis Sect when her father was turned into a vampire. Turning her back on her family dukedom, she takes a more aggressive role in the fight. Where the Necropolis gathers in strength, Carmine can be found thwarting their efforts.

Kossak Mageslayer

Kossak claims blood kinship to the legendary Troll chieftain Paragon, though no such proof can exist. He is one of the League's proactive warlords, traveling beyond the confines of the Wylden Plateau as necessary to halt corruption of The Land or danger to the League before it begins.



Batch to win:

